

# LAKE HIGHLANDS GIRLS CLASSIC LEAGUE QUALIFYING TOURNAMENT RULES

## TEAMS MUST HAVE A MINIMUM OF 14 PLAYERS ON THEIR ROSTER TO TRYOUT FOR THE LEAGUE

The following rules will be followed at the tournament. In the event a situation arises that is not covered in these tournament rules, the NTSSA and/or USYS rules will govern. Certain circumstances may arise that the LHGCL Age Division Commissioner and/or the LHGCL Qualifying Tournament Director 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 Age Division Commissioner and/or LHGCL Qualifying Tournament Director will prevail. No protests are allowed, except questions regarding ineligible or illegal players. A written protest must be filed with the LHGCL Age Division Commissioner 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.**

### Home Team:

1. First team listed on schedule
2. **HOME TEAM WEARS WHITE.** If home team doesn't have white jerseys, then they change jerseys in case of color conflict. Visiting teams are prohibited from wearing white, except in unusual circumstances with LHGCL Age Division Commissioner or LHGCL Qualifying Tournament Director permission. **All teams are required to have alternate jerseys available with the proper number affixed for each player. All teams should take notice that white jerseys are required in LHGCL regular season play.**

### Both Teams:

1. Scheduled first on each field; will put up two corner flags per team (UTD only, flag will be furnished by LHGCL). Failure may disqualify your team from the league.
2. Scheduled last on each field; will pick up two corner flags per team (UTD only) and return them to the storage shed. Failure may disqualify your team from the league.
3. Should present a ball (U11 & U12 - No.4; U13 - U19-No. 5) to the referee, who will choose one for use as a game ball.
4. **Turn in game report to age division commissioner or tournament headquarters tent immediately after each game.** Failure may disqualify your team from the league.
  - a. Game length:

U11 - U12:	Two 25-minute halves
U13 - U14:	Two 30-minute halves
U15 - U19:	Two 35-minute halves
  - b. 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 Age Division Commissioner and/or LHGCL Qualifying Tournament Director 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. Any games that must have a winner that are tied after regulation play will have two 10 minute overtime periods played. If the game is still tied after the overtime periods, then FIFA kicks from the penalty mark will be taken.
3. If ties exist after round robin 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 5 goal differential 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 5 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. FIFA kicks from penalty mark. If feasible, the Age Division Commissioner and/or the Tournament Director 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 Age Division Commissioner and/or the Tournament Director. No appeal of this decision is allowed.
4. 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.
5. Any game stopped short for any reason other than acts on the part of one of the teams, shall be rescheduled and played in full.
6. Misconduct:
  - a. A player who receives two yellow cards during one tournament game is suspended from that game and must sit out her next scheduled game in the tournament. The 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.
  - b. Any player that receives a red card during a tournament game must automatically sit out the next game their team actually plays. The 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.
7. Each team must have a minimum of 8 players to start a game; and 7 players eligible to play to continue a game.
8. **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 available at the time when the game can begin will forfeit.
9. The LHGCL Age Division Commissioner and/or the LHGCL Qualifying Tournament Director (not the referee) will be responsible for all decisions regarding forfeits.
10. **ALL U19 TEAMS** must turn in to the league office by the registration deadline a list of your players and the schools (and school districts) they will attend in the fall 2011. **Players that will not be attending HS in the fall 2011 will not be allowed to participate in the QT without written permission from the LHGCL Age Division Commissioner and/or Tournament Director.**

### **Uniform Policies:**

All players on each team must wear matching uniforms; that is, jerseys, shorts, and socks must be the same color as the other members of their team. Each player's jersey must have a number on the back (including alternate jerseys) which shall be the same number as on the team roster, 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. 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. Shirttails should be tucked in at all times.