Bayfa Winter Cold Snap Rules

Registration

REGISTRATION: Winter Cold Snap is a North Texas sanctioned tournaments and must follow the guidelines and rules set by each Association. For non-North Texas registered players, you are required to purchase a temporary registration for the event. Every effort should be made to create teams from existing North Texas rosters, however should a team be formed that is not from a North Texas roster, each player will be required to purchase temporary registration for the event. Cost is $10 per player. When registering your team with Winter Cold Snap, team names must be appropriate in language and should include the city of origin and/or coaches name, in case there are multiple teams within a division with the same name. All Players Must Have Proof of Age (i.e. birth certificate, driver license, passport, or State Association issued player cards) and be prepared to provide it to any Tournament Official (you do not have to turn your proof of age on or before check-in). Any player found to have falsified age will be dismissed from the tournament and said team may be subject to penalty including forfeit of games. Winter Cold Snap Rosters must be turned in BEFORE YOUR FIRST GAME. FAILURE TO DO SO WILL RESULT IN A FORFEIT. Only those players listed on the Winter Cold Snap Roster can play in the tournament. Any changes to your roster must be made prior to the START OF YOUR FIRST GAME. A player may not be added to the roster after the first game (i.e. if a player cannot make your first game but will be arriving for games after, that said player must be on the roster before the first game or he/she will not be allowed to participate).

Tournament Rules

TOURNAMENT FORMAT:

Players can only play for one team per NTX Soccer rules.

U4-U10 will play 3v3 on 30x20 yard fields, while U11 and above will play 3v3 on 40x30 yard fields. The goals will be approximately 4 ft. tall by 6 ft. wide. The goalmouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of two 12 minute halves separated by a 2 minute halftime or the first team to reach 12 goals, whichever comes first. Teams may consist of a maximum of (6) players only. Three players will be on the field at a time. There are no goalkeepers. A team must have a minimum of 2 players on the field to start the game.

Adults will play Coed 3v3 on 40yd x 30yd fields. The goals are approximately 4 ft. tall by 6 ft. wide. The goalmouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of two 14 minute halves separated by a 2 minute halftime or the first team to reach 12 goals, whichever comes first. For Adult COED games there must be one

female on the field at all times.Teams may consist of a maximum of (6) players only. Three players will be on the field at a time.

Skill Level

SKILL LEVEL: Teams are placed in divisions based on their players' competitive experience. Teams that have one or more players with competitive or academy experience will be bracketed in the competitive or academy division. The top two teams from each age division will play in a final 4th game to determine the champion.

Game Times

GAME TIMES/SCHEDULES: Teams must report to their scheduled field 10 minutes prior to game-time. A team will be subject to forfeit the game if not ready to play no more than 5 minutes after scheduled start time, at the discretion of the referee or Tournament Director. IT IS THE RESPONSIBILITY OF THE COACH OR TEAM CAPTAIN TO CHECK THE SCHEDULE FOR ANY CHANGES THE FRIDAY BEFORE AND DAY OF THE TOURNAMENT. YOU WILL NOT BE NOTIFIED OF ANY CHANGES.

Uniforms

All players must wear like jerseys during play. Each team must bring both light and dark colored jerseys. During pool play home teams must change or wear pinnies in case of color conflict. The home team is the first team listed on the schedule. During the playoffs, the higher seed will have the option of color. SHIN GUARDS ARE MANDATORY.

Rules

PLAYING RULES

No Offsides in 3v3

No Slide Tackling

No Heading of the Ball will be allowed for U4-U12 recreational age groups. Heading is only allowed for U11+ competitive. If an infraction occurs the opposing team will be awarded an indirect kick.

No Parents or Coaches will be allowed behind the goal.

Kick-Ins will be used in place of throw-ins.

Goal Kicks or Corner Kicks will be awarded if the ball travels over the end line. In 3v3 goal kicks may be taken from any point along the end line.

Kick-Offs may be taken in any direction. A team cannot score directly from a kick-off) ball must be 100% over the mid-line to be considered on the offensive half of the field).

Dead Ball Restarts including corner kicks and fouls are indirect. In all dead ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's

goal area is closer than 5 yards away, the ball shall be place 5 yards from the goal crease in line with the place of the foul.

Penalty Kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the mid-line with all players standing behind the mid-line.

Substitutions may be made on any stoppage of play, except free kicks or penalty kicks. Teams must gain the referees attention before making a substitution.

Game Balls are to be provided by the Home team.

Crease Rule for 3v3: Players cannot stand inside the crease. Players may pass through the crease; however there cannot be any contact with the ball inside the crease. Any part of the ball or player's body inside the plane of the crease is considered in the crease and an extension of such. If the defending team touches the ball in the crease, the offensive team will be awarded a goal. If the defending team touches the ball while the ball is outside the crease but their body is inside the crease (extension of such) the offensive team will be awarded a goal. If an offensive player touches the ball within the crease, a goal kick is awarded to the defensive team. If the ball comes to a stop inside the crease and the play is ruled dead, a goal kick is awarded to the defensive team. The plane of the crease extends upwards.

Scoring a goal may be scored only from a touch (offensive or defensive) within a team's Offensive half of the field. A score from an offensive player may be scored when the ball is completely on the offensive half of the field and cannot be touching the mid-line. If a player in their defensive half kicks the ball across the mid-line and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a goal is scored from the defending half of the field without touching any player (offensive or defensive), a goal kick is awarded to the opposing team. Goals may not be scored directly from kick ins.

Own goals, whether the ball started on offensive or defensive side of the field, will count as a goal.

POINT STANDINGS Points will be based on a 10 point scale: 6 points for a win, 3 points for a tie, and 0 points for a loss, plus 1 point for each goal scored up to 3 and 1 point for a defensive shutout. 9 points will be given for forfeits in pool play. Referees will present the score card to the winning teams coach upon competition of the game. This score card must be turned inn at the tournament tent in order to receive your points.

A forfeit must be approved by the BAYFA Tournament Directors before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary and if field space is available. Referees will provide the winning coach the scorecard, which must be turned in to the BAYFA tent IMMEDIATELY following the game. A team may be subject to penalty resulting in forfeit of that said game for failure of turning scorecards in on time.

OVERTIME RULES Games ending in a tie will be considered a tie, except during playoffs, where there will be (1) five minute “sudden death-golden goal” overtime period. A coin toss will decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied after the 5 minutes, penalty kicks will be taken to determine a winner. The players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks. The team that has scored the most penalty kicks at the end of the round wins. If it is still tied at the end of the round, the same players will rotate in a “sudden death” penalty kick format until a winner is decided. The second team to kick will have a chance to tie if the first kicking team scores first in “sudden death.”

TIE BREAKS Ties between 2 teams will be broken by: 1) Head to Head results between teams 2) Number of Shutouts in pool play 3) Goal differential in pool play (total difference in each pool play games, i.e. Team A won 8-4, their difference is +4) 4) Goals against in pool play (total allowed in all pool play games) 5) Goals scored in pool play (total scored in all pool play games) 6) Coin toss (Done by BAYFA Tournament Director. One team will be chosen as heads, other team as tails. Coin toss is won by whichever it lands on. Coin toss is Best 2 out of 3) Ties between 3 or more teams will be broken by: 1) Number of Shutouts in pool play 2) Goal differential in pool play 3) Goals against in pool play 4) Goals scored in pool play 4 5) Coin toss (Done by BAYFA Tournament Director. One coin will be tossed by each team simultaneously. The 2 teams that land with the same face, heads or tails, will move on to the next coin toss if another coin toss is needed. If all 3 teams land with the same face, we will redo the coin toss)

CAUTIONED PLAYERS (YELLOW CARD) Players that receive 2 yellow cards in one game will result in a red card (Please see red card rules). Any player accumulating 3 yellow cards during a tournament will automatically be suspended for their next game (NO EXCEPTIONS).

PLAYER EJECTIONS (RED CARD) Referees have the right to eject a player, coach, or parent/spectator from the game. If a player on the field is ejected, the team must complete the game minus 1 player on the field (i.e. 3v3 would have to play with 2 players). Substitutions may still take place, but the offending team will still be minus 1 player on the field. The player receiving the red card will automatically be suspended for their next game (NO EXCEPTIONS). Players, coaches, or parents/spectators who are ejected by the referee must leave the field and area around the field in a timely manner. The game will not restart until the offending player, coach, or parent/spectator has been removed, yet the game clock will continue. If a player, coach, or parent/spectator refuses to leave, the game may be forfeited in favor of the opposing team. All referee decisions, in this matter, are FINAL.

PROTESTS/DISPUTES No protests will be allowed when referring to a Referee’s “judgment call” and all games will be considered final in this circumstance. The BAYFA Tournament Director will resolve any situation not explicitly covered by the rules. The BAYFA Tournament Director will also resolve any “Rule Interpretation Violation” made by the Referee. Disputes relating to the interpretation of the rules will be resolved with the Administrator/Coach that is registered with the involved team(s) only. Individual parents or fans of the game may not represent a team if not registered as an Administrator/Coach with the involved team(s). If a “Rule Interpretation Violation” does occur, a formal protest must be made by the

Administrator/Coach of the team protesting before the game ends and the protest will be resolved within 15 minutes after the game ends. Videotape will not be allowed as a form of protest or decision review. Initial protests are NOT accepted after the game is completed.

WEATHER RELATED ISSUES BAYFA reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The BAYFA Tournament Director has the right to move or reschedule games, as well as the right to shorten game times. In case of bad weather, please check the website for updates. If weather cancels a tournament prior to the start of the first game, a maximum of fifty percent (50%) of the teams entry fee may be retained by the tournament to cover start-up cost of the tournament. The tournament will most likely be rescheduled to a later time. THE BAYFA TOURNAMENT DIRECTOR WILL HAVE FINAL SAY IN ALL DISPUTES AND INTERPRETATIONS OF THESE SAID TOURNAMENT RULES.

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