

2022 Mount Laurel Columbus Day Day Tournament

Official Rules and Procedures

Updated Oct 1 2023

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

General Rules

The tournament committee, the Mount Laurel United Soccer Club ("MLU") and/or NJ Youth Soccer will not be responsible for any expenses incurred by any team, club or individual if the tournament is canceled 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.

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 canceled for any reason before the start of the tournament. If the tournament is partially canceled due to weather, a refund amount (if any) will be determined by the tournament director and MLU Board of Directors.

If tournament is canceled due to Covid-19, all teams will receive 90% refund. 10% held to cover tournament overhead including soccer fees and credit card fees.

Inclement Weather

The Tournament Committee reserves the right to make the following changes in the event of inclement weather:

- * Relocate and/or reschedule a match.
- * Change a division structure.
- * Reduce scheduled duration of a match.
- * Cancel a match.

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand and the match considered to be final, if at least one half of the match has been completed. The Tournament Director, Committee, or any appointed delegate or site coordinator will have the final decision on the field closure.

This will be explained in more detail in Tournament Rule 16.

Registration

Player passes must be presented at registration, and must be available for review at the fields upon request. Medical forms should be available upon request.

Player's Equipment

All players must wear shin guards. No jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. The referee will make the final determination of whether any such casts, coverings, braces and/or glasses are safe. Such determination will stand and will not be subject to appeal.

Rules of Competition

Rule 1 — Team Eligibility - Competition is open to teams composed of a maximum of players as listed below. Each team may have **up to four guest players but may not exceed the maximum roster size as stated below.** The amount for girls teams and boys teams are the same.

- U-8 to U-10 may have 15 players listed on the roster.
- U-11 and U-12 may have 18 players listed on the roster.
- U-13 and older teams may have 22 players on the roster.

All rostered players with valid player passes may dress and play in each game, unless suspended by the Tournament due to a red card offense.

Teams will play with the following number of players on the field at one time, notwithstanding any send-offs which reduce this number:

- U-8, U-9 and U-10 – seven a side (6 field players and one goalkeeper)
- U-11 and U-12 – nine a side (8 plus a goalkeeper)
- U-13 and older – eleven a side (10 plus a goalkeeper)

Secondary player passes will NOT be accepted. Each out-of-state team must have an approved permission to travel form, if required by their state body, league or association. Player passes authorized by State, National, Provincial or International Associations will be verified at team registration and should be on hand at all games.

To save time and speed up play, there will be no coin tosses. Instead, the team designated as "away" will have the kick-off for the first half. The team designated as "home" will have the choice of which goal to defend in the first half and will have the second half kick-off.

Rule 2 — Age – Players will be in the age flight appropriate per the NJYS recommendations, based upon the calendar year of birth. Please refer to the "Application to Host a Tournament or Games" for more information. 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 – Substitutions - Substitutions shall be unlimited. Substitutions maybe 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 substitution.
- e) Following a yellow card (player cautioned) the opposing team will be allowed to substitute one player for each player that was cautioned if the cautioned player left the field. A substitution for a cautioned player is NOT mandatory but the referee may ask the coach if he wishes to substitute at that time.
- f) There will be no substitutions for an ejected (red carded) player.
- g) Prior to any throw in

Rule 4 — Duration of Play - Two equal halves will be played in all games with a five minute half-time interval.

Full-sided matches: Two 30 minute halves

Short-sided matches (7v7 & 9v9) : Two 25 minute halves

There is no overtime. Games tied at the end of regulation play stand as ties, except if there is a playoff match.

Time cannot be added to any match for any reason EXCEPT for penalty kicks awarded at the end of either half. In the event a referee believes that a coach is using excess substitution or delaying tactics in the last 10 minutes of the match, he may issue a caution (yellow card) for wasting time. A coach that has already received a caution will receive a second caution (and thus a send off) if the referee believes he is wasting time with excessive substitutions as a delaying tactic. A coach may also receive a caution for his team not entering the field when called by the referee at the beginning of a half.

Rule 5 — Ball Size - Each age group will use the size ball listed below:

U13 and older: Size 5, U8 through U12: Size 4

Rule 6 — 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. 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 (head coach) for unruly or abusive behavior on the part of spectators. Red cards issued after the end of the any half of 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.

IN THE EVENT OF ABUSE OF OFFICIALS, PLAYERS OR COACHES PASSES WILL NOT BE RETURNED TO THE TEAM. INSTEAD THEY WILL BE SENT TO THE NJYS OFFICE (OR OTHER STATE IF APPLICABLE) FOR PROCESSING WITH A FULL WRITTEN REPORT.

Rule 7 — Home Team - Each team (players and coaches) will take opposite sides of the field. Supporters must stay on the same side as their players and coaches. The home team will supply the game ball in the event that one is not provided at the field. (If the tournament-supplied ball, if any, is deemed insufficient by both teams or the referee, the home team will supply a replacement ball.) The

team listed first on the schedule is the designated Home Team and must change jerseys when the referee determines a conflict to exist. However, all teams should have an alternate jersey or pinnies if possible, and we ask for flexibility with teams changing jerseys whenever possible.

Rule 8 — Forfeits - A team shall be allowed a five-minute grace period after the scheduled kick-off time of a game. The clock will be running during this grace period. A minimum of seven players constitutes a team for 11v11 play, six 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 9 — Awards: First and second place teams in each girls and boys group/flight will receive awards for each player.

Rule 10- Ties - Ties will stand at the end of regulation play for all games except finals (if needed). There are no playoffs in this tournament.

Rule 11 — Determination of Division Winners- Division winners and runners-up will be determined as described below.

GAME POINTS. "Game Points" will be used to determine winners in each flight, and will be the only determining factor UNLESS teams are tied in "Game Points" at the end of competition:

Each team accumulates **game points** as follows:

- + 3 Points for Win
- + 1 Point for Tie
- 0 Points for Loss
- +1 Point for Shutout win (not including 0-0 games)
- - 1 Point for Each Red Card

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 12.

Important Note: Any team that forfeits a match also forfeits any first- and second-place awards. That position will be considered vacated, and not awarded to the next-placed team. Forfeits are considered to be 2-0 wins.

Awards will NOT be provided to teams in any division where each team has not played at least two games, UNLESS it would be mathematically impossible for them to not qualify for an award. In groups where some teams have played three games and others two games, we will use averages (winning percentage, goals scored, etc.) to equalize results.

There are no playoff games in this Tournament.

If teams are tied after all games in their bracket have been completed, placement will be determined using the tie-breakers in Rule 12.

Rule 12 - 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 2d and 3d 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 unless one team has beaten both of the other teams with which it is tied or one team has been eliminated from this tie-breaker with two teams still remaining. In this situation, the tie-breaker will revert to a "Two-way tie" (the beginning of this process) and be calculated as such. 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 (except as noted above), the following tie-breakers will be used, in ascending order until a winner and runner-up is decided: (Each "bullet point" represents one "round" of the calculation.

Tie-breakers: If the tie is not broken after each item represented by a bullet point, move to the next item. If the tie is broken after completion of the bullet point item, the determination is made.

Tie breaker 1 - Goal Differential (max plus/minus 3 per game)

Tie Breaker 2 – Goals Against (max 3 per game)

Tie Breaker 3 – Goals For (max 3 per game)

Tie Breaker 4 – Most Wins

Tie Breaker 5 - Penalty Shootout

Penalty Kick Shootout: If a tie for first still exists, then the tie will be broken by Kicks from the Mark (Penalty Kicks) at a field and time determined by the Tournament Committee. The ball is placed on the "penalty spot" — the white dot in the middle of the box. Every player but the goalkeeper and one player from the opposing team leaves the box.

Both teams select five players to send to the penalty spot and take their shots in rotating order between them, with the team with the most penalties scored after the five winning. If after five penalties it's *still* tied, penalties continue one back-and-forth round at a time — the first team to have an advantage after a round between both teams wins.

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.

Mercy Rule

To reinforce the meaning of good sportsmanship and to ensure the best developmental opportunities for all participants of the tournament, every effort should be made to avoid creating an embarrassing and discouraging situation for the players. If a team is approaching a six-goal differential, the tournament committee asks that the coach of that team change his line-up in a sportsmanlike manner. Please be respectful and considerate of the young athletes who are playing to the best of their ability. The goal of

our tournament is create a positive experience for players of all levels. Please check with other coach as to continue to play if a lopsided game

Rule 13 — Injury - Due to the concentration of the schedule, the referee will neither stop the clock nor add additional time for injuries. If, in the referee's judgment the player or team is using said injuries as a tactic to delay the match, in which case the referee reserves the right to caution players and/or coaches for delaying the game. If medical attention is needed on the field in the first half and the half expires, the second half will begin when the medical personnel leave the field. If the second half expires with medical personnel on the field, the match ends. However, all games will be terminated not less than five 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, whenever possible. No jewelry of any kind will be allowed. All players are required to wear shin guards. Cleats with metal spikes are not allowed. The referee has final say on such matters.

Rule 15 — Disputes - The tournament director and/or committee, or representative thereof, 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 was played. If the game was started and then stopped for inclement weather/field condition in the first half, or if both teams are on the field and the game has not started, then a 1-1 tie will be recorded if the match cannot be completed. No scores will be reported for games canceled in advance of the teams not being on the field. MLU will not be responsible for making up any games that are canceled due to weather.

If the match is stopped in the first half of play, and conditions allow the match to be resumed (such as a stoppage for lightning), play will resume as long as play does not exceed the allotted time slot for the match, which is defined as ending five minutes before the next game is scheduled to start.

Rule 17 — Pets - Pets are not allowed on or near the playing fields. Service animals are permitted.

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 and eviction from the premises.

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 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 yards of the goal line or from behind the goal line, whether done by carded coaches or other spectators.

C. NO TEAMS SHOULD exchange patches or pins in the 2020 tournament.

- 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 team entered in the tournament.** Tournament director reserves the right to disqualify any team not following this rule without prior written approval.
- G. No secondary passes will be accepted.

Rule 22 — Golf Carts

You must have a valid New Jersey driver's license to operate a golf cart at the tournament and be at least 18 years of age.

Rule 23 — Gotsoccer.com Scoring

We will only report scores of games that have been played. If in the event we have to use 1-1 ties or percentages as described above, those scores will not be provided to gotsoccer.com. However, we will provide them with the winners and runners-up for them to award their points when brackets have declared winners and runners-up. We will not name bracket winners if teams have played one or fewer games.