

RULES FOR TRAVELING 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 teams composed of a maximum of eighteen (18) players for U-11 and older teams and a maximum of fourteen (14) players for U-10 and younger teams. All teams must be registered and 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.

Each team may have up to four (4) guest players, as long as the total number of players doesn't exceed the maximum roster size. No player may play or guest for more than one (1) team entered in the tournament. Secondary player passes will **NOT** be accepted.

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 their official state roster and must provide the tournament committee with a copy of that roster. Teams must also present a valid player pass and a notarized medical release for each player (including guest players) that will participate in the tournament. Rosters will be frozen at the time of registration. Rosters, notarized medical release forms, and player passes 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; For all games: When a team (A) is awarded a throw-in in their favor, the opposing team (B) may also substitute at the same time should the opponent (team A) request a substitution AND players of both teams are positioned at mid-field ready to enter the field. If a team does not take advantage of a substitution opportunity in their favor, the opposing team may not substitute a player(s).
- After a goal by either team,
- Prior a goal kick by either team,
- At the beginning of the second-half,
- In case of injury unlimited 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. The U-11 through U-19 age groups will play two 30-minute halves. The U-08 through U-10 age groups will play two 25-minute halves. All halves shall be running time.

Rule 6. Ball Size: Age groups will use the size ball listed below:

- U-13 through U-19: Size 5
- U-08 through U-12: Size 4

Rule 7. Number of players on the field: U10 and younger teams will play eight (8) to a side (including a goalie). U11 and older teams will play eleven (11) to a side (including a 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.

A 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.

Teams will lose one game point for each red card issued.

Any 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 player passes, 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: All forfeits, including any forfeit imposed by the Tournament Committee through the application of these rules for unsportsmanlike or unfair-play, will be declared a 6-0 loss.

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 run past the scheduled starting time, the grace period shall commence at the conclusion of the previous game.

For 11v11 play, a minimum of seven (7) players constitutes a team. For 8v8 play, 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 of a double forfeit, each team will be charged with a 6-0 loss.

Any team that plays an ineligible player (see Rules 1, 2 and 3) shall forfeit all games in which that ineligible player participated. Regardless of scoring and standing, any team forfeiting a game will not be allowed to advance to a play-off round nor be eligible to be declared a first or second place finisher in single bracket division.

At the discretion of the Tournament Committee, any team playing an ineligible player is subject to disqualification from the tournament.

RULES 11 THROUGH 14 APPLY TO U11 AND OLDER AGE GROUPS ONLY

Rule 11. Tournament Format and Awards for U11 AND OLDER AGE GROUPS: Each division in each age group will consist of 4 to 8 teams. Each team will play a minimum of three (3) games. There will be no finals (playoffs) for divisions that have 4 or 5 teams. First and second place will be decided by order of finish as determined by the application of Rule 12, and, if necessary, Rule 13.

Finals (playoffs) will be held for divisions that have 6 or 8 teams to determine the division's first and second place finishers. Playoff participants will be the two teams with the most points in the flight, regardless of bracket, as determined by the application of Rule 12, and, if necessary, Rule 13. The winner of the playoff game is the division's first place finisher and the other team will be second place. In the event of a tie in the playoff game, Rule 14 shall be applied to determine the division's first and second place finishers.

A team trophy and individual player trophies will be given to each division's first and second place team.

Rule 12. Scoring and Standings: Each coach must verify and sign the game card with the Field Marshall and the referee at the conclusion of each match. All pertinent information must be verified at that time. The Tournament Committee will not be responsible for incorrect information.

Each team will be ranked in order of game points as follows:

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for each loss
- One (1) point for each goal scored up to a maximum of three (3) per game
- One (1) point for each shutout

Teams can LOSE match points as follows:

- One game point will be **subtracted** for each red card issued (ejection) to a player, team, coach, or bench.
- One game point will be **subtracted** for each goal scored in violation of the Six Goal Differential Rule (Please read Understanding the Six Goal Differential Rule)

Some scoring examples:

A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).

The team with the most points finishes first.

**PLEASE READ “UNDERSTANDING THE SIX GOAL DIFFERENTIAL RULE”
SO THAT YOU ARE FULLY AWARE OF THE SCORING AND STANDINGS
CRITERIA**

Rule 13. Scoring and Standings Tie Breakers U11 AND OLDER AGE GROUPS: If two or more teams are tied following the application of the game point criteria presented in Rule 11, the following tie breaking rules will be applied. Rules will be applied in the order in which they appear. Once a rule has been applied, but is unsuccessful in breaking the tie, teams must continue to the next tiebreaker and may not revert back to any previous criteria.

- a. Winner head-to-head. (This criterion WILL NOT be used if there are more than 2 teams tied.)
- b. Least goals scored against (fewest goals allowed).
- c. Goal differential maximum of +/-3 per game (team wins 5-0, winning team only gets 3 points, losing team gets -3)
- d. Most wins.
- e. Most shutouts

In instances where the Tournament Committee has canceled matches, tiebreaker rules b, c, d, and e will be based on an average per the number of games actually played.

Should a tie still exist after the application of tie breakers **a through e, then the following tie breakers will be used:**

To determine a playoff participant in a multi-group division or to determine final standings for a single division WITHOUT playoff games.

The Tournament Committee will select a referee, field, and a time to run a penalty kick playoff. All players on the team are eligible to participate in the shootout. Each team must select five (5) shooters who will alternate shots; first shot to be determined by a coin toss. The team winning the coin toss may elect to shoot first or second. The team with the most goals at the end of the penalty kick playoff wins the tiebreaker.

If the teams are still tied at end of 5 penalty shots, then they will go into sudden death penalty shots. All players on the team are eligible to participate in the playoff. Any player who shot in the first round cannot shoot again until all other eligible players have shot. Teams will alternate shots in the same order as was followed for the initial penalty shot round (i.e., the team shooting first will continue to shoot first and the team shooting second will continue to shoot second). The team that scores in its round when the other team fails to score in its corresponding round wins the tiebreaker.

Rule 14. Playoff Game Tiebreakers:

There will be **no overtime** if the teams are tied following the completion of regular match play in a playoff game.

If the teams remain tied at the end of the playoff game, the teams will proceed immediately into a penalty kick playoff. Only players that were on the field of play at the end of the game are eligible to participate in the shootout. Each team must select five (5) shooters from among those players who were on the field of play at the end of the game. Teams will alternate shots; first shot to be determined by a coin toss. The team winning the coin toss may elect to shoot first or second. The team with the most goals at the end of the shoot out will be declared the winner and the other team will be second place.

If the teams are still tied at the end of five (5) penalty shots, then they will go into sudden death penalty shots. Only players that were on the field of play at the end of the game are eligible to participate in the penalty kicks. Any players who shot in the first round cannot shoot again until all other eligible players have shot. Teams will alternate shots in the same order as was followed for the initial penalty shot period (i.e., the team shooting first will continue to shoot first and the team shooting second will continue to shoot second). The winner of the shootout (the team that scores in a round when the other teams fails to score) will be the first place team and the other team will be second place.

Rule 15. Tournament Format and Awards for U-10 and YOUNGER Age Groups:

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 U-10 and younger play must be **non-results oriented**.
- There will be **no playoffs** in any division in any U-10 or younger age group
- **All players** on all U-10 and younger teams will **receive participation awards**.

Rule 16. Ties in Games Other Than Certain Playoff Games: Ties will stand at the end of regulation play for all games except for U-11 and older playoff games.

Rule 17. Referees: All games will be officiated under the USSF approved system. All play-off games will use the three-man system. A three-man system will be used whenever possible in all other games as determined by the availability of referees. 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 18. 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 19. 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 20. 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 21. Disputes: The Tournament Committee shall settle all disputes and its decisions are final.

Rule 22. Protests: No protests will be allowed.

Rule 23. 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 24. 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 25. 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 26. 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 27. 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 28. 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 29. 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 will 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.

A special note for U-10 and younger teams: 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.

UNDERSTANDING THE SIX GOAL DIFFERENTIAL RULE

In order to encourage good sportsmanship and fair play during all tournament matches, a SIX GOAL MAXIMUM DIFFERENTIAL RULE will be imposed for ALL TEAMS IN ALL AGE GROUPS IN BOTH TRAVEL AND RECREATIONAL PLAY. The maximum goal differential between the score of any game shall not exceed six goals. Any team that wins a game by more than six goals is subject to an Administrative Yellow Card for each goal over the six goal differential (An Administrative Yellow card is separate and distinct from a Yellow Card issued during match play and therefore, Yellow Cards issued during match play have no bearing on standings). An Administrative Yellow Card is issued by the Tournament Committee for a violation of the Six Goal Rule. The penalty will be assessed by the Tournament Committee when the official match score is recorded. Each Administrative Yellow Card will result in the loss of one match point.

7 goal differential – 1 Administrative Yellow Card & loss of one point for the win

8 goal differential - 2 Administrative Yellow Cards & loss of two points for the win

9 goal differential - 3 Administrative Yellow Cards & loss of three points for the win and all bonus points (Goals for and shutout points)

EXAMPLES:

- **A win by a score of 7-1 is within the six goal differential rule so no penalty would be applied. You receive six points for the win.**
- **A win by score of 9-2 exceeds the six goal differential rule by 1 goal so an Administrative Yellow Card is issued. You receive only five points for the win.**
- **A win by a score of 10-2 exceeds the six goal differential by 2 goals so 2 Administrative Yellow Cards are issued. You receive only four points for the win.**
- **A win by a score of 11-2 exceeds the six goal differential by 3 goals so 3 Administrative Yellow Cards are issued. You receive only three points for the win and no bonus points (Goals for or shutout points).**

FAIR PLAY COUNTS! If the Tournament Committee (after consulting with the field marshal and the referee of a game) determines that a team has abused this rule to gain an unfair advantage for itself or for another team in respect to any other tiebreaker, the Tournament Committee will declare the offending team as having forfeited all of its matches in the tournament.