

GEORGE PRATT MEMORIAL COLUMBUS DAY SOCCER TOURNAMENT

TOURNAMENT RULES

REGISTRATION

Teams must check in at REGISTRATION. Registration is the Friday evening preceding the first day of play. Teams will be notified to the time and location of Registration. Failure to check in will result in automatic disqualification (without a refund of the fee) from the Tournament.

CREDENTIALS

At Registration, teams must provide the required credentials. All New Jersey USYS teams must provide an official state roster, USYSA player cards, notarized Medical Release Forms, tournament roster and Emergency Contact Sheet. Out of state teams will also have to provide an approved Permission to Travel Form issued by their State office. All US Club Soccer teams will need to provide a US Club Soccer Roster, US Club Soccer player cards, tournament roster and Emergency Contact Sheet. Secondary players cards are accepted.

ROSTERS

Teams may register a maximum of fourteen (14) players for age groups U-10 and under. The maximum roster size for U-11 through U-14 shall be eighteen (18) players. A team may use up to three (3) guest players

AWARDS

- Trophies will be given to the champions and runner's up in each flight for ages U-11 and older (11v11).
- Participation awards will be given to all players U-10 and younger (8v8). Scores will not be recorded and standings will not be kept for U-10 and younger.

RULES OF PLAY

- FIFA Laws of the Game will apply as modified by USYS, NJYS and as described herein.
- HOME TEAM: The home team will be the team that appears first on the game schedule. The home team will supply the game ball. The game ball will be subject to Referee approval, U-12 and younger shall use a size 4 ball. U-13 and older shall use a size 5 ball. The home team will be required to

switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the home team cannot supply alternate jerseys, the visiting team will change. The home team should be on the Left Bench when facing the field. Teams are on the same side of the field. Spectators are opposite the bench areas.

- **DURATION OF GAMES:** U-8 through U-10 will play 25-minute halves. U-11 through U-14 will play 30-minute halves. Semi-final or final games tied after regulation will play one 10 minute overtime period (no sudden death or Golden Goal). If a tie still exists after overtime, FIFA Penalty Kicks will determine the winner. Penalty Kicks will immediately follow game.
- **HALF TIME:** Half Time will be exactly five minutes.
- **CHECK-IN CONDUCT:** A team failing to report within five minutes of a scheduled kick off time will have forfeited the game. No warm ups can occur on the field prior to kick off.
- **SUBSTITUTIONS:** Teams may substitute only with the referees permission and only at the following times (including overtimes): 1. prior to a throw in by the team in possession; 2. prior to a goal kick by either team; 3. after a goal by either team; 4. after an injury to either team where the referee stops play; 5. at halftime and 6. on a caution, only the cautioned player may be substituted.
- **PLAYERS EQUIPMENT:** It will be at the Referee's discretion to determine the safety and suitability of wearing an orthopedic cast or hard brace. The Referee may change his mind if during the course of play he determines that an orthopedic cast or brace originally approved is determined to be unsafe or not suitable. Shin guards are mandatory for all players. All players must wear uniforms with numbers. No jewelry will be permitted.
- **COACHING:** The Head Coach has the total responsibility for the coaches, players and spectators at all times. Coaching from the sideline (giving direction to one's own team on points of strategy and position) is permitted, provided: 1. no mechanical devices are used; 2. the tone of the voice is instructive and not derogatory; 3. each coach remains within 10 yards on either side of the halfway line; 4. no derogatory remarks or gestures are directed to the referees, other coaches, players, substitutes, or spectators; 5. no coach uses profanity or incites, in any manner, disruptive behavior.
- **COMPLETION OF THE GAME:** Each coach must verify and sign the game card with the Field Marshall and the referee at the conclusion of each

match. All pertinent information must be verified at this time. The Tournament Committee will not be responsible for incorrect information.

- **CAUTIONS AND EJECTIONS:** 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. A player or coach who is ejected for violent conduct or serious foul play may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament.

- **SUSPENDED AND TERMINATED GAMES:** If in the opinion of game officials, a game must be suspended for any 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 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.

- **INJURY:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

COMPETITION

- **DETERMINING WINNERS:** Teams will be awarded points on the following basis: six (6) points for each win, three (3) points for each tie, zero (0) points for each loss, one (1) point for each goal scored up to a maximum of three (3) per game, one (1) point for each shutout. **MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED.** A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout) A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals). 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 tie breaker); 2. fewest goals against; 3. goal differential - maximum of +/-3 per game (team wins 4-0, winning team only gets 3 points, losing team gets -3); 4. most total wins; 5. most shut outs; and if a tie still exists after steps 1 through 5; 6. FIFA penalty kicks will be taken fifteen

(15) minutes prior to the scheduled start of the semi-final or final game at the location of the semi-final or final game.

- **FORFEITS AND BYES:** Teams failing to report ready to play within five minutes of the scheduled kick off time shall forfeit their game. Teams failing to check in at the Mandatory Registration or for taking actions that cause a game to be terminated will forfeit the game(s). Forfeits will be scored as a 1-0 win for the opponent of the team that forfeits - the opponent will be awarded eight points (six for the win, one for a goal, and one for a shut out). A team that forfeits a game cannot advance to a semi-final or final game.

PROTESTS AND DISPUTES

- No protests will be allowed.
- The Tournament Director or his designee will settle all disputes and the decision will be final.
- The rules will not be re-visited.

WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- Relocate or reschedule any game(s)
- Change the duration of any game(s)
- Cancel any game(s) that have no bearing on the selection of the division winners. Preliminary matches terminated after 20 minutes of play because of the weather shall be considered final.

CANCELLATION

- If the tournament is cancelled before the start of the tournament, Cape Express will refund 80% of the tournament fee.
- If the tournament is rescheduled, all teams that applied to the original date must be given the opportunity to withdraw from the revised date with a full refund of the entry fee.

GENERAL RULES

- Park in designated areas only at any site or facility. Do not park on adjacent properties, driveways or non-designated areas. Use authorized parking areas. Citation by local law enforcement officers will be issued for failure to observe local ordinances.
- **NO PETS** are allowed at any site.

- NO ALCOHOL of any type is permitted at any site or venue. Your team maybe removed from the tournament.
- NO LITTER. Please clean up after yourself. Leaving our facilities in better shape than we found them will insure future teams the opportunity to participate at these venues.
- Restroom facilities are provided for your convenience at each site. Please use them. Use of wooded areas, open fields, back of buildings, etc. in lieu of the provided restroom facilities will result in citations of Disorderly Conduct and fines up to \$400 by local municipalities/law enforcement officers.
- You must a valid driver's license to operate a golf cart.
- This is a patch exchange tournament.

ORGANIZATION U-10 AND UNDER

- Teams will be seeded into flights of four (4) teams. Each team will play the others within its flight for a total of three (3) games. Scores will not be recorded and standings will not be kept.

ORGANIZATION U-11 AND OLDER

- Teams within each age group will be seeded into flights. Teams will compete for the championship of their flight.
- TWELVE TEAM FLIGHT will consist of four (4) brackets of three (3) teams. Each team will play the others within its bracket for a total of two (2) preliminary games. The second place teams from brackets A and B will play a consolation and the second place teams from brackets C and D will play a consolation. Third place teams from brackets A and B will play a consolation and the third place teams from brackets C and D will play a consolation. The winners of brackets A and B will play semi-final game 1, and the winners of brackets C and D will play semi-final game 2. The semi-final winners will meet for the championship.
- EIGHT TEAM FLIGHT will consist of two (2) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games. The winner of bracket A will play the winner of bracket B for the championship.
- SIX TEAM FLIGHT will consist of two (2) brackets of three (3) teams. Each team will play the others within its bracket for a total of two (2) preliminary games. The first place team from bracket A will play the second place team from bracket B in semi-final 1. The first place team from bracket B will play the second place team from bracket A in semi-final 2. The third place teams from brackets A and B will play a consolation. The semi-final winners will meet for championship.

- FIVE TEAM FLIGHT will consist of one (1) bracket of five (5) teams. Each team will play the others within its bracket for a total of four (4) preliminary games. The team with the most points will be awarded first place. The team with the second most points will be awarded second place.