

VINELAND SOCCER ASSOCIATION
22nd ANNUAL MEMORIAL DAY TOURNAMENT RULES
Travel Teams

Rule #1 - Roster

Team Rosters must be submitted with the application. All team rosters will be considered official and will be frozen at the time of registration. If the coach or team manager can not attend registration in person, your roster submitted with your application will be frozen on the day of final registration.

Rule #2 – Acceptance to the tournament

Teams are considered not to be accepted if:

- 1.) The tournament fee was not received in full with the application.
- 2.) A copy of the team roster was not submitted with the application.
- 3.) A permission to travel was not received with the application (out of state teams only)
- 4.) The team's NOTARIZED medical release forms can not be presented
- 5.) The team's player and coaches passes can not be presented or are not valid for the current season.

If all the above conditions are met, a team is considered accepted and the coach will be notified.

If a team decides to drop out of the tournament for ANY reason after the team was accepted, NO REFUND of the entry fee will be given.

Rule #2 - Guest Players

A maximum of four (4) guest players will be allowed.

Guest players must be listed on a separate sheet of paper; the paper must contain the players name, DOB, Pass # and shirt number.

Rule #3 - Team Seize

Teams will be allowed a maximum of 18 players (including guest players) for 11v11 teams and 14 players (including guest players) for 8v8 teams.

Rule #4 - Registration

All teams must be state affiliated clubs or a member of US Club Soccer.

All players must have a valid player pass from their governing state organization or US Club Soccer, which must be presented at the time of registration.

All Player and Coaches passes will be inspected before every game. A player without a pass will not be allowed to participate.

A player may only play on one team during the tournament.

All games in which an ineligible player participates will be declared a forfeit.

Any team fielding an ineligible player is also subject to disqualification from the remainder of the tournament.

Rule #5 Secondary Passes

Secondary passes are not permitted.

Rule #6 - Determination of player's age

Players must be in the year of their appropriate FIFA age bracket, or later.
All games in which an ineligible player participates will be declared a forfeited.

Rule #7 - Substitutions

Substitution for all teams shall be unlimited as the follows:

- (a) **At any stoppage of play.**
- (b) After an injury the opposing team may substitute one for one.
- (c) Yellow-carded players must be removed from the field, but can re-enter at the next regular substitution.

Rule #8 – Length of game

Division 5 (8V8)

The length of game for division five will be 25-minute halves.

The length of Games for divisions four, three, two and one will be two 30 minute halves.

Half time will be five minutes.

The game clock is a running clock and will not be stopped for any reason other than serious injury.

The Tournament Committee reserves the right to alter the length of any game due to weather or any other extenuating circumstances.

Rule #9 – Weather conditions

Regardless of weather conditions, coaches and their teams must appear on the field at the scheduled game time, unless instructed otherwise by the Tournament Committee.

Failure to appear will result in forfeiture of the match.

All games will be played as scheduled unless the Tournament Committee (or, during the game, the referee) determines that the field conditions are too hazardous to play.

If a game is suspended for more than one hour, with at least twenty (20) minutes played, the game will be considered complete and the score at the time of game suspension will stand.

Rule #10 - Referees

All games will be officiated under the USSF approved system. All teams U-12 and above will use the three-man referee system if possible.

In games, where only one referee is present, each team will be required to provide a linesman who is acceptable to the referee.

The referee shall file an official game report with the tournament committee for each game he / she officiated.

The game report shall include any yellow or red cards given and in the case of two yellow cards for the same player or coach or a red card for the player's or coach, the player or coaches pass.

All injuries must be reported in writing and in detail and the report will be submitted to NJYS.

Rule #11 - Forfeits

Any forfeit is a 3-0 loss. A game is a forfeit if one (or both teams) scheduled to play fail to field a playable team of 7 players (11v11) or 5 players (8v8) within the five-minute grace period of the scheduled start time.

In the event that the previous games run past the schedule starting time, the grace period shall commence at the conclusion of the previous game.

In the event of a double forfeit, each team will be charged with a loss. A game is also considered a forfeit if a team plays an ineligible player.

Any team forfeiting a game will not be allowed to advance to the finals, or be eligible to be a winner or runner-up in single bracket division (regardless of record).

Rule #12 - Protests

NO PROTESTS BY COACHES, PLAYERS, PARENTS OR OTHER SPECTATORS ARE ALLOWED! NO EXCEPTIONS!

Rule #13 - Conduct

All players and coaches are expected to conduct themselves within the spirit and the letters of the law of the game. Players or coaches ejected from a game by the referee will not be allowed to participate in the next scheduled game and ***two points will be deducted from the team's standing for each red card.*** Any spectator ejected will not be allowed to be present during subsequent games.

Vineland Soccer will not reverse a decision made by a referee, but reserves the right to review the referee's decision to determine if further action is warranted.

Any player, coach, or spectator ejected due to fighting will be banned from further participation in the tournament, and a report will be submitted to the appropriate state association.

Coaches are responsible for the conduct of their team players, the team parents, and other team supporters. Two yellow cards to a player or coach in a game constitute a red card, ***two points will be deducted from the team's standing for each red card.*** Anyone ejected from a game must leave the field area. Referees are instructed to issue a yellow card to the head coach for unruly or abusive behavior on the part of his team's spectators. A second yellow card to the same coach for the same reason will automatically terminate play, the game declared a forfeit and three points awarded to the opposing team.

SMOKING IS NOT ALLOWED WITHIN THE SOCCER COMPLEX!

NO ALCOHOLIC BEVERAGES OR ILLEGALE DRUGS ARE ALLOWED ON THE PROPERTY, VIOLATORS WILL BE REPORTED TO THE APPROPRIATE AUTHORITIES AND PROSECUTED TO THE FULLEST EXTENT OF THE LAW!

FOR SAFETY REASONS, NO DOMESTIC ANIMALS ARE ALLOWED NEAR, AT OR AROUND THE SOCCER FIELDS!

DURING THE TOURNAMENT, THE SOCCER COMPLEX HAS A FIVE (5) MILES PER HOUR SPEED LIMIT WHICH IS, FOR EVERYBODY'S SAFETY, STRICTLY ENFORCED !

Rule # 14 – Determination of home team

The home team shall be the first team listed on the game schedule. The home team will be responsible for changing uniforms in case of a color conflict with the opposing team as well as providing the game ball.

Rule #15 – Scoring – U-8, U-9 and U-10

As per New Jersey Youth Soccer no scores or standings will be kept for all team U-10 and younger and all teams will receive participation awards
Games ending in a tie will stand as a tie game.

Rule #16 - Scoring and standings- U-11 and above

Each team is guaranteed a minimum of three games.
Each team will be ranked in order of game points earned:

WIN = 3 points

TIE = 1 point

LOSS = 0 points

Two points will be subtracted for each red card issued to a player, team coach or bench.

The team with the most points finishes first. In the event of a tie, the following tie-breaking rules will apply:

1.) Head to head competition.

- 2.) Goal differential.
- 3.) Least goals scored against.
- 4.) Most goals scored, maximum of 6 goals per game.
- 5.) Penalty kicks.

Rule # 17 Tiebreakers – finals (does not apply to U-8, U-9 & U-10 teams, see rule #15)

SUDDEN DEATH OVERTIME

Periods shall be two 5 minute half's with a two minute break between half's.

Golden goal rule does not apply.

If at the end of the two five minute half's if a tie still exists a penalty kick shoot out shall apply. The team to take the first kick shall be determined by coin toss. Each team shall make five penalty kick attempts; the team with the most goals scored shall be declared the winner. In the event of a tie after five penalty kicks are taken, the first goal scored by a team without the opposing team scoring shall determine the winner.

Rule #18 – Tournament cancellation or Postponement

Every attempt will be made to play all games. In the event the tournament is canceled prior to any games being played, in compliance with NJYS cancellation policy effective 9/1/03, Vineland Soccer will refund 80% of the team's entry fee. The reason for cancellation may include weather, field usage, or management decision. If a tournament is postponed or rescheduled, a new permission to host agreement must be submitted to NJYS and all teams that applied to the original date must be given the opportunity to withdraw from the revised date of the tournament with a full refund of their entry fees.

Rule #19 – Miscellaneous

- a.) *In the spirit of good sportsmanship, there is a six (6) goals differential allowed per game.* Any team violating this rule will have one point taken away from their standings.
- b.) Players and coaches will be on one side of the field, and all parents and spectators will be located on the opposite side of the field.
- c.) Each team will be responsible for medical insurance coverage and treatment for each of its players. Each coach must have a NOTARIZED medical release forms, both at the time of registration and during play.
Each team, its players, parents, and other supporters participate at their own risk.
- d.) There will be a general awards ceremony following each U11 and older championship game in the main tent. First and second place trophies will be awarded at the conclusion of each championship game.
- e.) The Tournament Committee reserves the right to reject any team application, if such action is considered to be in the best interest of the tournament.
- f.) Out of state teams must have their "Permission to Travel" Form signed by their USSF representative, or their association.

g.) No coach, player, or team supporter will be allowed within 18 yards of the goal line or behind the goal.

h.) In the spirit of good sportsmanship, at the conclusion of every game each team will meet at midfield to shake hands and exchange team patches (or pins).

j.) Teams are to wear their uniform with their individual numbers on their shirts and uniform numbers shall coincide with the listing on the team's approved roster.

The decision that a team is to change uniform due to similarity of colors is up to the referee.

k.) Players are expected to arrive at a match without nose rings, ear rings, watches, necklaces, combs, or metal bracelets. A hair control device is permitted provided it is not made from metal or hard plastic.

A player found on the field with illegal equipment will be cautioned by the referee and sent off the field. The player is permitted to re-enter the game at the next regular substitution (see rule #7), provided the illegal equipment was removed.

Properly wrapped hard casts of any kind, or metal splints, shall be permitted but only at the referee's discretion.

l.) All players must wear shin guards.

m.) Screw-on cleats must be inspected by the referee, prior to the match, for exposed areas and sharp edges.

n.) Eye glasses are not permitted on the field of play.

Rule #20 – Golf Cart Policy

All operators of golf carts or other self propelled utility vehicles at the tournament must be at least eighteen (18) years of age and possess a valid New Jersey driver's license.