

## **Mt. Laurel United Columbus Day Tournament Rules - 2009**

All tournament games will be played in accordance with the Laws of the Game unless modified by the following rules.

### General Rules

The Tournament Committee, the Mt. Laurel United Soccer Assoc. Inc (MLU) and/or NJSYSA will not be responsible for any expenses incurred by any team, club or individual if the Tournament is cancelled in whole or in part.

The Host Club (MLU) is not liable for any accidents or injury occurring during the tournament. The Tournament Committee reserves the right to decide all matters pertaining to the Tournament. All decisions of the committee are final.

The decisions of the referees are final and binding.

**Notarized medical release forms and player passes must be presented at registration, and must be available for review at the fields upon request.**

Refunds will not be given to teams who withdraw.

A Refund of 80% of the team's entry fees will be given if the tournament is cancelled for any reason before the start of the tournament.

Rule 1 – Team Eligibility - Competition is open to teams composed of a maximum of eighteen (18) players or for U-10 and younger teams of fourteen (14) players who are registered with their State, National or Provincial Associations. Each team may have up to three (3) guest players but may not exceed the maximum roster size as stated below.

- \* Girls and Boys (11 vs 11) teams maximum roster size is **18** (including three (3) guest players).
- \* (8 v 8) teams maximum roster size is **14** (including three (3) guest players).

Teams will play eleven (11) to a side, or in the case of U-10 and younger eight (8) to a side. Secondary player passes will NOT be accepted. Each out-of-state team must have an approved permission to travel form. Player passes authorized by State, National, Provincial or International Associations will be verified at team registration and also prior to each game.

Rule 2 – Age - Players must be born on or after August 1 of the year in which they participate. Every attempt will be made to group teams by age group. Final team bracketing will be set according to the number of entries in each age group. The Tournament Committee reserves the right to combine teams into divisional play should it be deemed necessary.

Rule 3 – Keeper - The goalie may not be fair charged.

Rule 4 – Substitutions - Substitutions shall be unlimited. Substitutions may be made only upon proper notification of the referee through the linesman. The referee has the right to refuse a substitution at anytime.

Substitutions are permitted at the discretion of the referee:

- a) After a goal by either team.
- b) Before a goal kick by either team.
- c) At the beginning of the second-half
- d) In case of injury. If a substitution is made for the injured player the opposing team may also make one (1) substitution.
- e) Following a yellow card (player cautioned) the opposing team will be allowed to substitute one (1) player for each player that was cautioned.

- f) There will be no substitutions for an ejected red carded player.
- g) Prior to a throw-in by own team.

Rule 5 – Duration of Play - Two equal halves will be played in all games with a five (5) minute half-time interval.

U16 – U15 / Two 30-minute halves U12 – U11 / Two 30-minute halves  
U14 – U13 / Two 30-minute halves U10 – U08 / Two 25 minute halves

Rule 6 – Ball Size - Each age group will use the size ball listed below:

U19 through U13 : Size 5 U12 through U8: Size 4

Rule 7 – Conduct - Players, coaches and team officials ejected from a game (red carded) must sit out the remainder of that game plus their team's next tournament game. No substitutions may be made for an ejected player during the game in which the offense occurred. A player receiving a yellow card must be substituted out of the game, and cannot return until his/her team's next opportunity to substitute. Two yellow cards given to the same player in the same game will equal a red card. Coaches are responsible for the conduct of players, bench, friends and spectators at all times. Referees, in addition to the authority vested in them pursuant to FIFA Laws, are instructed to award a yellow card to the bench for unruly or abusive behavior on the part of spectators. Red cards issued after the end of the regulation play as a result of physical assault are ejected for the duration of tournament. Physical misconduct such as assault to players or referees will not be tolerated and may result in disqualification from the tournament.

Rule 8 – Home Team - Each team (players and coaches) will take opposite ends/goals of the same side of the field. Supporters must stay on the opposite side of the same end of the field as their players and coaches. The home team will supply the game ball in the event that one is not provided at the field.

Rule 9 – Forfeits - A team shall be allowed a five (5) minute grace period after the scheduled kick-off time of a game. A minimum of seven (7) players constitutes a team, six (6) for short sided play. If the required minimum number of players is present, the game must be played. One of these players will be the goalkeeper.

Rule 10 – Awards: Age groups U8-U10 will receive participation awards for all players regardless of results per New Jersey State Youth Soccer Association. No scores or standings will be posted for any U8-U10 team. The first and second place teams in each girls and boys group, U-11 through U-18, will receive awards for each player and one for their team.

Rule 11: Ties: Ties will stand at the end of regulation play for all games except finals in the U11-U19 age brackets.

Rule 12 – Determination of Division Winners: Division winners and runner-ups for age brackets U11-U19 will be determined as described below.

Rule 12a: Each team accumulates game points as follows:

- **+ 3 Points for Win**
- **+ 1 Point for Tie**
- **0 Points for Loss**
- **- 1 Point for Each Red Card**
- **- 1 Point for Goal Differential >6 in any game\***

\* Our goal is to celebrate sportsmanship, as well as fun and competition. Any team that ends a game with a goal differential greater than 6 (six) goals will be penalized one game point. The winner and runner-up in each division will be determined based on the accumulation of these game points. If there is a tie at this point, tie-breakers will be used, as described in Rule 12b.

Rule 12b - Tie-breakers: If the division winner and/or runner-up is not determined by game points as

described above, the following tie-breakers will be used to determine division winners and/or runners-up.

**1. Two-way Tie:** If there is a **two-way** tie after game points are accumulated, the winner of the head-to-head match between the two tied teams will be the champion and the loser will be runner-up. This tie-breaker will also be used to determine the runner-up spot if the 2<sup>nd</sup> and 3<sup>rd</sup> place teams are tied. *If the two teams tied head-to-head or did not play head-to-head, then the tie-breaking system described in #3 below will be used to break the tie.*

**2. Three-way Tie:** If there is a **three-way** tie after game points are accumulated, the head-to-head results will not be used. The tie-breaking system described below will be used to determine the winner and runner-up.

**3. Further Tie-Breakers:** If there is still a tie after #1 is applied, or there is a three-way tie, the following tie-breakers will be used, in ascending order until a winner and runner-up is decided:

**a. Bonus Points Awarded to Winning Team: \*\***

- **+1 Point for goal differential (up to a max. 3 points per game)**
- **+1 Point for a Shut-out**

Examples: Score 2-1 = 1 bonus point for winner

Score 5-1 = 3 bonus points (3 max.) for winner

Score 3-0 = 4 bonus points (3 for goals and 1 for shutout) for winner

Score 1-1 = 0 bonus points

**b. Fewest goals allowed. \*\***

**c. Most goals scored. \*\***

**d. Penalty Shoot-out:** If a tie for first still exists, then the referee will run a penalty shoot-out. Each team must select 5 shooters who will alternate shots, first shot to be determined by a coin toss. The players must be on the field at the conclusion of regulation play in order to participate in the shoot out. Team winning the coin toss will elect to shoot first or second. At end of 5 penalty shots, if still tied then the teams will go into sudden death penalty shots. The players who shot in the first round cannot shoot again until all eligible players have shot. The winner of the shoot out will be the first place team and the other team will be second place. **U-10 and younger teams may not participate in a shoot out. Ties must stand.**

\*\* In any case where one of the tied teams played fewer games than the other, tiebreaker rules 3a,

b and c will be based on the average of games actually played. Using 3c as an example, we will

calculate a goals scored/per game average for each team.

**Rule 12c: Special Situation – Six Teams In One Division:** We make every effort to form 4-team divisions in which every team plays each other. In some cases, we will have a division of six teams, forming two 3-team mini-brackets. In this situation, division winners will be determined as follows:

a. A winner will be determined in each 3-team mini-bracket. The winner of Bracket A will play the winner of Bracket B for the championship and runner-up awards. Game points and tiebreakers, if necessary, will be applied as described above. To round out the 3-game schedule, the 2<sup>nd</sup> place teams in each mini-bracket will play each other and the 3<sup>rd</sup> place teams will do likewise. These last two games will have no bearing on the championship and runner-up determinations.

**Note** – In the past, there have been some scenarios where the second place team in a given minibasket had a better record than the first place team in the other bracket. Each mini-bracket is decided on its own and the results do not cross over between brackets. The winner of each minibasket will play for the championship and runner up awards.

**Note:** Any condition not covered by these rules will be decided by the games commissioner and/or tournament director.

Rule 13 – Injury - Due to the intensity of the schedule, the referee will not stop the clock for injuries unless in his/her judgement the injuries are severe or the player or team is using said injuries as a tactic to delay the match. However, all games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

Rule 14 – Uniforms - All teams shall have numbered uniforms. The home team (listed first on the schedule) must change their uniform if there is a color conflict. No jewelry of any kind will be allowed. All players are required to wear shin guards. Cleats with metal spikes are not allowed.

Rule 15 – Disputes - The tournament director and/or committee shall settle all disputes and their decisions are final.

Rule 16 – Inclement Weather - Teams must appear on the field of play as scheduled, unless otherwise notified by a member of the Tournament Committee. Failure to appear will result in forfeiture. If inclement weather delays a game past its allotted time, then the score at the time of stoppage will stand, so long as at least one half of the game has been played. Otherwise, it will be treated as a cancelled game; cancelled games will be scored as 1-1 ties. The Tournament Committee has the right to shorten playing times, change field locations and/or change game times. However, MLU **will not** be responsible for making up any games that are cancelled due to weather.

Rule 17 – Pets - No pets are allowed at playing fields.

Rule 18 – Alcoholic Beverages and Smoking- The Tournament Committee forbids the consumption of alcoholic beverages on or near the playing fields. No smoking will be permitted on or around the playing fields. Violation of this rule will lead to forfeiture of games.

Rule 19 – Protests - No protests will be allowed.

Rule 20 – Fundraising - Only with prior written approval from the Tournament Committee

Rule 21 – Miscellaneous

- A. All teams are to report to the field coordinator fifteen (15) minutes prior to each match and have player passes, team roster and medical release forms available for verification.
- B. No coaching will be permitted within eighteen (18) yards of the goal line or from behind the goal line.
- C. All teams are expected to exchange patches or pins following each match.
- D. Any team disqualified from play by the referee or the Tournament Committee will be ineligible for awards.
- E. All matches will be played in accordance with the official schedule unless circumstances arise which require alterations at the discretion of the Tournament Committee.
- F. No player may play or guest for more than one (1) team entered in the tournament.

Rule 22 – Golf Carts

- A. You must have a valid New Jersey driver's license to operate a golf cart at the tournament.