TOURNAMENT RULES

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at 137 Mountain View Rd, Hillsborough Township, NJ 08844.

Tournament Director:

Nick Bradford – 908-636-1470 nick@isportingevents.com

Tournament Director:

Tim Ertl – 973-945-5601 tim@isportingevents.com

Tournament Director:

Stewart Smith – 908-279-4867 ssmith@isportingevents.com

REGISTRATION

Team Check-in/Registration Requirements

No mix and match of rosters and passes.

- Current Original Player Passes; either USYS State Association or US Club Soccer passes.
- Current Original Roster; either USYS State Association or US Club Soccer roster.
- Guest Players identified: Written on front or back of Roster (Maximum of 5 guest players allowed)
- Current Original Player Passes for all Guest Players.

There will be one (1) registration moment: 1) Handing in a roster 30 minutes before your first game at the tournament HQ, or location HQ.

The Tournament is sanctioned with NJYS as an unrestricted tournament, which means that players with any valid player card issued by a USSF national association member is eligible to play. This includes NJYS, USSA and US Club Soccer, among others.

Roster Sizes:

- Teams are limited to players identified at registration, and the players dressed for each game are limited to the following sizes
- 18 players for 11v11 teams
- 14 players for 9v9 teams

- 14 players for 7v7 teams
- A team may use up to 5 Guests, which may not exceed game day roster size
- Players can play for one team only in the weekend

Ball Size:

Size 5 11v11
Size 4 9v9, and 7v7

Game Duration:

The duration of play will be as shown below. There will be 5-minute half times. There will be a running clock. Time will not be added for any reason.

Age Groups

11v11 Two (2) 30-minute halves
9v9 Two (2) 25-minute halves
7v7 Two (2) 25-minute halves

If one team appears later than the scheduled time for the start of the match, but within the ten- (10) minute grace period, the match will be played, however, the game time will be reduced.

* All teams are guaranteed 3 games

IFAB Rules will be used with the following exceptions:

Heading (7v7) and (9v9 U11).
Deliberate heading is not allowed in 7v7 games or 9v9 U11. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the mark of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Build Out Line (7v7).
The build out line promotes playing the ball out of the back in a less pressured setting When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the mark of the offense. If the punt or

drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Substitutions:

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times (including overtimes)

1. After a goal by either team
2. At the beginning of the second half
3. Prior to a goal kick by either team
4. Throw in by either team
5. On a caution, only the cautioned player may be substituted at that time
6. After an injury on either team when the referee stops play

Home Team / Away Team:

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist. The Away Team starts with kick-off. Home team decides which goal to defend. Home Team provides a game ball.

Forfeits:

Teams not at the field ready to play with a minimum number of eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 5 – 0. Teams forfeiting games will not be able to advance to the playoff rounds.

Player's Equipment:

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.

Rules for Advancement:

Teams will be awarded points on the following basis: Three (3) points for each Win One (1) point for each Tie Zero (0) points for each Loss.

Bracket Play:

Eight-team bracket, four and four, A and B round robin, Group A 1st place will play Group B 1st place.
Six-team bracket three and three, A and B, (Semi-finals, Final, and 3rd place consolation) Group A 1st place will play Group B 2nd place, Group A 2nd place will play Group B1st place, winners play a final, Group A 3rd place plays Group B 3rd place will play consolation game.
Six-team bracket three and three (crossover round robin), A1vB1,A2vB2,A3vB3, until each team plays three games vs each team in the opposite group. Two highest points teams from either A or B play in the final.
Five-team bracket, round robin. Four-team bracket, round robin. Highest points from bracket play declared the winner, no play off final.

*In the event of a tie in points at the end of bracket play; the winner for advancement to Semi- Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3-team tie, proceed to the next tiebreaker)
2. Goal differential, maximum of +/-5 per game (Team wins 6-0, only gets +5 GD, losing team gets -5)
3. Goals For (maximum of 5 goals per game)
4. Goals Against (maximum of 5 goals per game)
5. Most Shut outs.
6. Coin Toss.

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains.

Resolving Ties in Semi-Final and Final Match:

If the semi-final or finals match are tied at the end of regulation time, the game will be decided by Kicks from the Penalty Mark Procedure. 5 Penalty Kicks per team. Using only the players remaining on the field at the end of the game. It will go to “sudden death” Penalty Kicks in case there is a tie after the first 5 penalty kicks for each team

Protest:

There will be no formal protests. The tournament committee's interpretation of the rules shall be final. The tournament committee reserves the right to decide on all matters pertaining to this tournament.

Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player’s sideline. Spectators are only allowed on the opposite side of the field. No spectators are allowed behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated. Coaches. A maximum of 3 coaches is allowed per team at games. No exceptions! Cards:

1. A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.
2. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next **TWO** scheduled games.
3. Any player or coach who assaults a referee will be expelled from the Tournament.
4. For this tournament, a coach can be carded.

FORFEITS:

A. A team shall be allowed a ten-minute grace period after the scheduled kickoff time in the preliminary rounds before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team (11v11), (6) players constitutes a team (9v9), (5) players constitutes a team (7v7) and if that number of players are present the match may not be delayed. If during the match a team falls below the minimum number of players, the game will be forfeited to their opponent.

B. A team that has forfeited a game may not be decided a group winner or wild card team. If an apparent group winner forfeits, the group team with the next best record will be named the group winner.

A forfeit in the preliminary rounds shall be awarded as three (3) points for win. For tie, breaking purposes, the game will be recorded as 5-0.

INCLEMENT WEATHER:

INCLEMENT WEATHER BEFORE START OF TOURNAMENT

If severe inclement weather causes the cancellation of the tournament in its entirety, ALL TEAMS WILL BE Refunded at least 80% of their tournament fee.

a) In case of inclement weather or other force majeure, the tournament committee will have the authority to change games as follows:
b) Relocate or reschedule any game(s).
c) Change the duration of any game(s).
d) Cancel any preliminary game(s).
e) Specific guidelines:

Regardless of the weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the tournament committee. Failure to appear will result in forfeiture of the match. Only the referee or tournament committee can cancel or delay a match.

INCLEMENT WEATHER BEFORE THE MATCH – PRELIMINARY ROUNDS

Referees and/or tournament committee may reduce the length of the match, and subsequent matches by 50%, however the halves of the match must be of equal duration. If the match is cancelled, the Tournament committee will award a 0-0 tie

INCLEMENT WEATHER BEFORE THE MATCH – SEMI-FINAL ROUND

If a semi-final match cannot begin, a shootout will take place to determine the winner. If a shootout cannot occur, the match will be decided by the flip of a coin

INCLEMENT WEATHER BEFORE THE MATCH – CHAMPIONSHIP MATCH

If the championship match cannot be played the teams will become Co-Champions. Both teams will gain the title of tournament Co-Champions.

INCLEMENT WEATHER DURING A MATCH – PRELIMINARY

The match will be considered completed and the score will stand if one half has been

completed. If less than one half has been completed, a 0-0 tie will be awarded by the tournament committee.

INCLEMENT WEATHER DURING THE MATCH – SEMI-FINAL ROUND

The match will be considered completed and the score will stand if one half has been completed. If less than one half has been completed, a shootout will determine the winner. If a shootout cannot occur a flip of a coin will determine the winner.

INCLEMENT WEATHER DURING A MATCH – CHAMPIONSHIP MATCH

The match will be considered completed and the score will stand if one half has been completed. If less than one half has been completed, the Tournament committee will award a 0-0 tie and both teams will be deemed Co-Champions.

INCLEMENT WEATHER BEFORE START OF TOURNAMENT

If severe inclement weather causes the cancellation of the tournament in its entirety, ALL TEAMS WILL BE Refunded at least 80% of their tournament fee.

GENERAL:

a) Under no circumstances whatsoever will the Tournament Committee, iSE. USYS, NJYSA or US Club Soccer be responsible for any expenses incurred by a team.

b) The Tournament Committee's interpretation of the rules shall be final.

c) The Tournament committee reserves the right to decide on all matters pertaining to this Tournament.

d) No items of any kind may be sold at Tournament Headquarters, the playing fields, or surrounding the event areas for the duration of the Tournament without the expressed, written approval of the Tournament committee. A team found in violation of this rule will not be declared a division winner or a wild card team. Determination of guilt will be by the senior Tournament Official present.

e) You must have a valid New Jersey Driver's license to operate a golf cart at a tournament.

SUSPENDED AND TERMINATED GAMES

If, in the opinion of game officials, a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

AWARDS:

All team winners and runner up teams will be awarded 1st & 2nd place individual awards, one award for each player on their tournament roster. 1st place will receive one team trophy.