



## BOBBY RHINE INVITATIONAL TOURNAMENT RULES

1. Home Team is team listed first on schedule. Visitors must wear their darkest uniforms. Home Team will change jerseys in the event of a color conflict. Home Team should occupy the North side of playing field. Each team must have numbered alternate jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until players' equipment is corrected.
2. Academy teams are allowed a maximum of 16 players on the roster. There are no guest players allowed for Academy teams. 11U-12U teams are allowed a maximum of 16 players. 12U-14U teams are allowed a maximum of 18 participating players. 15U-16U teams are allowed a maximum of 22. 11U-16U age groups are allowed up to 5 guest players, club pass players, or a combination. A player may play for only one team in the tournament and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director, subject to sanctions under NTSSA regulations. Academy teams will play 7v7 format. 10U-12U will play 9v9 format. All other age groups 13U-16U will play 11v11.
3. All teams will be required to check-in at the Tournament Headquarters prior to their first scheduled game. All teams must have current player picture identification cards that are issued/certified by their governing body at team check-in. Player ID cards must be available upon request at each scheduled game and all elimination games if the team advances. Prior to each game, an 18-player maximum roster must be presented to the referee along with the ID cards for each corresponding player for that game. The jersey number for each player must match the jersey number listed on the roster. All international teams are required to present passports at team check-in.
4. A game shall be declared a forfeit if a team is not ready to play at the published time within five (5) minutes of the mini games and within ten (10) minutes of the full-length games. At half time the teams must be ready to resume play within five (5) minutes of the referee's designation.
5. A game shall be declared a forfeit by the Cup & Games Committee or tournament committee if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing (English-only), with a two hundred-fifty-dollar (\$250.00) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters.
6. 10U and younger will not engage in heading. If a player deliberately heads the ball in a game, an indirect free kick (IFK) shall be awarded to the opposing team from the spot of the offense. If the deliberate header is within the goal area, the IFK shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, play shall continue.
7. Teams will play Mini Games in preliminary, pool-play round games. Elimination games will be full length. Half time will be 5 minutes.

<u>DIVISION</u>	<u>MINI GAME LENGTH</u>	<u>FULL GAME LENGTH</u>	<u>BALL SIZE</u>	<u>OVERTIME</u>
10U	25 Minute Halves	25 Minute Halves	4	2-10 Minute Periods
11U	30 Minute Halves	30 Minute Halves	4	2-10 Minute Periods
12U	30 Minute Halves	30 Minute Halves	4	2-10 Minute Periods
13U	30 Minute Halves	35 Minute Halves	5	2-10 Minute Periods
14U	30 Minute Halves	35 Minute Halves	5	2-10 Minute Periods
15U	30 Minute Halves	40 Minute Halves	5	2-10 Minute Periods
16U	30 Minute Halves	40 Minute Halves	5	2-10 Minute Periods

8. Brackets will be created in groups of 4 teams that play each other within the bracket. Divisions with 8 teams will have the 1<sup>st</sup> and 2<sup>nd</sup> highest point earners advance to semifinals. Divisions with 12 teams will have the highest point earners in each group advance and a wild card team with the highest points earned advance to



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semifinals. Divisions with 16 teams will have the 1<sup>st</sup> place team in each group advance to semifinals **OR** the 1<sup>st</sup> and 2<sup>nd</sup> highest point earners advance to quarterfinals. (Elimination format will be determined by the Tournament Director prior to the tournament). Divisions consisting of 20 team or more will have the highest point earner in each group and, if applicable, the wild card team(s) with the most points advances to the quarterfinals. Preliminary games may end in a tie.

9. If Elimination games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner. If Final games end in a tie, two (2) overtime halves will be played, and if the game is still tied at the end of the second overtime period, IFAB "kicks" from the penalty spot will be taken to determine the winner.

International scoring system for mini games will be as follows:

- a. 3 points for a win
- b. 1 points for a tie
- c. 0 points for a loss
- d. A forfeit game will be scored at a 3-0 win for mini-games points for tiebreaker determination.

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

- a. Goal Difference in overall competition
- b. Highest gross goals scored in overall competition
- c. Head-to-Head competition
- d. Most Shutouts
- e. Tournament Director's decision

These tiebreaker procedures are applied, in order, to teams tied in points until one team is selected for advancement.

10. The "Wild Card" team is the 2nd place team with the highest number of points. In the event of a between "Wild Card" teams, then the tiebreaker procedure in 8 above will determine the "Wild Card".
11. 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.
12. For all age divisions U16 & below, there will be free substitution for all bench players and re-entry will be allowed, with the referee's consent, at the following times:
- A player receiving a yellow card (the player carded only)
  - Prior to a throw-in for either team
  - Prior to a goal kick
  - After a goal by either team
  - After an injury, when the referee stops the play
  - At half time by either team
  - In case of extreme heat, at the referees discretion
13. Any send-offs should be reported to the Tournament Committee immediately following the game. Any player/coach sent-off shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last tournament game for that player/coach, in which case such player/coach would be required to sit out their next scheduled game played). A player receiving two cautions in the same game during the group phase is not allowed to play in the next match. 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. The NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion.
14. All referee in-game decisions are final. No protests will be allowed, except for ineligible player.
15. The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.



## **BOBBY RHINE INVITATIONAL TOURNAMENT RULES**

16. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.
17. In the event the referee or linesmen is missing from the field, report immediately to your Field Coordinator.
18. 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. Full-length games, if tied will be determined by the tiebreaker procedure.
19. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.
20. All scores shall be turned into the Field Coordinator or Field Marshall by the Referee.
21. Net and Flags: All teams shall have a net and two corner flags available. In the event a net or other equipment is missing from the field, the game will be played at the discretion of the referee.
22. Any team that withdraws from a tournament less than two weeks from the start of the tournament or does not complete all required scheduled games, may not be allowed to enter any sanctioned tournaments 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.  
Any team that withdraws from the tournament after having been accepted into the tournament will be subject to a refund of no greater than 50% of the registration fee. Any team that withdraws from the tournament after having been scheduled tournament games will be ineligible for any refund of the registration fee.  
All teams not accepted by the tournament will be refunded in full within 15 days of the notification of rejection, or notification to the teams accepted, whichever comes first. (Posting on web sites can be considered notification of teams accepted)
23. Concussions: The Bobby Rhine Invitational will follow the North Texas Soccer concussion guidelines, which includes all potential head injuries being evaluated by the onsite Health Care Professional (HCP) designated by the tournament director. Only the designated HCP can give clearance to a player that has been evaluated for a concussion to return to the field.
24. In case of rain - HARD RAIN, NOT A SPRINKLE - call the FC Dallas Weather Hotline at 469.365.0001 before you leave for the game. 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 entry fee may be retained by the tournament to cover start-up costs.
25. Daily and/or weekly parking is charged for all TSC/FCD tournaments. No exceptions.
26. Gates will open 30 minutes before kick off. No warming up in goal mouths allowed.
27. The TSC "tournament office" shall only be used for sanctioned personnel. No more than 5 people will be allowed in the office at any time.
28. Freestanding, pop-up tents are allowed only if sized 10x10 or less. Tent stakes measuring no more than 6 inches in length and ¼-inch in diameter are permitted. Otherwise, the owner will be assessed a penalty fee of \$100/per stake removed.

**FOR ANY ASSISTANCE, SEE TSC FIELD COORDINATORS, TOURNEY FIELD MARSHALLS, OR CALL THE FCD SECURITY DUTY PHONE AT 972-955-5401. IN THE EVENT OF AN EMERGENCY, PLEASE CALL 911.**



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### **THE TOYOTA SOCCER CENTER RULES**

***\*EFFECTIVE IMMEDIATELY\*: THE TOYOTA SOCCER CENTER RESERVES THE RIGHT TO ASSESS A CITATION, FINE, OR PENALTY TO ANY USER OF OUR FACILITY (TEAMS, LEAGUES, OR EVENTS) WHEN ANY PLAYER THEREIN IS IN VIOLATION OF ANY THE FOLLOWING RULES.***

- **ANY USE OF OUR FACILITY MUST HAVE PRIOR APPROVAL FROM FC DALLAS STADIUM & SPORTS COMPLEX. No unscheduled play, free play, or non-approved play is permitted.**
- All persons using the facility must abide by the lightning warning system in the event it sounds. NO PLAY WILL BE ALLOWED ON FIELDS IN THE EVENT OF SEVERE WEATHER OR LIGHTNING.
- **WARNING:** By attending soccer events (including games and practices; collective, the “Event”) at FC Dallas Stadium & Sports Complex (the “Complex”), the attendee (“Attendee”) assumes all risk and danger incidental to the Event, including parking at the Event, moving to, from, and around at the Event, and all other activities, promotions, or events at the Complex (collectively, the “Events”) before, during or after the Event including, but not limited to, the danger of being injured by equipment, objects or persons entering spectator or parking areas (“Risks”), and further acknowledges that attendance at the Events is voluntary, and hereby releases, to the greatest extent permitted by law, FC Dallas Soccer, LLC, Frisco Stadium, LLC, FC Dallas Youth, LLC, and all entities and affiliates associated therewith together with their respective agents, players, officers, employees, and owners for injuries or loss of personal property resulting from such Risks or any incidents associated with crowds of people. If Attendee is accompanying a minor(s) to the Event, by allowing the minor(s) to attend the Event with Attendee, Attendee is deemed to have given all of the foregoing releases and waivers on behalf of such minor(s). If Attendee does not wish to or is not authorized to grant such releases and waivers on behalf of the accompanied minor(s), Attendee should immediately accompany the minor(s) out of the Complex. The Attendee and any accompanying minor(s) are admitted to the Complex on condition that the Attendee consents to the releases contained herein.
- Gates to complex will be open/unlocked 30 MINUTES prior to game time or start time unless otherwise agreed upon in advance. Players are NOT allowed on the field until the gates are unlocked. If gates are not unlocked no less than 30 minutes prior to kickoff, call the **Security Duty Phone at 972-955-5401** to have the gates opened. Unauthorized entry or jumping of fence will result in team being fined accordingly.
- Jumping fences or defacing fences to gain entry/exit is strictly prohibited.
- Warm-ups inside the 18 yard box (goal mouth) are strictly prohibited (including goalkeeper).
- Goalkeepers may not mark their posts by creating marks on the field.
- Players and coaches must clear the fields immediately following their scheduled usage.



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- Goals, nets, flags, and/or benches may not be moved unless approved by FC Dallas Staff.
- Stakes, nails, pipes may not be driven into the ground to hold up tents, team flags, portable goals, etc. All tents must be free standing using sandbags or water barrels to secure tents unless otherwise approved by FC Dallas Staff.
- Golf carts are not allowed in the fenced in area of the complex, **unless used by a trainer to respond to a player injury** (in this case, they may only drive on the grass to retrieve a player who needs to be transported). Golf carts are allowed on the paved areas outside the fenced area.
- Do not dig holes, tear up grass, disrupt landscaping, rip turf, or participate in any other activities that are destructive toward our facility.
- Do not deface any signs, statues, fences, or property.
- Fighting, cursing, loitering, and any other behaviors deemed inappropriate are prohibited, and are grounds for removal from the facility, or possible arrest.
- Drugs are strictly prohibited at FC Dallas Stadium. Alcohol and smoking are prohibited within the fenced in area of the soccer complex. Alcohol may only be served by approved FC Dallas Stadium vendors, and may only be consumed by persons 21 years of age or older.
- Children should not be left unattended.
- Pets, of any kind, are prohibited within the fenced in area of the soccer complex.
- Firearms and/or concealed weapons are strictly prohibited at FC Dallas Stadium.
- Grills, barbeques, or anything involving flames or fire are not permitted within in the fenced in area of the complex.
- All sponsors and vendors must be approved by FC Dallas with written consent.
- All marketing and/or flyer distribution in the parking lots is prohibited unless approved by FC Dallas with written consent.
- Signs and banners are prohibited unless approved by FC Dallas in written consent.
- All displays (vehicles, inflatables, etc) must have approved in written consent by FC Dallas.
- The sale or sampling of any items (food, drink, merchandise, etc.) is prohibited unless approved with written consent by FC Dallas.
- All restroom trailers/port-a-potties are not allowed unless approved with written consent by FC Dallas.



## **BOBBY RHINE INVITATIONAL TOURNAMENT RULES** **PARKING POLICIES**

- For Stadium events, FC Dallas Stadium parking lots normally open 2.5 hours prior to kickoff. For season ticket holders and other VIPs, there is reserved parking available. Follow the directions on your parking pass to find your appropriate parking lot. For more information about season tickets, contact the FC Dallas box office at 469-365-0132.
- Parking for FC Dallas Stadium and Sports Complex events is permitted only in designated areas. Anyone parking in areas other than designated areas may be ticketed and/or towed.
- Depending on the event being held at FC Dallas Stadium and Sports Complex, parking may or may not be free. In the event that there is a charge for parking, lots will be open no less than 45 minutes prior to event start.
- FC Dallas Stadium and Sports Complex reserves the right to charge for parking at any time.

***\*FC Dallas Stadium and Sports Complex reserves the right to assess a citation, fine, or penalty to any user of our facility (teams, leagues, or events) when persons are in violation of FC Dallas Stadium and Sports Complex rules.\****

***\*\*FC Dallas Stadium and Sports Complex and its affiliates reserve the right to deny entry into the complex and/or remove any person for any reason at any time.\*\****

***\*\*\*Rules are subject to change without notice.\*\*\****