

## LAKE HIGHLANDS GIRLS CLASSIC LEAGUE QUALIFYING TOURNAMENT RULES

**11U & 12U TEAMS MUST MAINTAIN A MINIMUM OF 12 PLAYERS ON THEIR OFFICIAL ROSTER TO TRYOUT FOR THE LEAGUE. ALL OTHER AGE GROUPS MUST MAINTAIN A MINIMUM OF 14 PLAYERS ON THEIR ROSTER. 11U & 12U TEAMS CAN HAVE A MAXIMUM OF 16 ROSTERED PLAYERS. 13U-14U ARE ALLOWED A MAXIMUM OF 18 PLAYERS ON THEIR ROSTER, 15U AND ABOVE ARE ALLOWED 22 PLAYERS ON THEIR ROSTER. NO GUEST PLAYERS ARE ALLOWED.**

The following rules will apply during the tournament. In the event a situation arises that is not covered in these tournament rules, the LHGCL rules will govern. Certain circumstances may arise that the LHGCL Tournament Director and/or LHGCL President believes an exception to these rules must be made in the best interest of the teams and/or league. In that event, the ruling(s) made by the LHGCL Tournament Director and/or LHGCL President will prevail. No protests are allowed, except questions regarding ineligible or illegal players. A written protest must be filed with the LHGCL Tournament Director within two hours after the game in question, accompanied by a \$100 protest fee (cash, cashier's check, or money order only) which will be refunded only if an ineligible or illegal player is discovered. **In the unlikely event there is a question regarding admissibility of a team or teams into the league, the LHGCL Executive Board has the absolute authority to decide on the question. No appeal of the decision is allowed.**

### **Uniform Policies:**

All players on each team must wear matching uniforms; that is, jerseys, shorts, and socks must be the same color and design as the other members of their team. **Each player's jersey must have a permanently affixed number on the back (also applies to alternate jerseys) which shall be the same number as on the official and game day rosters**, except the goalie, whose jersey shall be distinct from both teams and the referee. A number is not required on the goalkeeper's jersey.

Home team (first team listed on the schedule) shall wear white, or must change jerseys if the referee deems there to be a color conflict. Visiting teams shall not wear white unless the home team agrees to wear a color other than white or in unusual circumstances with LHGCL Qualifying Tournament Director permission. The referee must be notified if the home team is not in white. **All teams are required to have alternate jerseys with the proper numbers for each player**. All players are required to wear shin guards that must be covered by the player's socks. Shirts should be tucked in at all times. **All teams should take notice that white jerseys are required in LHGCL regular season play. Teams that fail to have proper uniforms run the risk of forfeiting.**

### **Team Information:**

1. The Home Team is listed first on the schedule
2. Both Teams should present a ball (11U & 12U - No.4; 13U – 19U-No. 5) to the referee, who will choose one for use as a game ball.
3. 11U & 12U Teams will play 9v9 on smaller fields. 13U-19U teams will play 11v11 on full size fields.
4. **Referees will have the game reports for each game. Both teams should confirm and initial the game reports after each game. League Officials will pickup reports from referees and deliver reports to the tournament HQ. The teams are NOT responsible for managing or delivering the game reports.** There will be mandatory roster checks prior to each game. Managers are responsible for downloading & accessing the Got Soccer app (GotSoccer Featured Events) to be used to compare players pictures against the game day roster. Players & numbers must match, or the player will not be allowed to play. Write-ins will not be allowed.
5. Game Lengths

Age Group	Round Robin	2 <sup>nd</sup> Weekend (If playing format dictates)
11U – U12:	Two 25 minute halves	Two 30 minute halves
13U – 14U:	Two 30 minute halves	Two 35 minute halves
15U – 16U	Two 30 minute halves	Two 40 minute halves
17U – 19U	Two 35 minute halves	Two 45 minute halves

- a. The tournament will be scored on the following 10-point system:
  - 6 points for a win, 1 point for each goal scored, up to a maximum of 3
  - 3 points for a tie, 1 point for a shutout
  - 0 points for a loss, a 0-0 tie is 4 points to each team

### **General Rules:**

1. The LHGCL Tournament Director and/or LHGCL President has the authority to cancel any games that are not necessary to determine entry into the league. There is no guaranteed minimum number of games.
2. Round robin games may end in a tie. For any games that must have a winner that are tied after regulation play, the following tie breakers will be used, in order, to determine the teams that advance:
  - a. Winner of head-to-head competition; if a tie still exists, then
  - b. Goal differential - Goals scored minus goals allowed using all goals scored in games in that round of play, with a maximum goal differential of 8 goals per game. Higher number shall finish in higher position; if a tie still exists, then
  - c. Most goals scored in games played in that round (maximum of 8 goals per game); if a tie still exists, then
  - d. Fewest goals allowed in games in that round of play; if a tie still exists, then
  - e. The team with the most shutouts in that round of play; if a tie still exists, then
  - f. Kicks from the penalty mark. If feasible, the LHGCL Tournament Director and/or LHGCL President will provide some type of game situation competition to break any ties that continue to this point. However, the decision to provide game competition lies with the LHGCL Tournament Director and/or LHGCL President. No appeal of this decision is allowed.
3. Forfeits: Any team that forfeits will be automatically disqualified from further participation in the tournament and from participation in the league. In the event of any forfeited game all games in the round of play involving the team that forfeited will be omitted before calculating the points and/or standings.
4. Any game stopped short for any reason other than acts on the part of one of the team's, shall be rescheduled and played in full.
5. Misconduct:
  - a. A player receiving a second yellow card in a single game is suspended for the balance of that game and the next game. The two yellow cards received in that match will not count towards yellow card accumulation listed below, but shall be counted as a single red card for accumulation.
  - b. Any player that receives a red card or any coach/assistant coach who is sent off is suspended for the balance of that game and the next game. If the red card is issued during the teams last game the player or coach/assistant coach may be referred to North Texas for further sanctions. A player may be at the field for the next game, but may not wear any part of her uniform and may not go onto the pitch with her team at any time.
  - c. Any coach, assistant coach, manager, parent or team representative that is ejected (or receives his second official caution in the tournament) or asked to leave the game by the referee **shall immediately leave the complex and may not attend the next game his team plays in the tournament, nor can he be present at the complex. (For this purpose, "complex" includes the playing fields, surrounding streets, parking lots, and/or open fields or any location where the game can be observed.) Violation of this rule may be cause for a forfeiture of the game by the offending party's team and may cause the team to lose eligibility for the league.**
  - d. Misconduct on the part of any team, coach, player, parent, spectator, or anyone associated in any way with a team can be considered to be detrimental to our league and, therefore, may be cause to withhold a team's or individual's invitation for participation in the league. All persons participating in and/or attending this tournament are expected to conduct themselves in a mature and sportsmanlike manner.
  - e. A Cumulative Card System for this tournament will operate as follows:

- i. Red Cards: One game automatic suspension for the game following an individual's first red card of the tournament. Two game automatic suspension following such individual's second red card of the tournament.
- 6. Each 13U-19U team must have a minimum of 8 players to start a game; and 7 players eligible to play to continue a game. 11U-12U teams must have 7 players to start a game and 6 players eligible to play to continue a game.
- 7. **NO TIME ALLOWANCE WILL BE MADE FOR LATE ARRIVALS.** The games must start on time or immediately after the previous game on the field is completed. No time will be allowed for additional players to arrive. Teams with fewer than 8 players (7 players for 11U-12U) available at the time when the game can begin will forfeit.
- 8. The LHGCL Tournament Director and/or LHGCL President (not the referee) will be responsible for all decisions regarding forfeits.
- 9. **ALL 19U TEAMS** must turn into the league office by the registration deadline a list of your players and the schools (and school districts) they will attend in the fall 2019. **Players that will not be attending HS in the fall 2019 will not be allowed to participate in the QT without written permission from the LHGCL Age Division Commissioner and/or Tournament Director.**
- 10. Inclement weather policy: In the event of inclement weather, the Tournament Director will determine whether games should proceed. In the event of lightning, all personnel will be required to leave the fields and go to their cars. Games will resume as determined by the Tournament Director. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.
- 11. Heading policy: Players in 11U programs and younger shall not engage in heading, either in practice or in games. Heading during game play will result in the following penalty:
  - a. *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.*
  - b. *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 to where the infringement occurred.*