

# Tournament: Rules & Regulations

All tournament games will be played in accordance with the laws of the game as issued by FIFA unless modified herein.

## 1. GENERAL RULES

The JAGS Tournament Committee (JTC) and the New Jersey Youth Soccer Association (NJYSA) will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part except for as stated in #17 of the tournament rules and regulations. The JTC reserves the right to decide on all matters pertaining to the tournament and its judgment is final. Any team that disregards any decision by the JTC (including the inclement weather policy) will be automatically dropped from the tournament and forfeit all remaining games.

- A. Some items JAGS reserves the right to adjust include:
  - i. Relocate or reschedule a match.
  - ii. Reduce the length of a match.
  - iii. Cancel preliminary matches that have no impact on a flight winner.
- B. All teams will complete a Tournament Roster Card containing player's name and uniform number. This roster will be submitted at registration.
- C. Referees and/or Tournament Officials may and will examine player passes and the Tournament roster prior to, during, or after any match.

## 2. AGE & ELIGIBILITY

A. Rosters are composed of Players having been born during, or subsequent to, the divisional year. Participation of accepted teams composed of Fourteen (14) or fewer players meeting the age limit of the specified division, U-9 and U-10. U11 through U-16U composed of Eighteen (18) or fewer and U-17 through U-19 composed of Twenty two (22) or fewer players. **Note: Only 18 players may dress for any one game.** Each team must be registered with a state soccer association affiliated with USYSA and must present a valid state roster. Player passes duly authorized by a state registrar will be required as proof of age. **PLAYER PASSES MUST BE PRESENT AT THE FIELD FOR THE DURATION OF EACH GAME. NO PASS... NO PLAY**

B. No player shall play for more than one team during the tournament.

C. Teams and or players from outside of Region One **MUST** have a copy of the Permission to Travel Form approved and signed by a duly authorized state representative.

### 3. ROSTERS

Each team shall have a roster properly stamped by its state association present at every game and tournament roster cards will be inspected by the field marshal at the request of either coach or on the decision of the referee (15) minutes prior to the start of each match. Rosters submitted at tournament registration shall govern.

All teams are permitted one event (tournament) roster of 18 players for the entire weekend, (U-17 thru U-19, 22 players). **Teams cannot replace, substitute or change a roster spot between any games for any reason. Only 18 players may dress for any game.**

Roster Size

1. U-9 & U-10 (8v8) - 14 players
2. U-11 to U-16 - 18 players
3. U-17 to U-19 – 22 players **(only 18 players may dress for the game)**

### 4. GUEST PLAYERS

Teams U-9 & U-10 may use no more than three (3) guest players, which must be approved by the Tournament Director. Teams U-11 thru U-19 are permitted a maximum of 5 guest players. A maximum roster size with guest players is limited as follows:

1. U-9 & U-10 (8v8) teams may not have more than Fourteen (14) players on their roster, which number includes up to three (3) guest players.
2. U-11 to U-16 teams may not have more than Eighteen (18) players on their roster, which number includes up to five (5) guest players.
3. U-17 to U-19 teams may not have more than Twenty two (22) players on their roster, which number includes up to five (5) guest players.

### 5. NUMBER OF PLAYERS

A. U-10 and U-9 divisions will play 8v8; all other age groups will play 11v11.

B. A game may not start with fewer than seven (7) properly uniformed players on each team. Once started, games may not continue with fewer than seven (7) players per team. If a game cannot start or is stopped because a team has fewer than seven (7) players, that team shall forfeit the game. A team shall have a 10 minute grace period from scheduled starting time before a forfeit is declared. **Note:** U-9 & U-10 (8v8) division games cannot start or continue with less than six (6) players.

C. A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. For tie breaking purposes, the score shall be set as the average of goals scored by the winning team rounded up to the nearest whole number, against the average of the goals given up by that team rounded down to the nearest whole number. As a minimum, the score will be recorded as 1-0.

D. If a team is the cause for termination of a game, that team will be considered to have forfeited that game.

E. Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament director.

## **6. SUBSTITUTIONS**

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

1. After a goal has been made.
2. At the beginning of the second half of play or prior to the beginning of an overtime period.
3. At a goal-kick by either team.
4. At a throw-in by the team in possession.

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

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

C. No substitutions on corner kicks will be permitted.

## **7. PROTESTS**

**THERE WILL BE NO PROTESTS. ALL DECISIONS OF THE JTC ARE FINAL.**

## **8. UNIFORM, EQUIPMENT AND FIELDS**

A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's Official State/Provincial roster.

B. All player passes and the tournament roster card must be presented to the JAGS Field Marshall before each match. The JAGS Field Marshall will retain possession of the player passes and roster card for the duration of the match.

C. **PLAYERS ARE REQUIRED TO WEAR SHIN GUARDS IN ACCORDANCE WITH FIFA LAWS OF THE GAME.**

D. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.

E. Check-in time is 30 minutes prior to the scheduled kick-off.

F. 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.

G. The U-12 and younger teams shall play with a #4 ball; and U-13 and older teams shall play with a #5 ball.

## 9. DURATION OF GAMES

The following table shows the length of game halves for preliminary matches, semi-final and final matches.

AGES	PRELIMINARIES	SEMI & FINALS	MAX OT
U-15 thru U-19	30 minutes	35 minutes	2 x 10 minutes
U-11 thru U-14	30 minutes	30 minutes	2 x 5 minutes
U-9 and U-10	25 minutes	No finals	No Overtime

In the event inclement weather forces cancellation of a game after at least 20 minutes have been played, the game shall be considered official and the score at the point of cancellation shall be the final score. Should a game be halted before 20 minutes have been played, it shall be rescheduled for complete replay, or recommended at the discretion of the tournament director. In the event of a tie in a semi-final or final game, overtime shall be played as described above.

## 10. DIVISION WINNERS

A. Each team shall be awarded three (3) points for a win and one (1) point for a tie in the preliminary games. U-10 and Younger teams will not accumulate points. The division winner shall be the team with the most points. In the event that two (2) or more teams are tied, the tie-breaking rules are as follows:

1. Head to head competition (does not apply if more than two teams are involved);
2. Most wins;
3. Bonus points - Bonus points will be awarded for the difference between goals for and goals against up to a maximum of three (3) per game (e.g., 6-3 and 3-0 scores each earn three bonus points). Only positive points count towards the bonus points (do not subtract). An additional bonus point will be awarded for a shutout;
4. Fewest goals against;
5. Team with least accumulated cards during the preliminary matches;
6. Penalty kicks - the FIFA penalty kick procedure will be used to determine a winner for U-11 to U-19. Coaches who feel that they may require this discriminator should stay in close contact with their field marshal throughout Saturday or Sunday.
7. There will be no tie-breakers or champions of any sort for U-10 and younger teams.

B. In the event of a tie among more than two teams: a tie is broken by the above system, but if ties among remaining teams still must be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.

C. In flights of 6 teams (3 teams in bracket#1 and 3 teams in bracket#2) the final will be played by the overall winner of bracket#1 vs. the overall winner of bracket#2.

D. In flights of 7 or 9 teams the two teams with the highest point total will meet in the final and play for the championship. If any team is designated to play an extra game (more than the 3 minimum), only the best 3 results of this team will count for point tabulation.

## **11. SEMI-FINAL AND FINAL TIE-BREAKING RULES**

Sudden death ("golden goal") overtime will be played. U-11 to U-14 teams will play up to two 5 minute overtime periods, and U-15 to U-19 will play up to two 10 minute overtime periods.

If the teams are still tied after the two overtime periods, a standard FIFA penalty shootout will determine the winner.

## **12. GAME AND SCORE REPORTING**

A. Field Marshals will ensure that the game report sheet are properly completed, signatures obtained, and scores recorded at the end of each game.

B. Field Marshals will ensure that the scores of each game are reported to Tournament Headquarters in a timely manner each day. The Division Coordinator will ensure that the game report forms are turned in to Tournament Headquarters by 7:00 p.m. each day.

## **13. CONDUCT**

A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the game as well as the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area.

B. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.

C. A player or coach receiving a red card (including 2 yellows=red) will not be able to participate in the tournament game following the game the card was issued. The JTC will review all red cards, which could result in the team, player or coach being expelled from the Tournament and or future tournaments.

D. Accumulation of Cards - any player or coach who receives a second caution card (yellow) during any part of the tournament will not be allowed to participate in the next tournament game following the contest where the second caution card was issued.

E. In the event of assault/abuse on a game official, a judiciary hearing shall immediately be convened at a Tournament site to be designated by the Tournament Director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on Official, shall apply. In any event, a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.

F. Any team disregarding a decision by the referees and/or the tournament committee to either suspend or cancel tournament play, will be disqualified for the remainder of the tournament. Also, a written complaint will be filed with both the NJYSA and the team's state association (if different).

#### **14. ALCOHOLIC BEVERAGES AND PETS**

The use and presence of alcoholic beverages is prohibited near and at all game sites, including parking areas. Pets are not permitted on or near the fields.

#### **15. HEAT RULE**

In the event of extreme heat only the Tournament Director(s) or their designee may invoke the "heat rule" which allows free substitutions (both teams are allowed to substitute at the same time) during the match with the exception of the last five (5) minutes of the match. During the last five (5) minutes (and any sudden death periods) normal substitution is permitted.

#### **16. CLOCK STOPPAGE**

The referee will not stop the clock during the match for any reason without approval of the Tournament Director(s) or their designee. Games halted by injury will not lose any more time than the half already in progress. The JTC will make the determination if time stopped due to injury in a final will be added back into the game.

#### **17. TOURNAMENT CANCELLATION POLICY**

JAGS will refund a minimum of 80% of a team's entry fee if the tournament is cancelled for any reason before the start of the tournament. The reason for cancellation might include, but is not limited to, weather, field usage or sponsoring organization management decision. If the JAGS tournament is postponed or rescheduled, a new permission to host agreement must be submitted to NJYSA and all teams that applied to the original dates must be given the opportunity to withdraw from the revised dates of the JAGS tournament with a full refund of their entry fees.

#### **18. GOLF CART POLICY**

Under the age of 17 and or without a valid Driver's License CANNOT operate a golf cart at any site for any reason.

#### **18. INCLEMENT WEATHER**

Games can and will be cancelled or abbreviated due to inclement weather by either the game time officials or the JAGS Tournament Committee. Only the JAGS Tournament Committee can reschedule games.

