

# **TOURNAMENT RULES**

## **Tournament Director:**

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## **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 five guest players allowed)
- Current Original Player Passes for all Guest Players.

This 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. In addition, tournament organizers have obtained tournament-wide insurance coverage for all teams.

## **Roster Sizes:**

- Teams are limited to players identified at registration, and the players dressed for each game are limited to the following sizes.
- Eighteen players for 11v11 teams.
- Fourteen players for 9v9 teams.
- Fourteen players for 7v7 teams.
- A team may use up to 5 Guests, which may not exceed game day roster size.
- Players may only play with a single team during an event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such a player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.

## **Ball Size:**

Size 5 11v11

Size 4 9v9, and 7v7

## **Game Duration:**

The duration of the play will be as shown below. There will be 5-minute half time.

There will be a running clock. No added time for any reason.

## Age Groups

11v11 Two (2) 25-minute halves

9v9 Two (2) 20-minute halves

7v7 Two (2) 17-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.

\* Three guaranteed games.

## FIFA Rules used with the following exceptions:

### Heading (7v7) and (9v9 U11).

Deliberate heading is not permitted 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 spot 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 buildout 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 on the build out line. 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 accept 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 six second rule and counting the time of possession should only begin when all opponents have moved behind the build out

line.

- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play.
- The goalkeeper can pass, throw, or roll the ball to put it back into play (punts and drop kicks are not allowed).
- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:

The goalkeeper changes possession from their hand to play the ball with their feet, or

The ball comes to a complete stop, or

The ball crosses the buildout line.

### Substitutions:

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission.

### Home Team / Away Team:

The 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. The home team decides which goal to defend. Home Team provides a game ball.

### Forfeits:

Teams not on 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:

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. **One Day Events Only** three games played, no final. Two highest points teams are declared 1<sup>st</sup> and 2<sup>nd</sup> place. In the event of a tie at the end of bracket play, the tiebreaker system is used, except for number 6, no penalty shoot-out, a coin toss will decide the winner and second place. Home team in the head-to-head round match is designated "HEADS," away team is designated "TAILS."

Four-team bracket, round robin. **One Day Events Only** three games played, no final. Two highest points teams are declared 1<sup>st</sup> and 2<sup>nd</sup> place. In the event of a tie at the end of bracket play, the tiebreaker system is used, except for number 6, no penalty shoot-out, a coin toss will decide the winner and second place. Home team in the head-to-head round match is designated "HEADS," away team is designated "TAILS."

### Tiebreaker:

\*In the event of a tie in points at the end of bracket play; the winner for advancement to 1<sup>st</sup> or 2<sup>nd</sup> place 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
3. Goals For
4. Goals Against
5. Most Shut outs.
6. Penalty shoot-out.
7. 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 start over again at Rule #1. Rules are repeated until one team remains.

### 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 allowed on the opposite side of the field. No spectators behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated. Coaches. A maximum of three 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 purpose 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 constitute a team (9v9), (5) players constitute 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 as 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 60% of their tournament fee or a 90% credit valid for one year to iSE outdoor tournaments.

- 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 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, the tournament committee will award a 0-0 tie.

## 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 60% of their tournament fee or 90% credit for future tournament, valid for 1 year before it expires.

## GENERAL:

- a) Under no circumstances will the Tournament Committee, iSE, USYS, NJYSA or US Club Soccer are 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. The home league and State Association will be contacted as appropriate.

## AWARDS:

Winners will be awarded 1st and 2nd place awards, one award for each player on the tournament roster.