

Tournament Rules

A. Registration

1. All teams must be state affiliated clubs, a member of US Club Soccer, or affiliated with their national organization (non-US teams).
2. The following items must be presented to the tournament committee at the time of registration:
 - a. A copy of official roster from their governing state organization, US Club Soccer, or their national organization (to submit)
 - b. Valid player passes from governing state organization, US Club Soccer, or national organization
 - c. Medical release forms for each player
 - d. Out of state teams must have their Permission to Travel forms if required by their state organization.
3. All games in which an ineligible player participates will be forfeited.
4. Any team fielding an ineligible player is subject to disqualification from the tournament.
5. The tournament has the right to inspect all player and coaches passes before or during every game. If you do not have a player's pass, the player will not be allowed to play.

B. Team Size

1. U8-U10 (7v7): maximum of 14 players including 5 guest players.
2. U10-U12 (9v9): maximum of 16 players including 5 guest players.
3. U13-U15 (11v11): maximum of 22 players including 5 guest players. (18 per game)

C. Ball Size

1. U8-U10 (7v7): size 4 ball
2. U11-U12 (9v9): size 4 ball
3. U13-U15 (11v11): size 5 ball

D. Game Duration

1. U8-U10 (7v7): 40 minutes
2. U11-U12 (9v9): 50 minutes
3. U13-U15 (11v11): 60 minutes

E. Substitutions

1. Substitutions may be made, with the consent of the referee, at any stoppage of play
2. Substitutes must wait for referee approval to enter the field .

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F. Home Team

1. The home team must change jerseys or wear pinnies when the referee determines that jerseys are too similar.
2. If the referee does not have a ball, the home team must supply an appropriate game ball.

G. Check-In and Forfeits

1. Teams must report to playing fields 20 minutes prior to scheduled kickoff of each game.
2. A 5-minute grace period (up to 15 minutes prior to game time) will be allowed, but strictly enforced.
3. For full-sided games, no fewer than seven (7) properly uniformed players must check in within the time limit. For small-sided matches at least six (6) players are required.
4. Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's roster.
5. The tournament roster card and all player and coach passes must be presented to the Field Marshal before each match.
6. Once a game has started, it may not continue with fewer than the aforementioned minimums.
7. Regardless of weather conditions, coaches and their teams must appear on the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the tournament director can postpone or cancel a game.
8. If a match cannot start or continue because of a team not having the minimum, that team shall forfeit the game.
9. When a team forfeits, the score shall be recorded as a 3-0 loss in the standings.

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H. Players Equipment

1. All players must wear shin-guards.
2. No jewelry will be allowed.
3. All equipment is subject to approval of the referee.

I. Standings and Awards

- a. Teams play regular matches with the winner finishing top of the group
 - 1) Win +3
 - 2) Tie +1
 - 3) Loss 0
 - 4) Red Card -1 each
- b. If teams are tied in the regular standings, the following criteria will be used to determine the team's order of finish
 - 1) Head to Head Competition (used if only 2 teams tie)
 - 2) Most wins
 - 3) Goal Differential - goal differential to a maximum of five (5) goals.
That is, a team winning 6-0 or 9-1 would receive the maximum of five (5).
 - 4) Fewest goals allowed.
 - 5) A PK Shootout.

Note: in the event of a 3-team tie, the above is used to break the tie. Once that tie is broken, then the 2 teams left will start the tie break rules again.

- c. Trophies are awarded for First place for U8-U15 flights.

J. Game and Score Reporting

1. Field Marshals will ensure that the game card is properly completed, signatures obtained, and scores recorded at the end of each game.
2. Coaches are responsible for ensuring the correct score when signing the cards upon match completion.
3. Field Marshals will ensure that the scores of each game are reported to Tournament Headquarters in a timely manner each day.

K. Sideline Behavior

1. Teams and parents are to be on opposite sidelines; all parents on one sideline, all coaches and players on the other sideline. Each should position themselves between the 18-yard lines.
2. Only carded players and coaches are permitted on the team side.
3. No one shall be allowed behind either end line.
4. Players, coaches, and spectators are expected to conduct themselves within the spirit of the game as well as the letter of the Law.
5. Displays of temper or dissent are cause for ejection from the game and surrounding field area.

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L. Send Offs and Suspensions

1. If a player or coach receives a Red Card or 2 Yellow Cards during a Match, he or she must leave the field immediately AND sit out their next match.
2. The sent-off person must remain away from the field during the team's next match.
3. If the coach is sent off, and no other carded coach is available to continue, the team shall forfeit.
4. Players receiving a first Yellow Card in a match must also be substituted unless the team is playing with the minimum number of players as defined in "Check-In and Forfeits" in which case the player may remain.

M. Fighting

1. Any player fighting on the field shall be red carded and suspended for the remainder of the tournament.
2. If the Referee writes a player up for fighting, the player will have her pass held by the Tournament Director until after the duration of the suspension.
3. Any teams involved in a mass brawl that results in the termination of the match will suffer the following consequences:
 - a. Both teams will be charged with a loss and forfeit any remaining games.
 - b. Each team shall be reported to its state association.
 - c. There will be no refund of fees.

N. Protests

1. There will be no protests.
2. All officiating decisions are final.

O. Housekeeping

1. Alcoholic Beverages, Glass Containers, Smoking and Pets are prohibited at the fields and in parking lots.
2. Only tournament staff members with valid New Jersey driver's licenses may operate golf carts at the Tournament.

P. Inclement weather:

1. The Tournament Committee reserves the right to make the following changes in the event of inclement weather:
 - a. Relocate and/or reschedule a match;
 - b. Change a flight structure;
 - c. Reduce scheduled duration of a match;
 - d. Cancel a match;
2. In the event of inclement weather forcing play to be halted and preventing the match from being completed during the scheduled time, the score shall stand if at least half of the match has been played.

Q. Tournament Cancellation Policy

1. Pursuant to NJYS policy, if the Tournament is cancelled for any reason prior to the start of the Tournament, each participating team will be refunded a minimum of 80% of the team's entry fee.

R. Build Out Line Rule:

- 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:
 - o The goalkeeper changes possession from their hand to play the ball with their feet, or
 - o a second touch is made by another player on the goalkeeper's team, or
 - o the ball comes to a complete stop, or
 - o the ball crosses the buildout line.