

700. RANKING EVENT & SEEDING TOURNAMENT

Team Ranking, Seeding, and the setting of divisions is the ultimate responsibility of the NISL Office. Teams are re-seeded after the fall season based upon results of the team's fall divisional play.

The NISL will rank teams relative to others in a divisional league play on the basis team's record and ability. Each seasonal year, when teams apply for membership, information is required from the team's organization on their past record, current ability, and level of play.

In the U7-U14 age groups, the Ranking Event takes place at the beginning of the seasonal year where teams compete against each other and then are ranked by the NISL office. In the U15-U19 age groups, the NISL relies on the coaches and organizations information and teams record before the league office ranks and places teams in divisions based on ability.

701. General Procedures

The tournament dates and location are available from the N.I.S.L. calendar of events. Although this tournament is not mandatory, the league places a lot of emphasis on the results of this tournament when seeding teams for the fall playing season. Therefore, it is highly recommended for teams to participate so that coaches can see their teams are prepared for the upcoming season.

After the teams have entered this competition, they are to be pre-seeded based upon last spring's performance and coaches recommendations.

701a. Team Points/Placement

On Day #1 (Saturday), all teams play three games within their group and are awarded points as follows:

Win	-	(6) Six Points
Tie	-	(3) Three Points
Loss	-	(0) No Points

(1) One bonus point is awarded per goal scored up to a maximum of three points - win, lose, or tie.

702. Regulations

702a. Officials

Each team must provide 1 linesperson per game who is knowledgeable on the "Laws of the Game" for each day of the tournament. They must report to the field 15 minutes prior to game time.

702b. Rosters & Passes

The maximum number of players per team will be as follows:

U8	10 players
U9-U10	12 players
U11-U13	14 players
U14-U15	18 players

No player changes are allowed during the course of this tournament.

Player passes must be used for ALL games.

The starting lineup should be on the field and ready to start at the predetermined time listed on the schedule.

702c. Game Balls

Game balls will be provided by the home team listed on the schedule, subject to referee approval.

U7-U8	-	Size 3
U9-U13	-	Size 4
U14 & Up	-	Size 5

702d. Home/Away Team Procedure

The first team listed is the home team, and will kick off. The Away team must change in case of color conflict, and will have the choice of the direction of play.

Both teams must check in with the Field Marshal at the assigned field 15 minutes prior to each game.

702e. Game Times/Schedule

Please refer to the schedule for game times. The NISL reserves the right to alter game times, shorten games, and (heaven forbid) even eliminate games due to inclement weather.

Games will be started on time. Any team over 5 minutes late will forfeit 2-0.

Changes in placement, times, etc., may be made at the Tournament Director's discretion.

702f. Prohibitions & Protests

Red carded players will be disqualified for the next scheduled game. Too many players on the field at any given time will result in a 2-minute penalty against the offending team.

Teams are not allowed to warm-up on the field.

Protests are allowed to ineligible players only.

702g. Referee Regulations

The referee will not stop play for substitutions -only for serious injury or wasting time. The referee will keep on time all matters relating to the game.

702h. Tiebreakers

Standings with regard to a game tie will be determined by: Points, Head to Head, Goals Against, Goals For, and finally a Coin Toss.

702c. Playing Numbers & Game Times

U8	Playing Numbers	5 v 5	Game Times	2 x 15 Minutes
U9-U10	Playing Numbers	7 v 7	Game Times	2 x 18 Minutes
U11-U13	Playing Numbers	9 v 9	Game Times	2 x 20 Minutes
U14-U15	Playing Numbers	11 v 11	Game Times	2 x 25 Minutes