

2008 PDA Spring Kickoff Invitational Tournament

April 5th- 6th

Tournament Rules

Tournament Director: Patty Seitz 908-581-0693

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".

AGE & ELIGIBILITY

Competition is open to accepted teams composed of no more than eighteen- (18) players for U11 to U14 and no more than 14 players for U-8 through U-10. Players must be born during or after the year indicated by the Age Division in which they are to compete. 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: 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.

B. Credentials: 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.

C. Rosters: Teams may register a maximum of eighteen {18} players for U-11 through U-14 and 14 for U-8 through U-10. A team may use up to {5} guest players but any team utilizing guest players is still limited to the eighteen or fourteen player maximum.

DURATION OF PLAY

The duration of play will be as shown below. Two (2) equal halves will be played, with a five (5) minute halftime. There will be a running clock at all times except halftime. Time will not be added for any reason.

Age Groups

U-14, U-13, U-12, U-11: Two (2) 30-minute halves.

U-8, U-9, and U-10: Two 25-minute halves

In the event that one team appears later than the scheduled time for the start of the match, but within the ten- (10) minute grace period, the match will be played, however, the remaining time shall be divided into two (2) equal halves.

PLAYER EQUIPMENT

- In the event of a color conflict, the home team will change. The home team is the team shown first on the schedule.

- It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or soft cast.

- Shin guards are mandatory for all players.

BALL SIZE

Size 5 Age Groups: U-14, U-13

Size 4 Age Groups: U-12, U-11

Size 4 Age groups: U-8, U-9, U-10

TOURNAMENT FORMAT FOR 6, 8, 12, 16 TEAM DIVISIONS

Each team will be scheduled for a minimum of 3 games

Division of 6: Each team will play 2 games within a 3-team group. The first and second place teams in each group will play a semi-final match. The third place team will play a consolation match. The semifinal winners will play for the division championship.

Division of 8: Each team will play 3 games within a 4-team group. The first place team from each group will play in the championship match.

Division of 12: Each Division will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in Semi-final Game 1, and the winners of Brackets B and C will play in Semi-Final Game 2. The Wildcard Team will be the second place team with the most game points (including bonus points if needed for tie-breakers) from any bracket. If the Wildcard Team comes from Bracket A, then the Winner A will play Winner B, and the Winner C will play the Wildcard. The Semi-Final winners will meet for the Championship.

Or each division will consist of 4 brackets of three teams each. Each team will play the others in their bracket on Saturday. Sunday's games will be determined by standings. First in A plays first in D in one semi-final, 1st in B plays 1st in C for other semi-final. Winners will play in final. Consolation games will take place for those in second place and third place in each bracket.

Division of 16: Each team will play 3 games within a 4-team group. The first place team from each group will play in the semi-finals. The winners of the semi-finals play in the championship match.

Formats may be altered at the discretion of the tournament committee.

Regardless of the number of teams there are in a division, there will be no first, second, etc. place, for U10 and younger teams.

Rules of Play

1. All preliminary games will be called not less than five {5} minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.
2. Semi-final or final games tied after regulation will go directly to penalty kicks. FIFA penalty kicks will determine who advances or is awarded the trophy. Penalty kicks will immediately follow the game.
3. Players and coaches will take one side of the pitch, and supporters will take the other side of the pitch.
4. The designated home team is as listed on the schedule. Game balls will be provided by the tournament, but in the event that the game ball is lost and no replacement is readily available, the home team will be asked to provide a game ball.
5. 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.

SUBSTITUTIONS

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times {including overtimes}:

- A. After a goal by either team
- B. At the beginning of the second half.
- C. Prior to a goal kick by either team
- D. Throw in your favor
- E. On a caution, only the cautioned player may be substituted at that time
- F. After an injury on either team when the referee stops play

CONDUCT

Players and coaches are expected to conduct themselves within the spirit of good sportsmanship. Players ejected from the match (Red Card) must sit out the remainder of that match and the following match. No substitutions may be made for the ejected player during the match in whom the offense has occurred.

- **Alcoholic beverages are not permitted at game sites.**

- **Artificial noise-making devices are prohibited.**

COACHING

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- a) No mechanical devices are used;
- b) The tone of the voice is instructive and not derogatory;
- c) No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- d) No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS

- a) A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.
- b) A player or coach who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games.
- c) Any player or coach who assaults a referee will be expelled from the Tournament.
- d) For the purpose of this Tournament a Coach can be carded.

SUSPENDED AND TERMINATED GAMES

If, in the opinion of game officials, a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY

Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game

PROTESTS

The Referee's judgment pursuant to the application of the Laws of the game is final!

NO PROTESTS WILL BE ALLOWED

TIES

Ties will stand at the end of regulation play for all preliminary round matches. In the semifinals and finals, if at the end of regulation play the game is tied penalty shots will decide the outcome, as follows:

- A. Only the players on the field at the end of regulation are eligible to participate in the penalty kicks.
- B. The referee shall decide the goal at which all the kicks shall be taken.
- C. The team winning the coin toss shall kick first.
- D. No player may shoot more than once until all eligible teammates have taken a kick.
- E. Each team takes (5) shots, alternately. The team scoring the most goals wins.
- F. If the score is tied after five shots by each team, the taking of shots continues, alternating, until one team scores more than the other does
- G. Other than the shooter and the two- (2) goalkeepers, all eligible players must remain in the center circle while the shots are in progress.
- H. Ties will stand for U10 and younger games. There will be no shootouts or tiebreakers for U10 and younger.

DETERMINING DIVISIONAL WINNERS AND WILD CARD TEAMS:

Teams will be awarded points on the following basis:

Game points:

- a) Three (3) points for each Win
- b) One (1) point for each Tie
- c) Zero (0) points for each Loss

At the end of the preliminary rounds, the division winner shall be the team with the most (win/tie) points in their division.

In the event of a tie within a division, the following criteria shall be used to determine the winner:

i) Head to head competition. (In the event of a tie among more than two (2) teams, this criterion will not be considered).

ii) Most wins.

iii) Most bonus points (used only as tie-breakers to determine division winners at the end of preliminary rounds):

Bonus point calculation --

d) Goal differential – maximum 4 points per game to winner (no negative points).

e) One (1) point for each shutout

f) MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED.

Examples:

- A 5-0 win receives 3 game points for the win, 4 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 shut-out.

iv) Fewest goals allowed.

v) FIFA penalty kicks thirty minutes prior to the scheduled playoff round games.

In the event of a tie among three (3) or more teams, the elimination procedure begins with step #2 noted above. If two (2) teams remain, the tie shall be broken by repeating the above elimination procedures beginning with Step #1.

In the event that a wild card team must be selected for the playoff rounds, the above procedure will be used across the entire flight.

Shootouts for 1st in Division play will take place at the first field availability and at a field location determined by the Tournament Director. The same holds true for determining Wild Cards.

Tournament Scorekeeper and Tournament Director, acting within the parameters of these rules, will determine the teams to advance into the final rounds.

U10 and younger teams will not be ranked according to their performance, nor will scores be posted, in accordance with NJYS and USYS regulations for U10 and younger teams. U10 and younger teams will not be given points nor will they advance. Tiebreaker rules do not apply to U10 and younger teams.

PLAYOFF ROUNDS:

- a) Winners of each division and wild cards, as determined above, advance into the playoff rounds.
 - b) If a wild card team **MUST** be selected for the playoff rounds, that team will not be assigned to play against the winner of its own division in the first playoff round.
- c. If tied at the end of regulation, FIFA penalty kicks will determine the outcome-

FORFEITS

- A. A team shall be allowed a ten minute grace period after the scheduled kickoff time in the preliminary rounds before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team, and if seven (7) players are present the match may not be delayed. If during the course of the match a team falls below the minimum seven (7) players, the game will be forfeited to their opponent.
- B. A team that has forfeited a game may not be decided a group winner or wild card team. If an apparent group winner forfeits, the group team with the next best record will be named the group winner.

A forfeit in the preliminary rounds shall be awarded as three (3) points for win. For tie breaking purposes, the full three- (3) bonus points will be awarded

INCLEMENT WEATHER

- a) In case of inclement weather or other force majeure, the Tournament Committee will have the authority to change games as follows:
 - b) Relocate or reschedule any game(s).
 - c) Change the duration of any game(s).
 - d) Cancel any preliminary game(s).
 - e) Specific guidelines:

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.

INCLEMENT WEATHER BEFORE THE MATCH – PRELIMINARY ROUNDS

Referees and/or Tournament Committee may reduce the length of the match, and subsequent matches by 50%, however the halves of the match must be of equal duration. If the match is cancelled, the Tournament Committee will award a 0-0 tie

INCLEMENT WEATHER BEFORE THE MATCH – SEMI-FINAL ROUND

If a semi-final match cannot begin, a shootout will take place to determine the winner. If a shootout cannot occur, the match will be decided by the flip of a coin

INCLEMENT WEATHER BEFORE THE MATCH – CHAMPIONSHIP MATCH

If the championship match cannot be played the teams will become Co-Champions. A coin will be flipped to decide who gets the awards. Coin toss winner gets choice of Championship trophy and second place medals or Championship medals. The team that lost the coin toss will get the remaining awards. Both teams will gain the title of tournament Co-Champions.

INCLEMENT WEATHER DURING A MATCH – PRELIMINARY

The match will be considered completed and the score will stand if one half has been completed. If less than one half has been completed, a 0-0 tie will be awarded by the Tournament Committee.

INCLEMENT WEATHER DURING THE MATCH – SEMI-FINAL ROUND

The match will be considered completed and the score will stand if one half has been completed. If less than one half has been completed, a shootout will determine the winner. If a shootout cannot occur a flip of a coin will determine the winner.

INCLEMENT WEATHER DURING A MATCH – CHAMPIONSHIP MATCH

The match will be considered completed and the score will stand if one half has been completed. If less than one half has been completed, the Tournament Committee will award a 0-0 tie and both teams will be deemed Co-Champions. A coin toss winner gets choice of Championship trophy and second place medals or Championship medals. The team that lost the coin toss will get the remaining awards. Both teams will gain the title of tournament Co-Champions.

INCLEMENT WEATHER BEFORE START OF TOURNAMENT

If severe inclement weather causes the cancellation of the tournament in its entirety, ALL TEAMS WILL BE Refunded at least 80% of their tournament fee.

GENERAL:

- a) Under no circumstances whatsoever will the Tournament Committee, PDA, USYS, NJYSA or US Club Soccer be responsible for any expenses incurred by a team.
- b) The Tournament Committee's interpretation of the rules shall be final.
- c) The Tournament Committee reserves the right to decide on all matters pertaining to this Tournament.
- d) 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 expressed, written approval of the Tournament Committee. A team found in violation of this rule will not be declared a division winner or a wild card team. Determination of guilt will be by the senior Tournament Official present.
- e) You must have a valid New Jersey Driver's license to operate a golf cart at a tournament.