



Tournament Rules

PLAYER AGE AND ELIGIBILITY

Soccer Year 2008-2009

Under-17 Born after: 8-1-91

Under-16 Born between: 8-1-92 & 7-31-93

Under-15 Born between: 8-1-93 & 7-31-94

Under-14 Born between: 8-1-94 & 7-31-95

Under-13 Born between: 8-1-95 & 7-31-96

Under-12 Born between: 8-1-96 & 7-31-97

Under-11 Born between: 8-1-97 & 7-31-98

Under-10 Born between: 8-1-98 & 7-31-99

Under-9 Born between: 8-1-99 & 7-31-00

TEAMS

Home team is determined by the tournament scheduler. The first team listed in the tournament program (and website) is the home team.

The home team will be responsible for using an alternate color uniform if necessary, and shall supply a suitable game ball if the tournament does not provide one. (as determined by the Referee).

Spectators are not permitted behind the goals.

LAWS OF THE GAME

All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:

a. Substitution Time: Substitutions may be made, with the consent of the referee;

1. before a throw-in in your favor.
2. before a goal-kick.

3. after a score by either team.
4. at half time.
5. After an injury, by either team, when the referee stops play.
6. After a caution, one for one by both teams, if the cautioned player is substituted.

b. Games will consist of two halves of equal length.

U15's-U17's will play 35 minute halves

U-11's - U-14's will play 30 minute halves
U-9's and U-10's will play 25 minute halves

U-13's and U-17's will use size 5 soccer ball
U-9's – U-12's will use size 4 soccer ball

c. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

REFEREES

Referees will be USSF certified

PLAYER EQUIPMENT

It will be the referees discretion to determine the safety and suitability of player equipment. All players are required to wear shin guards.

FORFEITS

The score of a forfeited game shall be recorded as 2-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has more than a 2-goal lead at the time of cessation, the score shall stand. Forfeiture will be declared for a failure to begin play within fifteen (15) minutes of game time. Failure to complete a match or a team leaving the field during play may result in forfeiture. In no case will a team which has forfeited a game be declared a group winner or wild card.

STANDINGS AND TIE-BREAKERS

Three points will be awarded for a win, one point for a tie and zero points for a loss.

In the event of ties in point standings, the following sequence will be used:

- a. Points earned from matches won or tied.
- b. Result of head to head game (2 teams only)
- c. Goal difference: Total net score for tournament games. Net score = goals scored, less goals scored against. A maximum differential of 3 goals per game will account for this purpose.
- d. Fewest goals allowed.
- e. Penalty kick elimination: five penalty kicks per round, alternating teams. One kick per player is allowed. As long as tie continues no player shall kick twice before eleven team members have kicked once. After

the first round of 5 kicks, the team will continue to alternate shooters until there is 1 unmatched goal between 2 opposing players.

At the end of any semi final or championship game that ends in a tie – teams will go directly to a penalty kick shoot out.

MATCH AND SCORE REPORTING

Referees will enter final game score on the game envelope, sign, and give to both coaches to sign. Field marshal will deliver signed game envelopes to the Site scorer. Site scorer then updates scores into website and also updates the board at each site.

PROTESTS AND DISPUTES

No Protests will be allowed

FINAL RULINGS

The final interpreter of the foregoing rules and regulations, and also any matters not provided for in these rules will be the Tournament Directors, whose decisions shall be final.

CONDUCT AND DISCIPLINE

Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from the Tournament.

Players that are red carded or receive two yellows in a single game must sit out the next game.

Not permitted at our tournament includes: pets, alcoholic beverages, and verbal abuse.

REGISTRATION

All teams will be able to register 1 hour before the first game at the site of their first game

CREDENTIALS

At the Mandatory Registration, teams must provide the required credentials.

US Club Teams

1. US Club Roster and 2 copies.
2. Valid US Club Players Passes.
3. Current US Club signed Medical Release forms for every player.

US Youth Soccer Teams

1. Original State Approved Roster and 2 copies.
 2. Validated US Youth Soccer Player Passes.
 3. Current, signed Medical Release for every player - forms do not have to be notarized.
 4. Permission to Travel - Region 1 teams, with the exception of Connecticut and New Jersey, do not require a Permission to Travel. Connecticut and New Jersey teams must provide a Permission to Travel. All other teams that are not from Region 1 must provide a Permission to Travel.
 5. Guest Players - Player Pass, Medical Release and Guest Player forms as required by your state association.
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ROSTERS

Teams may register a maximum of eighteen (18) players (U09 and U10 8v8 - no more than 14). A team may use up to four (4) guest players but any team utilizing loaned players is still limited to the 18 player maximum. US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

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 the game(s)

Cancel any game(s), which have no bearing on the selection of the division winners

TOURNAMENT FORMAT

EIGHT TEAM DIVISION 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. First seed from Bracket A will play first seed from Bracket B for the championship game.

FIVE TEAM DIVISION 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.