

# Tournament Rules

---

## Tournament Headquarters

The Training Grounds- 1830 Legends Trail  
Carrollton, Texas 75006

---

**All tournament check-ins must be completed online by 5 p.m. on Friday (11/22/2024) before the tournament.**

### 1. Team Eligibility, Rosters and Guest Players

a. BVB International Academy North Texas's tournaments are unrestricted and sanctioned through the North Texas Soccer Association. We accept official team rosters from US Club Soccer, SAY, USSSA, AYSO, and USYSA State Associations (STYSA, OSA, etc.).

b. Teams must be registered through one of the above organizations, and all team paperwork must be from the same organization. More information about which documents are required can be found at <http://www.BVBTournaments.com>

Example: Teams MAY NOT mix USYSA (NTSSA, STYSA, OSA, etc.) official rosters with US Club Soccer Player Loan forms or vice versa.

c In the U4-U10 age groups, no guest players are allowed. However, teams may have a maximum of 5 guest players in U11- U19. In addition to 5 guest players, teams may utilize Club Pass players.

d. Before check-in, all players, including guest players, must be listed on the team's online GotSport roster.

e. Teams from outside the State Association where the tournament is located must provide proof of permission to travel.

## **2. Player Jerseys/Numbers & Equipment**

- a. Each team must have a unique numbered jersey for all players. Numbers must be permanently affixed; no tape or Sharpie numbers will be allowed. No two players may have the same number.
  
- b. Player names and jersey numbers must match the game report, and the roster posted in the team's GotSport account. This includes the primary and alternate jerseys.
  
- c. Goalkeepers are not required to have a number on their jersey but should be identified by the number on the team's GotSport roster. The goalkeeper's jersey must be a different color than the field players on both teams.
  
- d. Jerseys must be the same primary color but do not have to be of identical style. If the referee orders a jersey change due to color confusion, players/teams must comply.
  
- e. Alternate jerseys or numbered T-shirts must be available with a unique number for each player.
  
- g. The referee will remove violators from the field and will not allow them back on until the player equipment issue has been corrected.
  
- h. The Home Team is designated according to the schedule. The Home Team will wear white or lighter-colored jerseys. **AWAY TEAMS ARE NOT TO WEAR WHITE JERSEYS.** However, the home team must change jerseys if there is a conflict. The Tournament Director can make any variation or exception to the rule. All decisions by the Tournament Director are final
  
- i. Players must wear age-appropriate shin guards and be entirely covered by socks. Referees may require players to change any improper/unsafe footwear.

j. All equipment items, including casts, braces, etc., other than the basics, must be inspected by the referee and determined not to be dangerous. An opposing team can request verification of said equipment and may appeal to the referee's discretion.

**3. Team players and coaches are to be on the opposite side of the field from all spectators.** Only rostered players, coaches, assistant coaches, and team managers are allowed the player sideline bench area. Spectators must be in the same half of the field across from their team bench. At complexes set up for a team and their spectators to be on opposite sides from the other team and their spectators, the Home team will occupy either the North or West side of the playing field. Spectators may not sit or stand behind the goals or within 10-15 yards of the game touchline nearest the goals.

**4. Both teams will present a match ball to the referee for them to choose from for the official match ball.** The referee may decide to use both, one as a backup. Only that ball will be used if a tournament ball is provided.

**5. A game may be declared a forfeit by the Tournament Director** if a team is not ready to play at the published time or within five (5) minutes of the start of the game.

**6. The only protests allowed are for an ineligible player.** Protests must have a material impact on the game's outcome and be reported in writing within 20 minutes of the end of the game, with a One-hundred-dollar (\$100) cashier's check, money order, or cash.

## FORMAT OF PLAY

AGE	FORMAT	FEE	BALL SIZE	HALVES / QUARTERS	MAX ROSTER	GUEST PLAYERS
U4 (2021)	4v4	425	3	8 Minutes per Quarter	8	0
U5 (2020)	4v4	425	3	8 Minutes per Quarter	8	0
U6 (2019)	4v4	425	3	8 Minutes per Quarter	8	0
U7 (2018)	4v4	425	3	8 Minutes per Quarter	8	0
U8 (2017)	4v4	425	3	8 Minutes per Quarter	8	0
U9 (2016)	7v7	625	4	25 Minutes	12	0
U10 (2015)	7v7	625	4	25 Minutes	12	0
U10 (2015)	9v9	725	4	25 Minutes	16	0
U11 (2014)	9v9	725	4	30 Minutes	16	5
U12 (2013)	9v9	725	4	30 Minutes	16	5
U12 (2013)	11v11	825	4	30 Minutes	18	5
U13 (2012)	11v11	825	5	35 Minutes	18	5
U14 (2011)	11v11	825	5	35 Minutes	18	5
U15 (2010)	11v11	825	5	35 Minutes	22	5
U16 (2009)	11v11	825	5	35 Minutes	22	5
U17 (2008)	11v11	825	5	35 Minutes	22	5
U18 (2007)	11v11	825	5	35 Minutes	22	5
U19 (2006)	11v11	825	5	35 Minutes	22	5

**OVERTIME** - There is no overtime in preliminary games. Quarterfinal, Semifinal, and Final games tied at the end of regulation will be decided by kicks from the penalty mark to determine the winner.

The scoring system for preliminary (pool) games will be as follows:

- a. 6 points for a win
- b. 3 points for a tie
- c. 0 points for a loss
- d. 1 point per goal scored in the game with a maximum of 3
- e. 1 point for a shutout (not allowing the opponent to score)
- f. A forfeit game will be scored at a 3-0 win when tournament points are calculated for tiebreaker determination.

**THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO REMOVE ANY TEAM FROM THE TOURNAMENT AND MAKE THEM INELIGIBLE FOR THE PLAY-OFF ROUNDS FOR INTENTIONALLY FORFEITING A GAME(S).**

**8. The winning team will turn in the scorecard.** In the case of a tie – the Home Team turns in the scorecard. Please verify the referee has accurately recorded the score and misconduct (red and yellow cards). Scorecards are turned into the tournament headquarters upon completion of the game.

**9. The tiebreaker system for teams advancing from preliminary games to play-offs will be as follows:**

If two or more teams are tied in points after their preliminary games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- a. Head-to-Head game results- winner will advance.
- b. Goal differential– the team with the highest goal differential against an opponent will advance (maximum of ten (10) goal differential)
- c. Goals for
- d. Goals against
- e. Most number of “shutouts”
- f. IFAB kicks from the penalty mark

These tiebreaker procedures will be applied in the order listed to the teams tied in points until one team is selected for advancement.

**10.** In U11-U19, each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game at any given time during the game. In U9-U11, five (5) players are required. In the U10- 9v9, seven (7) players are required. In U4-U8, three (3) players are needed.

**11. There will be a free substitution, with the referee's consent at the following times:**

- a. A player receiving a yellow card (the player carded only)
- b. Before a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- c. Before a goal kick
- d. After a goal by either team
- e. After an injury by either team when the referee stops the play
- f. At half-time by either team
- g. At the referee's discretion
- h. For 4U-8U age groups, player substitution is at the end of the quarter

**12. Any send-offs should be reported to the Tournament Committee immediately following the game.** Any player or coach sent-off (other than on account of receiving two cautions in the exact match) shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last match of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played). If the send-off was for fighting, or if it is the player's second tournament send-off, the player will be suspended from the remainder of the tournament. Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team (unless the third caution occurred in the last match of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played). Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters. If the referee sends off a parent/spectator, the coach of their team can also be sent off at the discretion of the referee and tournament director.

**13. All referee decisions are final.**

**14. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.**

**15. Tournament Director is final in all matters. No appeals will be allowed beyond that point.**

**16. If the referee or linesmen need to be added to the field, report immediately to your Field Marshall. In the event the linesmen are not available, each team is required to provide a "club linesman."**

**17. If a game has played one full half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete. Full-length games, if tied, will be determined by the tiebreaker procedure.**

**18. In the event of inclement weather, the format for tournament play and/or completion may be modified and will be determined by the Tournament Director.**

**19. The tournament provides net and Flags.**

**20. Players in U12 age divisions and younger shall not engage in heading in games. In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest the infringement.**

**21. All teams not accepted by the tournament will be refunded in full within ten (10) days of the rejection notification or notification to the teams accepted, whichever comes first.**

**22. Any team that withdraws from a tournament after the schedule has been posted or does not complete all required scheduled games will not receive any refund and may be banned from future BVB International Academy North Texas tournaments.**

**23. Once the game-time temperature exceeds 90 degrees, the Tournament Director will institute water breaks (mandatory or at the referee's discretion). The water breaks would occur in the first and second halves of play, and the official time would not stop.**

**24. In case of substantial or hard rain, snow, or lightning, a notification of game/field status will be sent through GOTSPORT to the team contact (coach/manager). If inclement weather cancels the tournament prior to the completion of a team's first scheduled game, the tournament may retain a maximum of fifty percent (50%) of the team's entry fee to cover the start-up cost of the tournament.**