

BOARDWALK CUP SOCCER TOURNAMENT

Hosted by Cape Express Soccer Club (CESC)

TOURNAMENT RULES, POLICIES AND PROCEDURES (8/30/23)

1 – TEAM ROSTER

- An official state roster must be submitted at the time of registration. A maximum of three (3) guest players will be allowed.
- U8, U9 and U10 teams will play 7v7 with a maximum roster size of 14.
- U11 and U12 teams will play 9v9 with a maximum roster size of 16.
- U13 and U14 teams will play 11v11 with a maximum roster size of 18.
- Team ages will be determined using the USYS Calendar Year mandate.
- Any team with mixed age players must play in the age grouping of the oldest player on the team. It is the coach's responsibility to ensure that his/her team is entered in the correct age group. Teams found to have an illegal player(s) will be disqualified from the tournament and any games played will be forfeited without a refund.
- A player cannot play on multiple teams in the tournament. If a player is found to play on 2 teams in the tournament, BOTH teams will get forfeits for all games played.
- All teams must be with an approved club from their Governing State Youth Soccer Association.
- Teams from outside NJ must provide proof of permission to travel, if their governing body requires it.
- All teams must be with an approved US Soccer Member Association.
- Rosters are frozen after Accepted Teams Online Check-In is complete.
- All teams must always have their valid player passes available during the event. Passes must be available for inspection by the referee or Boardwalk Cup staff prior to the start of each game and at any time the team is involved in the competition.
- Any team fielding an ineligible player will be disqualified from the tournament. All games in which an ineligible player participates will be forfeited.

2 – ACCEPTED TEAMS ONLINE CHECK-IN

- All teams must comply fully with all requirements for ACCEPTED TEAMS ONLINE CHECK-IN found on the Tournament website.
- Failing to comply fully may result in the forfeiture of games and/or ejection from the tournament. Refunds will not be issued.

3 – FIELDS AND SIDELINES

- The size of the field will be whatever the physical arrangements permit.
- Coaches and players from both teams will share the same side of the field, on opposite sides of the midfield line. Only carded players on the roster for the current game, coaches, trainers, and tournament staff are allowed in the team area during matches. All team personnel must remain within the 18-yard lines.
- No coaching is allowed beyond 10 yards from the mid-line.

- All spectators will take up a position on the opposite side of the field during the time that the match is in progress. Spectators are not allowed in the player/team areas or behind goals. No coach, player, or spectator will be allowed within 18 yards of the goal line.

4 – PLAYER EQUIPMENT

- Teams must wear uniforms with individual numbers on the back of the jersey. Uniform numbers must coincide with the listing on the team's official approved roster.
- All teams must also have an alternate uniform in the case of similar uniform colors. Where uniform colors are similar or identical, the designated home team (team listed first on the game schedule) will change to an alternate shirt color. If the home team is not able to change, the away team will be required to change to an alternate shirt color.
- All players must wear shin guards. No shin guards, No play!
- No jewelry (earrings, watches, necklaces, combs, metal barrettes, any body piercings with jewelry, etc.) will be worn by players.
- Eyeglasses should be either sports-goggle type or made of safety glass or plastic and must be held in place with some type of elastic band.
- Orthopedic or other casts must be wrapped with soft foam padding. It will be at the referee's discretion prior to and for the duration of each game to determine the safety and suitability of the padding or other type of protection. The referee's decision is final.
- No metal cleats are permitted. Screw-on cleats must be inspected by the referee, prior to the match, for exposed areas.

5 – AGE BRACKETS AND BALL SIZES

- U8 – U12, Size 4
- U13 – U14, Size 5
- The home team will provide the game ball. If the home team cannot provide the game ball, the away team will provide the game ball.

6 – SUBSTITUTIONS

- Substitutions shall be unlimited and may be made at any stoppage of play at the mid-field line **at the discretion of the referee.**
- Players that receive a red card are not allowed to be substituted and the player who received the red card is disqualified from the remainder of that match plus the entire next immediate match, including play-offs and finals.
- If a play is stopped for an injured player who is then attended to by the coach, the player must exit the field (except the goalkeeper) and may be replaced by a substitute player.

7 – LENGTH OF GAMES

- The length of games for each division is listed below. Half time will be five (5) minutes.
- During qualifying rounds, the clock shall be a running clock and will not be stopped for other than a serious injury.
- 7v7 and 9v9 Small Sided Games – Two twenty-five (25) minute halves
- 11v11 Games – Two thirty (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, penalty kicks will determine the winner. Penalty kicks will immediately follow the game.

8 – PLAYER DEVELOPMENT INITIATIVE IMPLEMENTATION – 7v7

- A build out line will be used for all 7v7 games. The build out line shall be equidistant between the penalty area line and the midfield line.
- Once a goalkeeper has possession of the ball, either during play from the opponent or teammate, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper may pass, roll, or throw the ball to a teammate. Once the ball is put into play by the goalkeeper, the opposing team may cross the build out line and play resumes as normal.
- The opposing team must also move behind the build out line for a goal kick and may not cross the build out line until the ball has left the penalty area.
- Goalies cannot punt or drop-kick the ball. A punt or drop-kick is penalized by awarding an indirect free kick to the opposing team at the point of the infraction. If the infraction occurs within the goal area, the indirect free kick shall be taken from the spot on the goal area line parallel to the goal line closest to the infraction.
- The build out line will be used to denote where offsides can be called. Attacking players cannot be penalized for an offsides offence between the halfway line and the buildout line. Offsides can only occur between the build out line and the goal line.

9 – HEADING THE BALL U11 AND YOUNGER

- Heading the ball is not permitted for ages U11 and younger.
- If a U11 or younger player deliberately heads the ball, it will be considered a dangerous play and will result in immediate stoppage of play. The opposing team will be awarded an indirect free kick from the point of the infraction.
- If a U11 or younger player deliberately heads the ball and the ball goes out of play, the referee will restart in accordance with how the ball left the field of play (throw in, goal kick or corner kick).

10 – REFEREES

- 7v7, U8 to U10, will use a single center referee. Each team will need to provide one (1) volunteer for the sideline.
- 9v9, U11 to U12, will use a single center referee. Each team will need to provide one (1) volunteer for the sideline.
- 11v11, U13 and U14, will use a three (3) person referee team.

11 – FORFEITS

- A game will be declared a forfeit if one, or both, teams scheduled to play fail to field a playable team within a ten (10) minute grace period of the scheduled starting time. If the previous game on the same field runs past the next scheduled starting time, the grace period will commence at the conclusion of the earlier game.
- Forfeits will be declared a 3-0 loss.
- 7v7, U8 to U10, a minimum of five (5) players, including a goalkeeper, will constitute a playable team.
- 9v9, U11 to U12, a minimum of six (6) players, including a goalkeeper, will constitute a playable team.
- 11v11, U13 and U14, a minimum of seven (7) players, including goalkeeper, will constitute a playable team.

- If the minimum number of players is present, the start time of the game will not be delayed for any reason.
- In the event of a double forfeit, each team will be charged with a loss.

12 – DIVISIONS, SCORING, STANDINGS AND TIE BREAKERS

- An 8-team division will be split into 2-4 team brackets. Each bracket will play 3 round robin games and the first place in each bracket will meet in a final for the championship.
- A 6-team division will be split into 2- 3 team brackets. Each bracket will play 2 round robin games. First in bracket A will play second of bracket B and first of bracket B will play second of bracket A in 2 semi-final games. The winners of the 2 semi-finals will meet in a final for the championship. Third of A will play third of B in a consolation game.
- A 5-team bracket will play 4 round robin games and the champion and runner-up will be determined based on points.
- A 4-team bracket will play 3 round robin games and first place will meet second place for the championship.
- Points will be awarded as follows:
 - Three (3) points are awarded for each win
 - One (1) point for a tie
 - Zero (0) points for a loss
- A winning team will only receive credit for up to 6 goals more than the number of goals scored by their losing opponent. If a team wins 4-2, the score will be recorded 4-2. If a team wins 8-1, the score will be recorded 7-1.
- The following tie-breaking procedure will be used when teams are tied in the standings and a leader must be determined for the tournament to continue or to determine a champion.
 - Head-to-Head play. (If more than 2 teams are tied, this is eliminated, and the following are used for all the tied teams involved.)
 - Goals Against
 - Goals For (refer to limit on goals for, above)
 - Most Wins
 - Penalty Kicks

13 – PROTESTS AND GRIEVANCES

- No game protests are allowed. Referee decisions are final.
- No tournament protests are allowed. Tournament Director and/or Committee decisions are final.

14 – CONDUCT

- All coaches, players and spectators will be expected to exhibit good sportsmanship.
- Coaches will be responsible for the behavior of their team's spectators and are asked to stress the importance of maintaining the highest standards of sportsmanship.
- A player receiving a red card in a game will normally be suspended from the game in which the red card was received. Violent conduct; using offensive, insulting, or abusive language/gestures; and spitting/biting may subject the player to multiple game(s) suspension or ejection at the discretion of the Tournament Committee. A player receiving single yellow cards in multiple games is not subject to any yellow card

accumulation penalty. Suspended players are not allowed on the sideline with the team, they are conditionally permitted on the other side of the field with the spectators, unless notified otherwise.

- A coach who is dismissed from a game will normally be suspended from just that game. Violent conduct; using offensive, insulting, or abusive language/gestures; or any other outrageous irresponsible behavior may subject the coach to multiple game(s) suspension or ejection at the discretion of the Tournament Committee. Suspended coaches are not allowed on the sideline with the team, they are conditionally permitted on the other side of the field with the spectators (NO COACHING), unless notified otherwise.
- A spectator removed from the field must leave promptly and failure to do so may result in forfeiture of the game in which their team is participating or referral to the appropriate civil authorities.
- Smoking and alcoholic beverages are prohibited and at all locations associated with the event including fields, spectator areas and parking lots.

15 – WEATHER

- Regardless of weather, all coaches and players will report to their game site at the appropriate time unless notified by the Tournament Committee. Failure to appear will result in forfeiture of the match.
- All games will take place unless the Tournament Committee (or, after the start of the game, the referee) determines that the playing conditions are hazardous to the players.
- In the event of stoppage of play due to severe weather conditions, teams should retreat to a safe location. CESC will make every attempt to communicate with teams. The Tournament Committee will determine if games are cancelled, postponed or if the score stands as it was at the end of play. The determination of the Committee is final.

16 – TOURNAMENT CANCELLATION POLICY

- CESC will refund a minimum of 70% of the team entry fee or 100% credit towards next year's event if the tournament is canceled for any reason before the start of the tournament. The reason for canceling might include weather, field usage, or sponsoring organization management decisions.
- Under no circumstances will CESC be responsible for any part of any other expenses, incurred by any team due to, but not limited to, part or whole cancellation of the tournament due to circumstances beyond the control of CESC (weather, field closings, road closings, etc.)

17 - PETS

- NO PETS WILL BE ALLOWED!
- The only exception are those animals being used as service dogs, subject to approval of the Tournament Committee.

18 – MISCELLANEOUS

- In the spirit of sportsmanship, at the conclusion of every game, each team will meet to shake hands.
- All teams must report to the field coordinator fifteen minutes (15) prior to the start of each game.

- Each team will be responsible for medical insurance coverage and treatment for each of its players. Each coach must have Proof of medical insurance and copies of the Medical Release Forms at the time of registration. Each team, its players, parents and other supporters participating in this tournament and all related events do so at their own risk. Neither the Cape Express Soccer Club, nor the Tournament Committee, nor any of their members will be responsible for any injuries incurred as a result of any tournament activities.
- First and second place awards for all 7v7, 9v9, and 11v11 Divisions will be awarded at the conclusion of each championship game (or round robin division where applicable).
- Situations and/or issues not covered by these RULES AND REGULATIONS, which occur prior to or during the tournament, may be brought to the attention of the Tournament Director by the manager or coach of any registered team. The Tournament Director will meet with the Tournament Committee to evaluate the situation and their decision(s) will be final.
- Please Park in designated areas.
- Operators of Golf Carts must have a valid NJ driver's license.