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## **GENERAL**

All Tournament matches will be played in accordance with the “Laws of the Game” as issued by FIFA, unless modified herein. The following statements of Rules and Regulations supplement the “Laws of the Game”.

Each team will be provided with an official tournament ball to be used for all matches throughout the tournament. The designated home team (first team listed on the schedule) will supply the ball for each match.

No standings will be kept or trophies awarded for flights at U-10 and younger; small-sided players will receive participation awards.

1<sup>st</sup> and 2<sup>nd</sup> place trophies will be awarded for all U-11 and older flights.

All referees will be U.S.S.F. registered.

Three-person referee crews will be utilized for all U-11 and older games.

### **A. PLAYER EQUIPMENT**

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1. No metal cleats are allowed on soccer shoes. No players may play with a cleat on the front of their shoes.
2. All players must have uniforms with individual numbers on the jersey; every player must have a unique uniform number.
3. When the color of the jersey is similar or identical, the designated home team (the first team listed on the schedule) will change jerseys. In playoff games, the team with the most points / highest ranking will be the visiting team.
4. No jewelry (including earrings) may be worn by any player.



5. Players wearing hard casts are not allowed to play under any circumstances. No exceptions will be permitted.
6. Shin guards must be worn at all times by all players.
7. Except where noted above, it will be at the Referee's discretion to determine the safety and suitability of player equipment.

## **B. TEAM COMPOSITION, AGE & ELIGIBILITY**

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Players must be born during or after the year indicated by the Age Divisions in which they are to compete as defined by New Jersey Youth Soccer for 2011-12 Travel Teams. Each team must be registered with a National State Association affiliated with US Youth soccer, or US Club Soccer and must present an approved and valid Official State or US Club soccer roster. Authorized player passes will be verified and compared to the "official team roster" at registration. Teams from outside of New Jersey must have a "Permission to Travel Form" signed by their Association if required. Member passes and official approved rosters must be present at the field for the duration of the game.

## **REGISTRATION AND CREDENTIALS**

### **A. REGISTRATION**

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Teams must check in at the mandatory registration. Mandatory registration is Friday evening preceding the first day of play. Teams will be notified to the time and location of the mandatory registration. Failure to check in will result in automatic disqualification without a refund of the fee from the tournament. Note: teams traveling excessive distances may request to register on Saturday morning before their first game after first receiving permission by the Tournament Director at [sunburst@wwpsa.org](mailto:sunburst@wwpsa.org).

### **B. CREDENTIALS**

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At the mandatory registration, teams must provide the required credentials. All U.S. teams must provide laminated USYSA or US Club Soccer Player I.D. Cards with photographs and signed medical release forms. Teams from outside NJYSA must also provide approved travel papers which must include a roster listing all players authorized to travel. Proper player loan forms will be required at registration along with other required credentials, as required by the team's State Association or US Club Soccer.

1. Rosters submitted at registration for U-11 and older teams (full-sided) cannot exceed 18 players. Rosters for U-8 through U-10 (small-sided) cannot exceed 14 players. **Once a roster is submitted at registration, it cannot be modified during the tournament.**
2. A maximum of three (3) guest players is allowed per team. Any team utilizing guest players is still limited to the maximum number of players.



3. Players can only be rostered for one team in the tournament. Any team fielding a player who has played for another team during the tournament will be disqualified from those games in which that player is used.
4. No select, tournament or all-star teams are allowed.
5. All players and coaches must have a validated player's card for the current year.
6. All players must have a medical release form at registration.
7. No secondary passes are allowed.
8. U-8 through U-10 (small-sided) teams cannot play up in full-sided flights. U-11 and older (full-sided) teams may request to play up in an older age bracket, subject to tournament approval.

### **C. SUBSTITUTIONS**

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Substitutions are unlimited at the following times:

1. Your throw-in
2. Goal kick
3. After a goal is scored
4. Half-time
5. After an injury when the referee stops play, substitutions may be made on a one-for-one basis for the injured player(s). The opposing team may substitute one player for each injured player for which a substitution is made.
6. At the beginning of an overtime period.

### **D. LENGTH OF GAMES**

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1. Full-sided, U-11 and older: 30-minute halves.
2. Small-sided, U-8 through U-10: 25-minute halves.
3. Half-time breaks will be no more than five minutes.
4. If a game starts late, it may be shortened by the referee to finish at its scheduled time.
5. If at least one-half of a game is completed, and is canceled for any reason before its scheduled completion, the game will count with the score at the



time of cancellation being official. See Rule H1, Termination of a game prior to its completion, below. Termination of a game prior to its completion

6. Games canceled during the first half will be considered a 1-1 tie regardless of the current score.

#### **E. GAME FORMAT (FULL-SIDED ONLY)**

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1. Flights with 5 or 6 Teams
  - a. Each team will play 4 of the other teams. First and second place teams will be determined by Rule F.
2. Flights with 7 more Teams
  - a. Each team will play 4 of the other teams. First, second and third place teams will be determined by Rule F.
3. Formats may be altered at the discretion of the tournament committee.

#### **F. DETERMINATION OF FLIGHT STANDINGS (FULL-SIDED ONLY)** [Back to Top](#)

Teams will be awarded game points on the following basis:

1. Three points for a win.
2. One point for a tie.
3. Zero points for a loss.
4. One point deducted for exceeding the maximum goal differential of 6 goals. Example: a win by 7-0 would result in only 2 points to the winner: 3 points for the win minus 1 point for exceeding the maximum goal differential (See [Mercy Rule](#), below.)

The flight winner shall be the team with the most game points in their flight. In the event of a tie, the following criteria shall be used to determine the winner:

1. Head-to-head results. If three or more teams are tied, proceed to next criterion.
2. Most bonus points; bonus points are calculated as follows:
  - a. Goal differential – maximum 3 points per game to winner (no negative points)
  - b. One (1) point for each shutout
  - c. Minus two (-2) for each player or coach ejected.



Examples:

- a 4-0 win receives 3 game points for the win, 3 bonus points for the goal differential plus one bonus point for the shutout.
- a 3-2 win receives 3 game points for the win, plus 1 bonus point for goal differential
- for a 0-0 tie, both teams receive 1 game point for the tie, plus 1 bonus point for the shutout.

d. Fewest goals allowed.

e. Penalty kick contest.

Penalty Kick Contest Rules: The Tournament Director or Site Coordinator shall set the time and place for penalty kick contests. Any team more than ten minutes late for such contest without prior permission from the Tournament Director shall be declared loser of the contest. Prior to the start of the penalty kick contest, coaches shall choose 11 players, one of whom shall be a goalkeeper. Five players (one of whom may be the goalkeeper) shall be chosen to take kicks as described in (3), below. The remaining six players shall take kicks, if necessary, as described in (5), below. No additional players shall be considered eligible to kick.

- (1) Referee will choose the goal at which all kicks will be taken.
- (2) Winner of a coin toss will choose whether they want to kick first or second. The Away team receives the honor to call their preference before the coin toss.
- (3) Each team shall take five kicks, alternating teams between each kick. Each kick shall be taken by a different player.
- (4) If one team has scored more goals after both teams have taken five kicks, that team will be declared the winner.
- (5) If both teams have scored the same number of goals after both teams have taken five kicks, the taking of kicks shall continue until both have taken an equal number of kicks and one has scored one goal more than the other.
- (6) Not until all eleven eligible players have kicked may a player of the same team take a second kick.

## **G. FORFEITS**

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1. Thirty (30) minutes prior to the start of each scheduled game, each team must present to the field marshal the team's player cards so the team may be checked in to play and the game started as scheduled. A team that



- fails to report within ten minutes after a scheduled kick off will forfeit the game.
2. A forfeit will yield a 3-0 score for game point consideration. No shutout bonus points are awarded / subtracted in a forfeit.
  3. To start a game a minimum of eight players is required for full-sided teams and six players for small-sided teams.

#### **H. REFUND OF REGISTRATION FEES**

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##### 1. Tournament Cancellation Prior to Its Start:

If the tournament is cancelled for any reason before the start of the tournament, for reasons such as weather, lack of field availability, etc, 80% of participating teams' registration fees will be refunded.

##### 2. Voluntary Withdrawal of Team from the Tournament:

If a team withdraws from the tournament after the close of registration, the tournament reserves the right to determine what, if any, refund of registration fees will be made to the withdrawing team.

#### **I. MISCELLANEOUS REGULATIONS**

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##### 1. Termination of a game prior to its completion

In case of severe weather that begins after the start of play, or due to an injury during a game, or for any other reason deemed to affect the normal course of the game, tournament officials, in consultation with referees may reduce the length, suspend, terminate, reschedule, relocate or cancel any game. Games terminated after the first half is completed will be considered a finished game and the score will stand. Games terminated during the first half will be considered a 1-1 tie regardless of the current score.

###### a. Inclement Weather – General

In case of inclement weather or other circumstances, the Tournament Committee will have the authority to change games as follows:

- (1) Relocate or reschedule any game(s).
- (2) Change the duration of any game(s).
- (3) Cancel any remaining game(s).

Regardless of the weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified



by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the referee or Tournament Committee can cancel or delay a match.

2. Protests. There are no protests. The tournament officials reserve the right to decide all matters pertaining to the tournament and tournament rules and regulations. The judgment of the Tournament Director(s) is final.
3. Ejection. Any player or coach who receives a red card or two yellow cards in a single game or one yellow card in each of two consecutive games will be ineligible for the next scheduled game. Referees will report the infraction to the referee assignor and the Tournament Site Director. Coaches ejected from a game for any reason may not participate in the coaching of the next game and may not be present at the location of the next game. Players ejected from a game for any reason may not appear in uniform for the next game and may only be permitted to sit on the team's sideline if no other parents or temporary guardians are present to supervise the player on the spectators' sideline.
4. Gross Misconduct. Any severe or gross misconduct will be reported to the Team's State sanctioning body for its review and possible action. Gross or severe misconduct, as determined by the Tournament Director can result in team's expulsion from the tournament. Referee assault or abuse as determined by the Tournament Director WILL result in team expulsion from the tournament. Any expulsion will result in forfeit of trophies and fees.
5. Coach's Responsibility. Each coach is responsible for the conduct of the players, parents and spectators on his / her team.
6. Team Field Positions. The players and coaches of both teams will take a position on the sideline opposite that of the spectators. Only carded players and coaches will be allowed with teams on the sidelines.
7. Golf Carts. Golf carts will only be operated by people with a valid New Jersey driver's license and with the permission of a member of the Tournament Committee.
8. Disclaimer. The West Windsor-Plainsboro Soccer Association is not responsible for any non-registration related expenses incurred by any team in the event the tournament is canceled, in whole or in part, or in the event games are discontinued or canceled, due to forfeit, inclement weather or adverse field conditions, nor will any refunds be made.

No items of any kind may be sold at Tournament Headquarters, the playing fields, or surrounding the event areas for the duration of the Tournament without the express written approval of the Tournament Committee. A team found in violation of this rule will not be declared a division winner, runner-up



or second runner-up. Determination of guilt will be by the senior Tournament Official present.

9. Ball Size

- a. Size 5: U-13 and older
- b. Size 4: U-8 through U-12

10. Mercy Rule. The maximum permitted goal differential in any game is **6 goals**. In the interests of good sportsmanship, coaches are responsible to limit one-sided scores by any means necessary, including sitting starters, playing with fewer players than permitted, only permitting shots off of volleys or headers, etc. Teams come for a good time and competition, and whenever a game results in mismatched teams, coaches should remember how it feels to be on the receiving end of a blowout and lead accordingly.