

RULES FOR RECREATION TEAM SECTION PLAY

- *All tournament games will be played in accordance with the Laws of the Game unless modified by these rules.*
- *The Tournament Committee, CSC, NJYSA, and/or the Township of Upper Deerfield are not liable for any accidents or injury occurring during the tournament.*
- *The Tournament Committee reserves the right to decide all matters pertaining to the Tournament. All decisions of the Committee are final.*
- *The field decisions of the referees are final and binding.*

Rule 1. Team Eligibility: Competition is open to recreation/developmental teams and recreational all star teams from individual clubs. No competitive/traveling teams will be permitted to play. All teams must be from clubs that are in good standing with their State and/or National Association. Out-of-state teams must have an approved permission to travel form. No refunds will be given to any teams, for any reason, if the team withdraws from the tournament once it has been accepted.

The maximum roster size is fourteen (14) players. All players must be recreation-level players from the same club, i.e., the players most recent season of recreation play was with the club that is entering the team into the tournament. Players must have participated in either, or both, of the Club's Fall 2009 or Spring 2010 recreation program. Players rostered to traveling teams during the 2009-10 season and guest players are not permitted to be on any roster. No player may play for more than one (1) team entered in the tournament.

Rule 2. Age: Players must be born on or after August 1 of the year in which they participate. Every attempt will be made to group teams by age group. Final team bracketing will be set according to the number of entries in each age group. The Tournament Committee reserves the right to combine age groups for divisional play should it be deemed necessary. Teams U10 (Division 5 8v8) and younger may not play up against Division 4, 3 or 2 (11v11) teams under any circumstances.

Rule 3. Registration For Teams And Players: At registration, each team must present a team roster, a copy of the birth certificate of each player on the roster, an original notarized medical release for each player on the roster, and a letter from an appropriate club official that certifies that all players on the roster are recreation level players in their Club and have participated in either or both of the Club's Fall 2009 or Spring 2010 recreation program.

Rosters will be frozen at the time of registration. Rosters, notarized medical release forms and copies of birth certificate must be available for review at the fields upon request from a tournament official.

Rule 4. Substitutions: Substitutions shall be unlimited. Substitutions may be made only upon proper notification of the referee. The referee has the right to refuse a substitution at anytime.

Substitutions are permitted at the discretion of the referee at the following times:

- Prior to a throw-in by the team in possession,
- After a goal by either team,
- Prior a goal kick by either team,
- At the beginning of the second-half,
- In case of injury (If a substitution is made for the injured player the opposing team may also make one (1) substitution),
- Following a yellow card (The opposing team will be allowed to substitute one (1) player for each player that was cautioned),
- There will be no substitutions for an ejected (red carded) player.

Rule 5. Duration of Play: Two equal halves will be played in all games with a five (5) minute half-time interval. All age groups will play two 25-minute halves. Time will be running time.

Rule 6. Ball Size: Each age group will use the size ball listed below:

- U07 through U12: Size 4
- U06: Size 3

Rule 7. Number of players on the field: All teams will play with eight (8) to a side (including goalie)

Rule 8. Conduct: All players and coaches are expected to conduct themselves within the spirit and to the letter of the Laws of the game.

Coaches are responsible for the conduct of players, bench, friends, and spectators at all times. Referees, in addition to the authority vested in them pursuant to FIFA Laws, are instructed to issue a yellow card to the bench for unruly or abusive behavior on the part of spectators. Persistent unsportsmanlike behavior by any team, or its supporters, will subject the coach and/or the team to further disciplinary action.

Coaches and/or team officials ejected from a game (red carded) must sit out the remainder of that game plus their team's next tournament game. The coach and/or team official ejected from a match must leave the field area.

A player receiving a red card must be removed from the game and no substitutions may be made for the ejected player during the game in which the offense occurred. The player must sit out the remainder of that game plus their team's next tournament game. The player ejected from a match must leave the field area.

A player receiving a yellow card must be substituted out of the game, and cannot return until his/her team's next opportunity to substitute.

Two yellow cards given to the same player in the same game will equal a red card (ejection from the game). No substitutions may be made for an ejected player during the game in which the offense occurred. The player must sit out the remainder of that game plus their team's next tournament game. The player ejected from a match must leave the field area.

Red cards issued after the end of the regulation play as a result of physical assault will result in ejection for the duration of tournament. Physical misconduct such as assault to players or referees will not be tolerated and will result in disqualification of the team from the tournament.

Any spectator ejected from the field location by the referee, or directed to leave by a Field Coordinator or a member of the Tournament Committee, will not be allowed to be present during subsequent games. The Tournament Committee reserves the right to review the referee's decision to determine if further action is warranted.

A player, coach, or spectator ejected due to fighting will be barred from further participation in the tournament, and their state association will be informed in writing of the infraction.

Rule 9. Home Team and Visiting Team Designations: The home team will be listed first or will otherwise be specifically pointed-out on the schedule. In the event that one is not provided at the field, the home team will supply the game 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.

Both teams are to report to the field coordinator twenty (20) minutes prior to each match and have birth certificates, team rosters, and medical release forms available for verification by a tournament official.

Each team (players and coaches) will take **opposite ends/goals of the same side of the field**. The home team shall be given the option of which end of the field they choose to occupy. Coaches and players are to remain in designated areas. No coaching will be permitted within eighteen (18) yards of the goal line or from behind the goal line.

Supporters (spectators) must stay on the **opposite side of the same end of the field as their players and coaches. Spectators must remain behind spectator lines that appear on the field or, if no lines are present, at least 5 yards off the touch line. Spectators are not permitted on the side of the field occupied by the team, within eighteen (18) yards of the goal line, nor behind the goal.**

All teams are expected to exchange patches or pins following each match.

Rule 10. Forfeits: A game will be declared a forfeit if one, or both, teams scheduled to play, fail to field a playable team within five-minute grace period of the scheduled start time of the game. In the event that the previous game runs past the scheduled starting time, the grace period shall commence at the conclusion of the previous game. **A minimum of six (6) players constitutes a team.** If the required minimum number of players is present, the game must be played.

In the event that neither team has the minimum number of players to constitute a team, a double forfeit will be declared.

Any team that plays an ineligible player (see Rules 1, 2 and 3) shall forfeit all games in which that ineligible player participated. At the discretion of the Tournament Committee, any team playing an ineligible player is subject to disqualification from the tournament.

Rule 11. Tournament Format and Awards: Each division in each age group will consist of 4 to 8 teams. Each team will play a minimum of three (3) games.

As per NJYSA tournament hosting rules:

- All recreation play must be **non-result oriented.**
- There will be **no overtime periods and no playoffs** in any division
- **All players will receive participation awards.**

Rule 12. Referees: All games will be officiated under the USSF approved system. All other games will use a one-man system. In games where only one referee is present, each team will be required to provide an adult linesman who is acceptable to the referee. That individual is considered a game official. They shall remain neutral in all calls and may not engage in any coaching whatsoever from the sideline.

Rule 13. Injury: Due to the intensity of the schedule, the referee will not stop the clock for injuries, unless in his/her judgment, an injury is severe or the player or team is using said injury as a tactic to delay the match. However, all games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

Rule 14. Uniforms and Equipment: All teams shall have numbered uniforms. Uniform numbers will coincide with the listing on the team's approved roster. The home team must change their uniform if there is a color conflict. It is up to the assigned referee to determine whether a uniform change is in order.

- The player designated as the goalkeeper must, to the satisfaction of the referee, wear a jersey that is of a different color than that of his/her own teammates and that is of a different color than that of the opposing team.
- No jewelry of any kind will be allowed. Players are expected to arrive at a match without earrings, watches, necklaces, combs, or metal berets.
- Shoes must meet FIFA specifications. No metal cleats are permitted.
- All players are required to wear shin guards.

- Players who violate the uniform and equipment rule are subject to a caution from the referee. A player found to be wearing illegal equipment, will be cautioned by the referee and directed off the field.

Rule 15. Medical or Other Assistive Devices: Wrapped hard casts of any kind, metal splints, or other devices shall be permitted only if they are inspected by, approved and allowed by the referee of each match. The referee shall have full discretion in this matter and the Tournament Committee can not overrule his/her decision.

All orthopedic wraps must be secured and metal fasteners covered with tape. The referee of each match shall have full discretion in this matter and the Tournament Committee can not overrule his/her decision.

Rule 16. Inclement Weather: Regardless of weather conditions, teams must appear on the field of play as scheduled, unless otherwise notified by a member of the Tournament Committee. Failure to appear will result in forfeiture. If inclement weather delays a game past its allotted time, then the score at the time of stoppage will stand so long as at least one half of the game has been played. Otherwise, it will be treated as a cancelled game; cancelled games will be scored as 0-0 ties. The Tournament Committee has the right to shorten playing times, change field locations and/or change game times. CSC will not be responsible for making up any games that are cancelled due to weather.

Rule 17. Domestic Pets Prohibited: Pets of any kind (dogs, cats, ferrets, etc) are not permitted at any of the fields or on surrounding areas to the fields, unless required for assistive purposes by an individual with a disability.

Rule 18. Alcoholic Beverages Prohibited: CSC and the Township of Upper Deerfield forbid the possession and/or consumption of alcoholic beverages on or near any of its recreational fields. Any violation of this rule by anyone associated with a team or group of teams will lead to forfeiture of games.

Rule 19. Cooking Fires Prohibited: The Township of Upper Deerfield prohibits cooking fires on or near any of its recreational fields. "Cooking Fires" include campfires, charcoal grills, gas grills and other similar food cooking devices.

Rule 20. As per NJYS mandate, teams will be refunded 80% of their entry fees if the tournament is cancelled prior to the start of the tournament. If the tournament is postponed or rescheduled, all teams that applied for the original dates, will be given the opportunity to withdraw from the new tournament dates with a full refund of their entry fees. However, no refunds will be given to teams that have applied, been accepted, and then withdraw from the tournament after May 15.

Rule 21. Motorized Vehicle Policy: Only individuals approved by the Tournament Committee, who have a **valid New Jersey Drives License**, will be permitted to operate any motorized vehicle, golf cart, "Gator", etc. at the tournament.

Rule 22. Miscellaneous:

Fundraising of any nature is only allowed with prior written approval from the Tournament Committee.

Any team disqualified from play by the referee or the Tournament Committee may be ineligible for awards.

All matches will be played in accordance with the official schedule unless circumstances arise which require alterations at the discretion of the Tournament Committee. All teams are expected to abide by the six goal differential rules as outlined on the supplemental sheet distributed during check. Despite the fact that there are no standings and thus no points can be subtracted, we ask that all coaches take efforts to abide by these guidelines. The tournament committee reserves the right to take action against any team that violates this rule.

Situations and/or issues not covered by these Rules and Regulations which occur prior to, or during, the tournament should be brought to the attention of the Tournament Committee by the manager or coach of any registered team. The Tournament Committee will meet to evaluate the situation or issue. They will make a decision as expeditiously as possible and their decision is final.

Park in designated areas only.

SPECIAL RULES FOR U-06 RECREATION PLAY ONLY

The following rule modifications shall be applied for U-06 DIVISION PLAY ONLY:

- **Players:** Six players, one of which must be the goalkeeper.
- **Length of Game:** Four (4) 12 minute quarters.
- **Substitutions:** Substitutions may be made during a stoppage in the game at the following times:
 - By **either** team prior to **either** team's throw-in
 - By either team prior to either team's goal kick
 - By either team when the referee stops play for an injury
 - By either team at each quarter or half time
- **Offside:** The offside rule will be waived, except that at the discretion of the referee, blatant offside -"cherry-picking"- may be called.
- **Penalty Kicks:** There will be no penalty kicks allowed. A foul in the penalty area that would normally result in a penalty kick will result in the award of a direct kick with the ball placed immediately outside of the penalty area at a spot nearest to where the foul occurred.
- **Throw Ins:** Should the first attempted throw-in be declared illegal by the referee, the referee will stop play, instruct the player as to the legal throw-in requirements, and allow a player/team a second opportunity to properly execute the throw-in. If the second attempted throw-in is deemed illegal by the referee, possession of the ball (a throw-in) will be awarded to the opposing team. Given the age of the players in the U-06 divisions, referees have been instructed to be liberal in their judgment as to what constitutes a legal throw-in.
- **Standard rules related to offside, direct kicks, penalty kicks, and throw-ins will be enforced for the U07 through U12 age group divisions.**