

1. LAWS OF THE GAME

All games will be played in accordance with [USYSA/FIFA laws](#). Any exceptions are as noted below.

2. ELIGIBILITY TO PLAY

- Tournament roster size shall consist of a team's regular rec roster.
 - In the event that a team will have less than 2 subs, guest players may be permitted to replace an original rostered player who is unable to play.
 - Guest players must be registered prior to the tournament.
 - Guest players may not be Fondy Select players if there are any Select players on the roster. (Previous Select season only)
 - Guest players will be listed on the back of the team scorecard for verification.
 - **If a player has not been registered or approved and they play, the result of that game will be a forfeit.**
- Medical Release/ Waiver of Liability form is required for all players.
- A player may only play for one team in the tournament.

3. GAME INFORMATION

- Each team, U5 thru U8, will play 2 games.
 - U5 will play on Saturday
 - U6 will play on Sunday
 - U7 & U8 Girls will play on Saturday
 - U7 & U8 Boys will play on Sunday
- Starting with the U9 age group, we will be playing a Select style tournament. Teams in those age groups will play both Saturday and Sunday. Each team should play twice on Saturday and at least once on Sunday. Championship games will be played Sunday afternoon/evening and will be determined by record & other criteria listed below
- Each coach will be given scorecards to turn in near the concession stand.
 - Should be verified with opposing coach and ref.
 - Both coaches submit cards, in the event one is lost or not turned in.
- PROTESTS - All referee decisions are final. No protest will be heard on any judgement call by the referee.
- Teams should be present at the field on which they are to play at least 15 minutes prior to game time. Teams will then check in with a referee at their designated field for the checking of player passes and equipment.
- There will be NO on field warm-ups. Please find an unused area to warm up.
- Games for U10 & below will consist of two (2) 25-minute halves with a 5-minute halftime. **(Games will be 6 v 6 including keeper)**
- Games for U11 and U12 will consist of two (2) 30-minute halves with a 5-minute halftime. **(Games will be 8 v 8 including keeper)**
- Games for U14 & Above will consist of two (2) 30-minute halves with a 5-minute half time. **(Games will be 11 v 11)**
- Game play time may be shorter or longer, determined by the Referee Staff if necessary due to inclement weather or for other unforeseen events.

- Referees will meet with captains and determine who kicks off and who defends what side. The process of this determination will be left to the referee. The team which wins decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team listed first on the schedule is the home team and is required to change jersey if a color conflict exists. Home team will provide the game ball.
- Both teams will have their bench on one side of the field. Parents and spectators must watch the games from the opposite side of the field as their team and should stay at least 3' from the sideline. (Coaches should remain on the sideline with their team bench)
- If teams are low on players, the coaches may agree to play with an equal but lower number of players on the field.
 - This should be done if one team would have no subs, or the weather is hot.
 - Example: U12 playing 7v7 instead of 8v8.
 - Once this agreement is made, the outcome is set and final.
- Scorecards must be submitted by the end of the day Saturday or games may be recorded as a 1-1 tie.
- *Tournament Committee reserves the right to:*
 - 1. *Relocate or reschedule any game.*
 - 2. *Reduce the duration of a game.*
 - 3. *If half of a game has been played before the termination, the game stands as a completed match and will be scored accordingly.*
 - 4. *Cancel the tournament due to weather or other unforeseen conditions which are not conducive to tournament play.*

4. UNIFORMS AND EQUIPMENT

- Shin guards are required. Socks must be pulled over the shin guards.
- Hard casts, splints or braces are allowed subject approval by tournament staff. Casts must be padded with foam no less than ½ inch thick.
- No jewelry or knotted headbands are allowed.
- All players on a team must have the same type of jersey. All jerseys must be tucked in.
 - Jerseys must have a unique number on them.
 - Registered guest players may wear a similar colored shirt.
- All players' equipment is subject to the referee's approval.

5. DISCIPLINE / BEHAVIOR

- **PLAYERS / COACHES / SPECTATORS**
 - **Please remember this is Rec. Soccer and the objective is for the kids to have fun. Please set a good example as coaches and parents.**
 - All red and yellow cards will be reported to the Tournament Director.
 - Red-carded players will be suspended for at least one game. (Two yellow cards in one game equal a red card.) Players red-carded for violent conduct, violent fouls

- or abusive language may be suspended for the remainder of the tournament.
- No substitution will be permitted for a red-carded player.
- Harassment of officials will not be tolerated. Referees may temporarily stop games or suspend play in the presence of persistent sideline harassment or intimidation. In the case of a game suspension, the Tournament Director will decide the outcome of the game.
- Any coach removed for inappropriate conduct will not be allowed to coach any team for the remainder of the tournament.
- **Any team found using ineligible players will have that game scored as a loss and that player will be removed from the game.** (Game will finish w/remaining players)
 - ✦ The result of a win by a team using an ineligible player will result in a recorded score of 0-3 against that team.
 - ✦ If the team using an ineligible player loses, that score may be used IF it is greater than the 0-3 result would be.
 - ✦ Example: Team with ineligible player loses 5-1, that result will be used over the forfeiture score of 3-0 as the difference is greater and could be used in a tiebreaker.
- **The tournament director has absolute discretion to resolve all matters concerning ineligible players or disciplinary actions.**

6. FORFEITS/FAILURE TO SHOW

- Any team that fails to show or leaves the field of play before the end of a game may be disqualified.
- The score of any forfeited game will be recorded as 3-0. The tournament director has absolute discretion to resolve all matters concerning forfeits

7. SUBSTITUTIONS

- Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line. Referees have the final authority on substitutions; this includes but is not limited to the timing and frequency of substitution.
- A player with blood on the uniform or on the body must be substituted out. The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood-free before the player may return to play.

8. TOURNAMENT DIRECTOR AND REFEREE AUTHORITY

- Authority: All referee decisions are final. No protests are allowed. The Tournament Director has the right to relocate, reschedule, cancel, or reduce the length of any game.

9. STANDINGS / SCORING

Please work through team's coach or manager for questions or clarifications regarding standings and tie breaker scenarios at Tournament Headquarters.

- 3 points for a win, 1 point for a tie (including 0-0), 0 points for a loss
- 1 per goal, up to 3 goals. (3 points maximum)
- Tie Breakers -- Preliminary Round (If three teams (or more) are tied, the following procedures listed below will be used in the following order: (Note: If one of the procedures results in one team being eliminated and two remaining, the two-team tiebreaker procedure as stated restarts beginning with #1 (Head-to-Head):
 - 1. Head-to-head
 - 2. Team with most wins
 - 3. Goal Differential (goals scored minus goals allowed) with a maximum of three per game. (A score of 4-2 is a goal differential of 2, a score of 4-0 is a goal differential of 3. Team winning 3 games 4-2, 4-0, 7-1 would have a goal differential of $2+3+3 = 8$.)
 - 4. Fewest goals allowed
 - 5. Most goals scored
 - 6. "Kicks from the Mark" (Penalty kicks).
 - In the event that penalty kicks must be used, USYSA/FIFA rules will be followed.
 - ✦ Each team will select 5 players to kick from those that were on the field at the end of regulation. The goalie for the shoot-out must be on the field at the end of regulation. Teams will alternate kicks --the visiting team shoots first. If the score remains tied after 5 kicks, teams will alternate kicks one at a time until a winner is determined. All eligible players must be used before anyone can repeat.
- Elimination or Championship games tied at the end of regulation goes directly to penalty kicks. Same rules apply as stated in 9.B.6 above.
- Ties in round robin play will remain a tie. 1st and 2nd place will be determined by total points.
- There is no Championship game for a 4 or 5 team brackets. The team with most and second most points will determine first and second place.
- Standings will be posted by the tournament director or other designated officials as time allows. Standings will be posted at the end of the day on Saturday and 30 minutes prior to the championship games on Sunday. If time permits, due to busy schedules of our volunteers, they will be posted earlier.

10. AWARDS

- For U9 and up. First and second place awards will be presented to players and coaches immediately after the championship game. If you are in a group of 4 or 5 with no championship game awards will be handed out to first and second place based on results once we can determine them.