

Flamefest Tournament Rules

EACH ACADEMY TEAM will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. U9 Academy team's roster is allowed a maximum of 12 players. U10 Academy team's roster is allowed a maximum of 16 players. There are no guest players allowed on an Academy team. U9 will play 7v7. U10 Academy teams will play 9v9. Academy teams must submit the tournament roster provided by the tournament (no other form of roster will be accepted). An Academy player is only allowed to play on one team during the tournament.

EACH COMPETITIVE TEAM must have a minimum of seven (7) players to start the game. There must be a minimum of seven (7) players to continue the game.

EACH TEAM is required to provide the referee with a suitable game ball prior to the beginning of the game. The referee will select one to be used during play and return the ball to the providing team at the conclusion of the match.

EACH TEAM must have alternate numbered jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected. Home team is the team listed first on the schedule. Home team will change jerseys if there is a color conflict. Team will occupy one side of the playing field, while parents and spectators will occupy the opposite side.

THE COACH is responsible for all verbal & physical actions of his/her spectators. The coach can receive a disciplinary card from the referee for the actions of his/her spectators. Verbal or physical abuse of referees or assistant referees of the game will not be tolerated. Violations can result in the forfeiture of the game and/or expulsion from the tournament.

A GAME shall be declared a forfeit if a team is not ready to play within (10) minutes of the published start time or is found to have an ineligible player participating.

EACH TEAM is required to report the score of their game to the tournament headquarters. All scores must be reported within 30 minutes of the conclusion of the game. Failure to comply could result in the score being recorded as a loss for both teams. The referee provides final verification of the score in case of a discrepancy.

THE FORMAT of the tournament is as follows:

AGE GROUP	Format	Birth Year	PRE-LIM GAMES	SEMI-FINAL GAMES	CHAMPIONSHIP GAMES
Academy U-9	7v7	2008	2 X 20	2 X 25 - 2 X 10 O.T*	2 X 25 - 2 X 10 O.T.*
Academy U-10	9v9	2007	2 X 20	2 X 25 - 2 X 10 O.T*	2 X 25 - 2 X 10 O.T.*
U-11	9v9	2005	2 X 25	2 X 25 - 2 X 10 O.T*	2 X 30 - 2 X 10 O.T.*
U-12	11v11	2006-2005	2 X 25	2 X 25 - 2 X 10 OT*	2 X 30 - 2 X 10 O.T.*
U13-U14	11v11	2004-2003	2 X 30	2 X 35 - 2 X 10 O.T. *	2 X 35 - 2 X 10 O.T.*
U15-U16	11v11	2002-2001	2 X 30	2 X 40 - 2 X 10 O.T*	2 X 40 - 2 X 10 O.T.*
U17-U19	11v11	2000-1998	2 X 35	2 X 45 - 2 X 10 O.T.*	2 X 45 - 2 X 10 O.T.*

Brackets with 3 or 4 teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three team brackets that play crossover games with other three team bracket, the two (2) teams with the highest total points of the two (2) brackets will advance. Preliminary games may end in a tie. If Quarter Final games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner. If semi-final or final games end in a tie, two (2) ten (10) minute overtime halves will be played-NO GOLDEN GOAL. If the game is still tied at the end of the second overtime period, FIFA "kicks" from the penalty spot will be taken to determine the winner

Substitution on your team: Throw in, Corner Kick, Cautioned player or Injury.

Substitution on either team: Kick off and Goal kick.

THE 10 POINT SCORING SYSTEM WILL BE USED AS FOLLOWS:

WIN - 6 POINTS

TIE - 3 POINT

LOSS – 0 POINT

MAX GOALS SCORED IN GAME IS 3 – 1 POINT

SHOUT OUT – 1 POINT

FORFEIT GAME WILL BE SCORED AT A 3-0 WIN

THE TIE BEAKERS ARE DETERMINED AS FOLLOWS:

Head to Head Competition

Goal Differential

Most Goals Scored

Fewest Goals Allowed

Penalty Kicks

REFEREES are required to report all disciplinary actions to the tournament officials at which time tournament officials will impose the penalties stated herein: 1) a player or coach that has been "sent-off" is not allowed to be present at their next scheduled game. Depending upon the severity of the offense, further disciplinary actions may be imposed by the tournament disciplinary committee. 2) All red and yellow card reports will be mailed at the end of the tournament to state and home associations. The tournament will use only USSF Registered Referees & Assistant Referees. All referee decisions are final. No protest will be allowed.

NETS AND FLAGS will be provided by the tournament.

ANY PROTEST must be reported in writing with a \$250.00 cashier's check, money order or cash deposit and must be presented to the tournament director **BEFORE** the contested game ends. The tournament will then decide on the disposition of the protest.

ANY TEAM THAT WITHDRAWS FROM THE TOURNAMENT less than one week from the start of the tournament or does not complete all require scheduled games, may not be allowed to enter any sanctioned tournament until said team appears before the NTSSA Cup & Games Committee for a hearing explaining their actions and may forfeit their entry fee and performance bond, if one has been posted.

IN CASE OF INCLEMENT WEATHER the Tournament Committee will determine if games are to be suspended. If games are suspended teams and spectators should go to the parking lot and stay in their cars-do not leave the complex until you know the games will not be resumed. If play can be resumed a tournament official will sound the ALL CLEAR and play will resume at the point it was suspended. **If a game is played into the second 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. If a game is stopped before half time and the game cannot be completed or replayed due to time or field constraints, the result of the game can be determined by kicks from the mark. DO NOT LEAVE THE COMPLEX UNTIL YOUR COACH OR MANAGER TELLS YOU GAMES ARE CANCELLED.** Either the coach or manager should check with the tournament complex headquarters for more information before leaving. In the event of inclement weather, Act of God, or other circumstances or conditions that are beyond our control, the tournament director has the authority to restructure or cancel the tournament. **If the tournament is cancelled before the completion of the preliminary rounds of play, no winner will be declared. 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.** Tournament will not be rescheduled.

ANY SITUATIONS OR QUESTIONS on the rules of the tournament that are not covered herein will be governed by NTSSA and USYSA Rules books in that order. The director shall determine any matters not provided for in those rules. The decision of the tournament director is final.

2017 FLAMEFEST COMPETITIVE SOCCER TOURNAMENT

DATE
: June 16 - 18, 2017

LOCATION: Craig Ranch Soccer Complex 6375 Collin McKinney Parkway McKinney TX 75070
Al Ruschhaupt Soccer Complex 1986 Parkview Drive McKinney Texas 75070

PARTICIPATION: Academy U09 & U10, Competitive U11-U19 will play a 3 game minimum with bracket advancement to finals.

APPLICATION: Must be made on-line. Payment is due no later than June 2nd to be included in the accepted teams list.

FOR MAT & FEE: Academy Teams: U9-7v7 = \$475, U10-9V9 = \$525

Competitive Teams: U11-U19- 11v11 = \$575

CHECK IN: **Online check available until June 14, 2017. See Check in procedures to the right.**
ALL TEAMS MUST CHECK IN ONLINE.

Academy Teams will need NTX tournament roster signed by Home association/US Club roster signed by US Club administrator

U11-U19 Competitive teams – copy of official Spring roster signed by your home association & Medical release forms for all players (**medical release forms do not need to be notarized**). Club Player Passes will be accepted with a limit of 5.

Releases and Travel papers, if applicable due at registration

US Club Teams will be accepted and will incur a \$50 fee at check-in for insurance.

TEAM ROSTERS: Academy Teams - No Guest Players
U9: 12 Players, U10: 16 Players

U11-U14: 18 players including, up to 5 guest players

U15-U19: 22 players including, up to 5 guest players

Accepted teams and schedules will be posted on this website: www.flamefestsoccer.org as soon as possible after the deadline. **There will be no refunds for teams that withdraw after they are accepted. Teams not accepted will receive a full refund.**

**NOTI
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TION:**

IF YOU CHOOSE NOT TO PARTICIPATE AFTER YOU HAVE MADE AN APPLICATION, YOU MUST NOTIFY THE TOURNAMENT DIRECTOR IMMEDIATELY! FAILURE TO REMIT THE ENTRY FEE DOES NOT SERVE AS NOTIFICATION THAT A TEAM WILL NOT BE PARTICIPATING; YOU MUST CONTACT THE TOURNAMENT DIRECTOR, BEFORE BEING ACCEPTED, SHOULD YOU DECIDE NOT TO PARTICIPATE. **ANY TEAM THAT WITHDRAWS AFTER BEING ACCEPTED WILL BE REPORTED TO NORTH TEXAS.**

**REFE
REE:** When available, all games will use 3-man referee system with all referees being USSF certified.

**LODG
ING** For information, visit www.visitmckinney.com.

For more information or questions regarding the tournament please contact:

Norma Trujillo, Tournament Director

flamefestsoccer@hotmail.com

MAILED PAYMENT MUST BE RECEIVED NO LATER THAN JUNE 2, 2017

Please send your entry fee to:

Flamefest
PO Box 113
McKinney, TX 75069