



2008 Texan Friendlies A Nike Premier Tournament Tournament Rules

1. **RULES OF PLAY:** Rules of play shall be per FIFA "Laws of the Game" except as modified by US Soccer, US Youth Soccer, South Texas Youth Soccer Association and herein.

All decisions concerning rules and regulations, including the interpretation thereof, bracketing of teams, match schedules, etc. are at the sole discretion of the 2008 Texan Friendlies Tournament Committee. Protests are not allowed.

2. **TEAM AND PLAYER REGISTRATION:** Teams must check-in at the host hotel Friday night, August 22, from 6:00 – 10:00 pm. For check-in, Teams are required to have the following:
 - a. Valid USYSA player cards for each player, signed by their league official. Player cards must be signed, with a photo and laminated. If 2008-2009 cards are not available, 2007-2008 cards may be used.
 - b. A properly completed and signed medical release for each player, current for the 2008-2009 seasonal year. Releases do not need to be notarized.
 - c. A completed team roster: Teams are allowed unlimited guest players for this tournament, but guests must be listed on the submitted roster. A screen print of the Affinity System (STYSA teams ONLY), signed by the coach is acceptable.
 - d. Properly completed and signed travel permits, executed by the state office, are required for all out-of-state teams.

Teams will play in their 2008-2009 age brackets according to age of oldest player. Players may not play in a lower age category. Players may only play for one team during the tournament. While guest players are unlimited, it is intended that each team play with their 2008-2009 seasonal team.

3. **FEES:** The tournament registration fee must be received by Friday, August 15, 2008. Mailing address is: Texan Friendlies, c/o Cathy Conaway, 13931 Cypresswood Crossing Blvd., Houston, TX 77070

U9 thru U12 (8 a-side):	\$275.00
U11 thru U12 (11 a-side):	\$300.00
U13 thru U19:	\$325.00

Refunds will not be made once a team is accepted.

4. **INCLEMENT WEATHER:** The Tournament Committee may restructure or cancel the tournament due to inclement weather. A refund less administrative expenses will be issued in the event of cancellation. Once play has begun, there will be no refunds.

Each team will be required to give the tournament committee a contact cell phone number that can be used by the tournament to notify the team of game changes during the weekend.

5. **MATCH LENGTH:** The length of the games, unless shortened due to inclement weather or field conditions, will be as follows:
 - a. U9 thru U10: 2 periods of 25 minutes each

- b. U11 & U12 : 2 periods of 30 minutes each
- c. U13 & U14: 2 periods of 35 minutes each
- d. U15 & U16: 2 periods of 40 minutes each
- e. U17 thru U19: 2 periods of 40 minutes each

Mandatory one (1) minute water breaks will be given half way thru both halves. The clock will continue to run.

6. **GAME INFORMATION:** Be ready to start all games at the scheduled time. Warm up outside the touchlines prior to the game start time. The first team listed is the home team. The home team must change jerseys in case of color conflict. Each team shall submit a ball of appropriate size, weight and pressure to the referee. The referee shall select a game ball from those provided by each team.

There will be a spectator side and a technical side of the field. Coaches are responsible for making sure their teams and spectators adhere to this rule. Coaches are also responsible for rendering first aid to their players.

Coaches are responsible for the behavior of their team and spectators.

7. **SUBSTITUTIONS:** Unlimited substitutions may be made with the permission of the referee at the following:
- a. Prior to throw-in, by either team.
 - b. Prior to a goal kick, by either team.
 - c. After a goal is scored, by either team.
 - d. After an injury when the referee stops play, by either team.
 - e. Immediately after a caution (cautioned player only).
 - f. At half time.

8. **RED and YELLOW CARDS/SEND-OFFS:** Any coach or player receiving a red card/ejection from a game will not be allowed to participate in the next game, at a minimum. The nature of the ejection will determine the duration of the suspension. Any player or coach guilty of assault on a referee will be removed from further tournament competition. All disciplinary measures shall be limited to placing restrictions upon an individual's group participation in the tournament.

Two yellow cards received in the same game by the same player will be considered a red card and treated as such. Three yellow cards received over three different games by the same player will be considered a red card and treated as such. One point will be deducted from the game points for every red card received by a player.

A team will be allowed to replace a player receiving two yellow cards or a red card in a match; the team will not have to play short.

Red/yellow cards must be reported on the game cards by the referee. Cards and other matters are reported to the Host State Association and the home club/league of the team.

9. **PLAYER EQUIPMENT:** Shin guards must be of appropriate size for the player's age and size. Absolutely no player will be allowed to play with a hard cast. This is a STYSA rule.
10. **SCORING:** Game cards must be filled out and signed by the referee (including any disciplinary action). The winning coach will be responsible for turning in the game card to the scorer's tent *immediately after the game*. In the case of a tie, the home team will be responsible for turning in the game card. *****Immediately means within 30 minutes after the game ends*** Game cards not turned in within 30 minutes will be scored as a 0-0 tie.**

Teams will be assigned to divisions, and there will be a champion in each; however, no awards will be given. At the conclusion of the matches, the team with the most points in each division, determined using the point system below, will be declared the champion.

For each match, points will be awarded as follows:

- Three points for a win;
- One point for a tie;
- Zero points for a loss;

Forfeits will be scored as a 0-2 loss for the forfeiting team.

In any division where there is a tie, the following tie-breaker will be used to determine the champion:

- Winner of head-to-head competition;
- Team with the most wins
- Team with greatest aggregate goal difference (maximum of 3 goal differential per match.)
- Least goals scored in the match
- If teams remain tied, they will be declared co-champions.

If three or more teams tie, the preceding tie-breaker will be used to eliminate one team, after which the remaining teams begin the tie breaker process again. As long as more than two teams remain tied, the head-to-head tie breaker is not used.

11. **Alcoholic beverages and pets are not allowed at the games.**
12. **EXCEPTIONS:** The tournament committee or tournament Director reserves the right to modify these rules at any time with or without notice. The director or committee will act upon any rules or items not listed.