

RULES

TMT Spring Kick-Off Soccer Tournament 2018 RULES OF COMPETITION

1. AGE AND ELIGIBILITY

TRAVELING TEAMS

The competition is open to accepted teams composed of eighteen (18) or fewer players meeting the age limit of the specified division. Players must be born during, or subsequent to, the divisional year. Any team found using or utilizing a player born before the divisional year will forfeit all games. Each team must be registered with a National Soccer Association and with a league affiliated with the USSF or National association will be required as proof of age. Coaches may ask the referee to check player registration cards of opposition teams prior to each game. Out of state teams must have a copy of the permission to travel form approved by a USSF representative. A player may only play for 1 team for duration of tournament.

Note: All players on the same team, rostered or guest, must use PLAYER PASSES from the same governing body. There is no mixing of passes. (example: Team cannot have 10 players with us club cards and 3 players with NJYS player passes)

DIVISIONS	BALL	GAME TIME
I (U-17-19)	5	50 Minutes
II (U-16)	5	50 Minutes
II (U-15)	5	50 Minutes
III (U-14)	5	50 Minutes
III (U-13)	5	50 Minutes
IV (U-12)	4	50 Minutes
IV (U-11)	4	50 Minutes
V (U-10)	4	50 Minutes
VI (U-9)	4	50 Minutes
VI (U-8)	4	50 Minutes

2. LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws except as specifically modified by Tournament rules.

3. FIELDS AND GAME EQUIPMENT

- a) The size of the field will be whatever the physical arrangements permit.
- b) All teams must wear uniforms with numbers and the numbers coincide with the game report form.
- c) In case of color conflict teams listed first on the schedule must change team jerseys or wear pinnies.
- d) Teams must check in at the game site thirty (30) minutes prior to the scheduled start.
- e) Spectators must remain behind specifically designed lines which will be drawn on the field a minimum of 3 yards from the touch line.
- f) No spectators will be allowed to remain behind or near the goal lines.
- g) No metal cleats will be allowed on soccer shoes. Referees will check the players for proper footwear.
- h) Players must wear shin guards, or they will not be allowed to play. Socks must be pulled up to cover the shin guards.
- i) Coaches must remain within specifically designated areas, which will be drawn on the field extending ten (10) yards in each direction from the mid-field line.
- j) No jewelry will be worn by players (earrings, necklaces, watches, combs, metal barrettes, chains, medals, etc.).
- k) Eyeglasses should be either sports goggles type or made of safety glass or plastic and must be held in place with some type of elastic band.
- l) Players wearing jewelry, casts, splints or any other such items will not be allowed to play in the tournament.

4. SUBSTITUTIONS

A. Substitutions, without limit, may be made with the referee's permission:

- After a goal has been made.
- At the start of the second half of play or prior to the start of an overtime period.
- At a goal kick by either team.
- Upon any whistle, BASED ON REFEREE'S DISCRETION

B. Limited substitutions may be made with the referee's permission:

- In case of stoppage of play for an injury on a one-for-one basis for the injured player.
- To replace a cautioned player.

5. CONDUCT

- a) Players, coaches, or spectators ejected from a game by the referee must leave the field area. Play will be suspended until this happens. If there is a refusal, the game will be forfeited by the team who has made the refusal.
- b) Coaches are responsible for the conduct of spectators.
- c) The Tournament Committee reserves the right to suspend any player, coach or team from the tournament for unruly behavior.
- d) Players, coaches, or spectators are expected to conduct themselves within the spirit of the law. Displays of temper or dissent are cause for ejection from the game and the field area.
- e) Players, coaches and team officials ejected from the game by the referee shall be ineligible for the next scheduled game. Referees must report yellow and red cards awarded to any person to the tournament director and/or field site coordinator.
- f) Players and coaches from both teams will occupy the same side of the field. The parents and spectators from both teams shall occupy the opposite side of the field.
- g) Alcoholic beverages and pets are not permitted at any game site. If pets or alcoholic beverages are found, the spectator will be asked to leave the area.
- h) RED CARDS: 2 GAMES FOR SERIOUS FOUL PLAY OR VIOLENT CONDUCT, WHICH WILL BE HONORED BY THE TEAM'S STATE ASSOCIATION.
- i) IF A COACH IS COACHING MORE THAN ONE TEAM, AND IS RED CARDED, THEY ARE SUSPENDED FROM COACHING ANY TEAM UNTIL THEY CLEAR THE ONE (1) GAME SUSPENSION WITH THE TEAM THEY RECEIVED THE RED CARD WITH.

6. GAME AND SCORE REPORTING

- a) Coaches will be responsible to see that game scores are reported correctly at the conclusion of each game. The winning coach must sign the referee report.
- b) Preliminary games ending in a tie will remain as such. Overtime periods will not be played. In case of a tie, both coaches must verify the score at the conclusion of the game and sign the referee game report.
- c) All teams will check in fifteen (15) minutes prior to their scheduled games. Referees will hold all passes. NO PASS, NO PLAY, NO EXCEPTIONS!

7. PROTESTS - THERE WILL BE NO PROTESTS!

The tournament committee will rule on all matters pertaining to this tournament.

8. DETERMINATION OF DIVISION WINNERS

a) Each team will be awarded:

- Six (6) points for a win,
- Three (3) points for a tie,
- One (1) point for a shutout win
- Zero (0) points for a loss,
- Three (3) points maximum for goal differential. For example, a 3-0 win would give the team 10 points for that game. A 2-1 score would give the winning team 8 points, and the losing team 1 point.
- In recognition of fair play, teams will lose one (1) point for each goal beyond a six (6) goal differential.

b) The division winner shall be that team with the most win/tie points in their division. In the event of a tie within the division, the following priority will be used to name a division winner in the specific order below.

- Head to Head (in the event of more than a two-way tie, this criteria will not be considered)
- Most wins
- Fewest Goals against
- Goals scored (maximum of 6 per game)
- Most Shutouts
- Penalty Kick Shootout (at designated time and field established by tournament committee)

9. AWARDS

Awards will be given to all the 1st place Winners in every flight. In the event there is 4 or more teams in a flight, a 2nd place award will be given out.

10. FAILURE TO SHOW AND FORFEITS

- a) A team shall be allowed a 10-minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent. A minimum of 7 players constitutes a team, and if 7 players are present the match may not be delayed. If during the course of the match a team falls below the minimum 7 players, the game will be forfeited to their opponent. The score at the time of forfeiture will stand.
- b) A team that has forfeited a game may not advance to the finals. If an apparent group winner forfeits, the group team with the next best record will be declared the group winner.
- c) A forfeit in the preliminary rounds shall be awarded as 3 points for a win. For tie breaking purposes, the full 3 bonus points will be awarded.

11. INCLEMENT WEATHER

IN THE EVENT OF INCLEMENT WEATHER, THE TOURNAMENT COMMITTEE WILL HAVE THE AUTHORITY TO CHANGE GAMES AS FOLLOWS:

- a) Relocate or reschedule any games.
- b) Change the duration of any game.
- c) Cancel any game that has no bearing on the selection of division winners or second or third place finishers.
- d) In the event that the entire tournament is cancelled before the start of the tournament, teams will be refunded 70% of the registration fee.

12. GENERAL

- a) The Tournament Committee's interpretation of these rules shall be final and binding.
- b) The Tournament Committee reserves the right to decide all matters pertaining this tournament.
- c) All coaches are required to leave cell phone number, telephone number and address' where they can be reached at all times during the tournament.
- d) You must have a valid New Jersey Driver's License to operate a Golf cart at the tournament.

13. TOURNAMENT REGISTRATION FEE'S

- U8 - U10 7v7 \$300.00 (50 Minute Games)
- U11 - U19 9v9 & 11v11 \$350.00 (50 Minute Games)

14. 7v7 Build Out Line

- When the goalkeeper has the ball in his / 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 build out 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.

7v7 Build out Line Practical Applications

- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
- However, the keeper can put the ball into play sooner but he/she does so accepting 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 6 second rule counting the time of possession should only begin when all opponents moved behind the build out line