

# TOURNAMENT RULES

## General Rules

All Tournament matches will be played in accordance with the “Laws of the Game” as issued by FIFA, except as specifically modified by these tournament rules.

The Tournament Committee's interpretation of these rules shall be final and binding. Decisions of the referees are final and binding.

## Eligibility

Participation in the Columbus Day is open to all accepted teams composed of a maximum of 18 players (14 players for U8-U10), including guest players, meeting the age limit of the specified division. Guest players will be allowed with the purpose of maintaining a team's competitiveness, up to a maximum of three (3) players for U8-U12 teams, and up five (5) players for U13-U18 teams. All players, including guest players, must have current passes.. Only players registered at tournament registration will be allowed to participate.

## Registration

All roster changes must be made at the time of registration.

No Card, No Play, No Exception! This applies to ALL players and coaches.

At Initial Tournament Registration all teams must provide ALL of the following documentation:

- Copy of State Approved Roster – we will keep this so do not give us your original roster.
- Copy of the Tournament roster showing all players (including rostered and guest players) that includes player ID numbers AND uniform numbers.
- Primary Player Cards for all players for current year, including Guest Players – All players on the same team, rostered or guest, must use Player Passes from the same governing body.
- Coach Cards for all coaches for current year from same governing body as players.
- Filled out and signed Registration Affirmation document.
- Travel Permit (for out-of-state teams if your governing body requires it).
- Team Contact Sheet (available on Tournament website and at Initial Tournament Registration) including cell phone numbers for a primary and backup contact, as well as the name of their hotel, if relevant, to assist in communications in the event of weather-related issues. The Team Contacts' cell phones must be in operation over the course of the Tournament.
- All teams are responsible for their own insurance.

## **Roster Sizes**

Teams are limited to players identified at registration, and the players dressed for each game are limited to the following sizes.

- Eighteen players for 11v11 teams.
- Fourteen players for 9v9 teams.
- Fourteen players for 7v7 teams.
- A team may use up to 5 Guests, which may not exceed game day roster size.
- Players can play for one team in the tournament.

## **Field Regulations**

Some simple rules for each facility we use:

No Parking on grass, unless clearly designated as a parking area. Park only in designated parking areas. Follow parking patterns at all times. Obey speed limits. Tickets may be issued by the local policy for improper parking.

No pets, on a leash or otherwise.

No smoking anywhere near the fields or staging areas (i.e.: once you enter the grounds inside the parking lots).

Alcoholic beverages and other illegal substances are not permitted at game sites or in any parking areas.

Teams must pick up their trash. Trash bags will be provided to each team at registration and additional bags will be available at each location.

**IT IS THE RESPONSIBILITY OF EACH COACH/MANAGER TO INFORM THEIR PLAYERS AND PARENTS OF THESE GUIDELINES.**

## **Rules of Play**

FIFA Laws of the Game will apply as modified and described herein:

- Three games guaranteed; certain groups will go to a fourth game final.
- Designated home team will provide the game ball for that game.
- A break of 5 minutes is provided at half time for all age levels.
- There will be no stoppage of game time or an extension of game time except for serious injury, which will be solely at the discretion of the referee.
- No heading of ball during game permitted for U-11 and under age brackets.
- No metal studded cleats permitted by players during a game.

- All other FIFA rules apply to clothing.
- Duration of games by halves and ball size are as follows:

Age Bracket	Division	Ball Size	Game Length
U-8 & U-9	V	4	2 x 25 min.
U-10	V	4	2 x 25 min.
U-11	IV	4	2 x 25 min.
U-12	IV	4	2 x 25 min.
U-13	III	5	2 x 30 min.
U-14	III	5	2 x 30 min.
U-15	II	5	2 x 30 min.
U-16	II	5	2 x 30 min.
U-17 & U-18	I	5	2 x 30 min.

### **Build Out Line (7v7)**

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or 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. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line once a second player touches the ball, or if it crosses the build out line, then 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; the opposing team can cross the build out line once a second player touches the ball, or if it crosses the build out line, then play resumes as normal. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accept 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 six second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

## **Pre-Game Check-In Procedures**

- Each team must arrive at the field 20 minutes before game time.
- When asked, captains will join the referee in the center for the coin toss;
- The game whistle will sound in approximately 1 minute.

## **Substitutions**

Substitutions may be made without limit, with the permission of the referee as follows:

- After a goal has been scored.
- At the beginning of the second half.
- At either team's goal kick.
- At a throw-in for either team.
- At a corner kick for either team.
- At a foul for either team.
- In the case of injury to a player, if a substitution is made for the injured player, the other team may also make substitution(s).
- There will be no substitution for a player who has received a red card and has been ordered from the field by the referee.

## **Referees**

The Tournament Committee has made a commitment to use current registered USSF referees (Grade 8 minimum) will apply and to use the USSF three-man referee system for all U13-U18 matches; U8- U12 will use a one-man referee system. This commitment will be carried out wherever possible.

## **Overtime**

Ties will stand in all preliminary rounds. In the event that a division is to be decided by a playoff rather than by points, the game will proceed directly to penalty kicks, 5 per team. The FIFA penalty kick procedures will be used to determine the winner.

## **Protests**

No game protests will be allowed. The referee's decision is final. All other tournament issues, questions, etc., can be directed to the Tournament Committee.

## **Conduct**

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## AND PARENTS OF THESE GUIDELINES.

Players, coaches and spectators are expected to conduct themselves within the spirit of the game as well as the letter of the law.

Players, coaches or spectators ejected from a game by the referee must leave the field area. Referees will report all yellow/red cards to the field coordinator. Anyone receiving a red card will be ineligible for the next scheduled game. Anyone receiving a red card for fighting will be ineligible for any remaining tournament play.

Coaches are responsible for the conduct of their team's spectators. Any misconduct by spectators will result in yellow or red carding of the coach(es) responsible.

The Tournament Committee will report incidents of misconduct back to the team's respective League or Affiliation as well as to the New Jersey State Youth Soccer Association.

The Tournament Committee reserves the right to suspend any player, coach, or team from the tournament for unruly conduct.

### **Games and Score Reporting**

Each coach will be responsible for verifying and signing the game report prepared by the referee before the field coordinator leaves the game site and reports the results of the match. The field coordinator is responsible to see that the scores of each game are reported on a timely basis to tournament headquarters. No changes will be accepted once the game report has been filed.

### **Forfeits or Failure to Show**

A team shall be awarded a 10-minute grace period after the scheduled kick off time before the game is awarded to the opponent. If the minimum number of players are present as defined below, the game may not be delayed past the scheduled starting time.

For 11v11 games, a minimum of 7 players constitutes a team.

For 9v9 games, a minimum of 6 players constitutes a team.

For 7v7 games, a minimum of 5 players constitutes a team.

In no case shall a team that has forfeited a game be declared a division winner. A forfeit shall be awarded as three points for the win. For tie breakers, the score for the forfeit game shall be set as the team's average of goals scored rounded up to the next whole number, against the average of goals given up rounded down to the next whole number.

### **Determining Division Winners**

Unless determined in advance by the Tournament Committee upon notice to all interested teams, there will be no playoff games; division winners for all age brackets will be determined by points.

The Tournament Committee reserves the right to implement a playoff to determine a division winner, with the other teams in the division playing a consolation game.

Each team will be awarded three points for a win, one point for a tie and zero points for a loss.

The division winners and runners-up will be those teams with the most points and second most points (or, in the event of a playoff, the winner and loser of the playoff game). In the event that two or more teams are tied for first or second place, the following tie-breaking rules will apply:

1. Head to head competition (does not apply if more than two teams are tied).
2. Goal differential
3. Goals For
4. Goals Against
5. FIFA penalty kick procedures. To be taken on a designated field at the discretion of the Tournament Committee.

### **Weather/ Refund Policy**

The Tournament Director, the Tournament Committee, Maestro Soccer, and Full 360 Soccer Events will not be responsible for any tournament fees and expenses incurred by any team, club or individual if the tournament is canceled in whole or part. All registration fees will be due 14 days prior to the start of the tournament.

### **Full Refund for Pre-Tournament Cancellations:**

If the event is canceled before the tournament starts due to weather conditions, your insured team will receive 100% of the non-refundable registration fee back. No questions asked.

### **Pro-Rated Refund for Mid-Tournament Cancellations:**

In the event that the tournament is forced to cancel after it has started, the insured team will receive a refund based on the number of games guaranteed versus the number of games played. This ensures you only pay for the games you've played and not a penny more.

Affordable Protection at Just 10% of the Entry Fee

Adding Event Cancellation Team Coverage to your registration is a smart choice for safeguarding

against the unexpected. Don't let the possibility of weather-related cancellations disrupt your team's plans or financial commitments.

To learn more contact Andrew [events@full360sports.com](mailto:events@full360sports.com)

## **Tournament Disclaimers**

The Tournament Committee, Maestro Soccer, Full 360 Soccer Events, are waived, released, absolved and held harmless from any and all claims, contracts, liabilities and obligations incurred in the transportation or the providing of any medical treatment to any of the players, coaches and/or spectators on each team. It is the responsibility of the coach to authorize any medical treatment or transportation for medical treatment.

None of the Tournament Committee, Maestro Soccer, Full 360 Soccer Events, or any sponsor will be liable for any expenses incurred by tournament participants if the Tournament is canceled in whole or in part for any reason.

The Columbus Day Tournament Committee assumes no responsibility and/or liability for the merchandise and/or services provided or sold by vendors or any other person.

## **Registration Affirmation**

Each participating team is required to sign the “Columbus Day” Registration Affirmation”, see Website for more details.