

Recreational Tournament Philosophy, Policies, and Rules

Noblesville United Soccer Club (NUSC) recreational teams will play in an end-of-season tournament. The philosophy of participating in an end-of-season tournament is:

- Provide teams with the opportunity to experience a travel-like tournament experience where teams will play multiple games quickly.
- Provide competitive experience for all teams by balancing tournament brackets with similarly skilled teams.
- Learn sportsmanship by never winning at all costs.
- Each game is designed to improve the knowledge, skills, and abilities of players individually and collectively as a team.
- The goal is that players are enjoying themselves and their experiences.
- Have fun.

Policies

NUSC will seek to create balanced tournaments within divisions. Each tournament will be established based on regular-season results. Utilizing regular-season results:

- Overall Points (Divided by the number of games played in leagues with an odd number of teams)
- Head-to-Head Results
- Goals Against
- Goal Differential (maximum +4 goals)
- Goals Scored
- Coin Flip (Best of Three)

The goal of each tournament is as follows:

- Create tournaments with similarly skilled teams. This will allow for the best competition to occur at the end of the season.
- Avoid having one team win all their tournament games and not make the final. No team should not make a championship game if they win all their tournament games.
- Create a fun and competitive end to the recreational season.

Rules

Tournament Staff

The tournament staff will be made up of members of the NUSC Board and Staff.

Laws and Regulations:

- All matches will be played utilizing NUSC recreational rules with the following modifications:
 - 7v7: 6 field players, 1 goalie. If at the start of the game, only 7 players are present for one team, both teams should play 6v6 (5 field players, 1 goalie). A

minimum of 4 players are required to play the match. If only 4 players for one team are present, it is up to the discretion of the coach to play his/her 4 players at 4v6 or to choose to forfeit. If the opposing coach refuses to play 4v6, that team will forfeit, and the team that is short on players will be considered the winner of the match. The end goal here is to let the kids play, so if the coaches want to decide on a result before the match and then play, that would be ideal. Also, if a team doesn't have enough subs, then built-in water breaks should be used at the midway point of each half.

- 9v9: 8 field players, 1 goalie. If at the start of the game, only 9 players are present for one team, both teams should play 8v8 (7 field players, 1 goalie). A minimum of 6 players are required to play the match. If only 6 players for one team are present, it is up to the discretion of the coach to play his/her 6 players at 6v8 or to choose to forfeit. If the opposing coach refuses to play 6v8, that team will forfeit, and the team that is short on players will be considered the winner of the match. The end goal here is to let the kids play, so if the coaches want to decide on a result before the match and then play, that would be ideal. Also, if a team doesn't have enough subs, then built-in water breaks should be used at the midway point of each half.

Rosters and Guest Players:

If a guest player is needed, coaches must communicate that need to the tournament staff before the start of the tournament.

No team shall ask any player to join their team as a guest player. If the team is short on players before the tournament is set to begin, guest players will be assigned only by the Tournament Staff. Should a player be found to be playing for a team for which they are not rostered, that player will be removed from the field/sideline, and the team will be considered to forfeit the game. Forfeit rules will apply.

Sendoffs & Expulsions

Any player sent off or coach expelled from a match, will adhere to the Red Card, Ejection, and Expulsion Policy. At the time of the sendoff, no substitutions will be allowed for the player sent off. Anyone fighting will be subject to further disciplinary action, including removal from tournament participation.

Failure to Show and Forfeits

A five-minute grace period from the scheduled kick-off will be used to determine if the match is subject to forfeit. The Tournament Staff will make the final decision as to whether a forfeit will be declared, depending on extenuating circumstances or other reasons that prevented a team from making the match on time. If a forfeit is declared, the winning team will be awarded a score of 4-0 and will receive appropriate points for the match.

Qualifier Rounds

All age divisions will play FIFA-style qualifier rounds. The teams with the highest point totals (3 points for a win, 1 point for a tie, 0 points for a loss) after the qualifier rounds will play in the

finals. If multiple teams have the same number of qualifier points after the qualifier rounds, the various tiebreaker scenarios will be used to determine who moves on. Tiebreaker scenarios are as follows:

- Overall Points
- Head-to-Head Results
- Goals Against
- Goal Differential (maximum +4 goals)
- Goals Scored
- Regular Season Points
- Coin Flip (Best of Three)

Championship Match

Should the Championship game end in a tie, at the end of regulation, one Golden Goal 10-minute overtime will be played. The first team to score in overtime will be declared the winner. In the event of a tie after overtime, Penalty Kicks will apply.

- Golden Goal: The first team to score in overtime will win the game. If no teams score during the overtime period, the game will move to penalty kicks.
- Penalty Kicks: 5 players from each team will be chosen to complete penalty kicks. PKs will alternate between teams, with each player taking one kick until all 5 players on each team have kicked. The team with the most PKs scored will be considered the winner. If there is still a tie, it will go to sudden death PK, each team will select additional players who were on the field at the end of the overtime golden goal period (If all eligible players have kicked, they may then refer to players on the bench. No player should shoot twice until each player has attempted one PK).

Coaches, Players, Parents, Guardians, and Spectators Code of Conduct

All participants in the tournament are expected to follow their Code of Conduct policies.

Referee No Shows

If a referee does not show, please reach out to a tournament staff member. If no reserve referee is available, a coach, parent, guardian, or spectator may referee the match if the following applies:

- Both head coaches must agree on the individual who will be refereeing.
- The individual must understand the rules of the tournament.
- The individual must be fair in decisions and judgments.
- The individual will not be paid.

NUSC Board and Staff will enforce the rules as written. However, the NUSC Board and Staff reserves the right to amend any rules as necessary to accommodate unanticipated situations that may arise before, during, and/or after the tournament. All decisions made will be final.

There are no protests.