



Tournament Rules

1. GENERAL RULES

- There are NO protests.
- All decisions made by the referees are final.
- The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and all interpretations of the rules are final. If a team disregards any decision by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- Under no circumstances will the Tournament Committee, Freehold Soccer League, NJYS, USYS or US Club Soccer be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.
- A 1-man referee system will be used for U8 (2010), U9 (2009) and U10 (2008) age groups for all qualifying games and a 3-man referee system will be used for championship games.
- A 3-man referee system will be used for U11 (2007), U12 (2006), U13 (2005), U14 (2004) and U15 (2003) age groups for all games.
- 1st and 2nd place awards will be presented in each age group.

2. LAWS OF THE GAME

- All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

3. AGE AND ELIGIBILITY

- The tournament is open to all club teams that participate in classic, regular, or premier league play.
- No State Select team or teams formed solely for the purpose of tournament play are eligible.
- Field and roster sizes will be as follows:
 - U8 (2010), U9 (2009) and U10 (2008) will play (7v7) short sided with a maximum of fourteen (14) rostered players (including 3 guest players)
 - U11 (2007) and U12 (2006) will play (9v9) short sided with a maximum of sixteen (16) rostered players (including 3 guest players)
 - U13 (2005), U14 (2004) and U15 (2003) will play (11v11) full sided with a maximum of 18 rostered players (including 3 guest players)
- Players may only participate on one team during the tournament.
- Secondary player passes are permitted.
- Participation is open to accepted teams meeting the roster limit and player age limit as defined by US

Soccer Guidelines and the tournaments' permission to host.

- Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state or provincial roster.
- Player registration cards authorized by the state / provincial or national association will be required as proof of age. Players who do not present a valid player pass will not play.
- All player passes must be present at the field for the duration of the game. Rosters submitted at tournament registration shall govern.
- Each team shall have a roster properly stamped by its state or regional association present at every game. The roster must be present at the field for the duration of the game.
- Teams registered outside of USYS Region I or New Jersey must have a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, in order to participate.

4. UNIFORM, EQUIPMENT AND FIELDS

- Players must wear numbers on the back of their uniforms and these numbers shall coincide with the numbers listed on the team's official state / provincial roster.
- Players are required to wear shin guards in accordance with FIFA Laws of the Game.
- When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- When requested by the referee, each team must provide a linesperson.
- Teams must be at the fields 20 minutes prior to the scheduled kickoff.
- Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game, as only the referees and / or tournament committee can postpone or cancel a match.

5. SUBSTITUTIONS

- Substitutions without limit may be made during any stoppage of play with the referee's permission and discretion.

6. DURATION OF GAMES

- The following lists the length of game halves, half time and ball sizes for the tournament's preliminary, semi-final, and final matches.

U8 (2010), U9 (2009), U10 (2008)	Two 25 minute halves, 5 minute half time, Size 4 Ball
U11 (2007), U12 (2006)	Two 30 minute halves, 5 minute half time, Size 4 Ball
U13 (2005), U14 (2004), U15 (2003)	Two 30 minute halves; 5 minute half time, Size 5 Ball

- There is no overtime for this tournament.
- If a match is tied at the end of regulation in a semi-final or final, the game will proceed straight to FIFA Penalty Kicks to decide the winner.
- In the event inclement weather forces the cancellation of a game after at least 20 minutes have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is halted before 20 minutes has passed, the match will be rescheduled for complete play or recommenced at the discretion of the Tournament Director.

7. FAILURE TO SHOW AND FORFEITS

- For any U8 (2010), U9 (2009) or U10 (2008) 7v7 short-sided game, a game may not start with fewer than five (5) properly uniformed players on each team.
- For any U11 (2007) or U12 (2006) 9v9 short-sided game, a game may not start with fewer than six (6) properly uniformed players on each team.
- For any U13 (2005), U14 (2004) or U15 (2003) 11v11 full-sided game, a game may not start with fewer than seven (7) properly uniformed players on each team.
- Once a game has started, it may not continue with fewer than the stated minimum.
- If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- A team shall have a five (5) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 5-0 forfeited win.
- If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.
- Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament committee.

8. DETERMINATION OF DIVISION AND WILD CARD WINNERS

- Each team shall be awarded three (3) points for a win, (1) point for a shutout, one (1) point for a tie, and zero (0) points for a loss.
- The division winner shall be the team with the most points.
- In the event that two or more teams are tied within a division, the following criteria will be used in order, until the tie is broken to determine a winner:
 - Head to head competition (this does not apply if more than two (2) teams are involved in the tie)
 - Most wins
 - Goal Differential (the difference between goals for and goals against) up to three (3) bonus points per game. For example, 6-1 and 5-1 scores each earn a positive three (3) goal differential.
 - Most shutouts
 - Fewest goals against
 - Penalty kicks (FIFA's penalty kick procedure will be used to determine a winner)
- In the event of a tie between more than two teams, once a tie is broken by the above system, and if ties among the remaining teams must still be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.
- During a semi-final and final match, if a tie scores exists at the end of regulation, the FIFA penalty kick procedure will be used to determine a winner. Overtime periods WILL NOT be used.

9. AWARDS

- Trophies will be awarded to the first and second place teams in all age divisions.

10. TOURNAMENT CANCELLATION

- If the tournament is cancelled by Freehold Soccer League for any reason before the start of the tournament, Freehold Soccer League agrees to refund a minimum of 70% of a team's entry fee.