

Holmdel FC June Invitational

June 18th and 19th

2016 Rules

RULE 1 – General

- A. The tournament Committee reserves the right to decide all matters pertaining to this event and their interpretation of these rules shall be final and binding.

RULE 2 – Eligibility

- A. All players (including guest players) must have a current validated player pass and a medical release form from the appropriate team association they are participating with in the event.

B. Roster

- a. For 8v8 format Roster is limited to a maximum of 14 players, including a maximum of 3 guest players.
11v11 format: Roster is limited to 18, including a maximum of 3 guest players.
- b. Guest players must be the same age (or younger than) the team they are participating on, as determined by their birth year.
- c. Rosters will be final upon check-in.
- d. Primary player passes required, no secondary passes allowed.
- e. Each player may only play for one team during the Event.

C. Registration

Team Check-in/Registration Requirements: Final roster must be submitted with payment no later than May15, 2016

US Teams:

- Original 2015/2016 Player Passes; either USYS State Association or US Club Soccer passes
- Original 2015/2016 Official Roster; either USYS State Association or US Club Soccer
- Two Copies of Official Roster
- Guest Players identified: Written on front or back of COPIES of Rosters
- Player Passes for Guest Player
- Individual Player Medical Release Forms
- Permission to Travel Paperwork: Not Required for US Club Soccer Teams. USYS State Association teams from Region I do not need Permission to Travel Paperwork. USYS State Association teams from all other Regions need Permission to Travel Paperwork.

RULE 3 – Player Equipment

- A. All players must wear matching uniforms each with a unique number. In case of a color conflict, the team listed first on the schedule must change their jersey (or wear a pinnie).
- B. All players must wear shin guards and cleats. No player may wear metal cleats. No player may wear jewelry.
- C. Any player requiring eyeglasses must wear safety glasses (or sport glasses).
- D. Any other items worn (such as a cast or splint) will be reviewed by the referee and he/she will decide if the player is eligible to compete in that game.

- a. If the referee decides the item poses a threat to other players, the player will not be eligible to compete.
- b. If the referee decides the item does not pose a threat to other players, the player may compete.
- c. However, the Referee retains the right to remove that player from the field during the game if the referee decides that the player uses the item in a manner that is dangerous to other players.

RULE 4 – Field and Game Equipment

- A. Holmdel FC will be responsible for all field markings, goal nets and corner flags.
- B. Game ball appropriate for the age group will be supplied by the Home Team.

RULE 5 – Team and Spectator Position

- A. The team listed first on the schedule will choose their bench. The players/coaches will take opposite sides of the field from their spectators. The spectators will take the half of the field that is opposite their team's bench. Should a conflict occur, the Field Marshall, Event staff or the referee will become the authority to establish where coaches/players, and spectators stand.
- B. All players, Coaches and spectators must remain between the mid-field line and the 18-yard line.
- C. The coach (or a person acting on the coach's behalf) is responsible for controlling the conduct of their spectators. Failure to do so may result in a warning by the referee to the Coach (or the person acting in the coach's behalf).

Tournament Rules

RULE 6 – Laws of the Game

- A. All games shall be played in accordance with the FIFA Laws, except as specifically modified by the rules of this Event.

RULE 7 – Game Play: Each team will play a minimum of 3 games.

Ball Size:

- Size 5 for U13, U14 and U15
- Size 4 for U8 - U12

Game Duration:

- 70 min for U13 through U15 with a 5 min halftime
- 60 min for U11 through U12 with a 5 min halftime
- 50 min for U8 through U10 with a 5 min halftime

Game Format:

8v8 format for U8 through U11 will have one referee for preliminary games and three referees will be utilized in the Championship match. 11v11 format for U12 through U15 will have 3 referees for all matches. Referees will keep the clock running at all times on all games. Play will not be extended due to injury. In the event of a serious injury that reduces the time of play drastically, the tournament Committee may consider extending the game.

RULE 8 – Forfeits

- A. During preliminary games, a team will be allowed a 10-minute grace period after the scheduled kick-off before the game is awarded to their opponent. During a championship game, a team will have a 5-minute grace period after the scheduled kick-off before the game is awarded to their opponent.
- B. If 7 players (minimum number of players that constitutes a team) are present at the start of the game, the game will not be delayed. During the game, if a team falls below the minimum 7 players, the game will be forfeited to their opponent.
- C. A team that has forfeited a game may not advance to the finals.
- D. If an apparent bracket winner forfeits, the bracket team with the next best record will be declared the bracket winner.

RULE 9 – Rules for advancement

In all championship games, if the score is tied at the end of regulation time, there will be two (2), five (5) minute overtime periods with no rest period in-between. Both overtime periods will be played in their entirety. A coin toss will determine which team kicks-off and goal defending selection. Teams will change ends of the field after the first five (5) minute overtime period. If the teams remain tied at the end of both overtime periods, the match will be decided by the FIFA, Kicks from the Penalty Spot Procedure, as outlined in the Laws of the Game; using only the players remaining on the field at the end of overtime.

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) points for each Tie
- Zero (0) points for each Loss One
- One point will be deducted from the total points for each red-card received at the time scores are posted.

In the event of a tie in points at the end of bracket play; the winner for advancement to Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Goal differential, max of +/-3 per game (Team wins 4-0, only gets +3 GD, losing team gets -3)
3. Goals For (max 5 goals per game)
4. Goals Against (max 5 goals per game)

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains. Should all tie breakers be exhausted the teams will take Kicks from the Penalty Spot as outlined below. The Kicks from the Penalty Spot will take place before the semi-final or final match at the venue designated for that match. The winner will advance to the final match.

Substitutions: Substitutions shall be unlimited, but made only at the following times:

- a) Goal kick, after a goal, half time, at the beginning of an overtime period, throw in – by team in possession, after a yellow card – for carded player.
- b) An injured player may be substituted for at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee's acknowledgement).

Injuries: If a referee stops a match and it is in the referee's opinion a player is seriously injured and ensures that he/she is removed from the field, and injured player may only return to the field of play after the match has been restarted. No injury time will be added to the match.

AWARDS:

- a. All divisions will receive awards (no participation medals or trophies will be given)
- b. Champions of each group shall receive awards.
- c. 2nd place team in the final match will awards

PRE-GAME - Teams should arrive at the field 30 minutes prior to their scheduled game time to be checked in by the appropriate official. Player passes may be checked by the Field Marshall.

INSURANCE - All teams are responsible for their own medical and liability insurance coverage. The tournament Committee Members, Event Director, Site Coordinators, Field Marshalls, Holmdel FC its Officers will not be responsible for any expenses incurred by any individual, team or club and shall not be held liable in the event of an accident or injury while in transit to or from, or while participating in the Holmdel Scrimmage Fest.

RULE 10 – Conduct

A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the law, as well as within the letter of the law. Displays of offensive language, temper, or dissent are causes for ejection from the game and field of play. Coaches shall be responsible for the conduct of all persons on their team, and those supporting them.

B. Players, coaches, and/or team officials who are red-carded from a game by the referee shall be automatically suspended for the following game, and, depending upon the violations, may be suspended for more games as determined by the Tournament Committee. Anyone red-carded must report to the Tournament Committee at Tournament Headquarters after the game. Two yellow cards received for flagrant violations by the same player, coach, or team official during the tournament shall be treated as a red-card and the recipient will be suspended from play. One point will be deducted from the total points for each red-card received at the time scores are posted.

C. Only the referee may suspend or abandon the game. If the referee abandons a game due to misconduct by players, coaches, or spectators of one team, a victory will be awarded to the opposing team with the score being 4-0, or the score at the time of suspension, if it is higher. The offending team will be suspended from the tournament.

D. Should the game be abandoned because of misconduct on the part of both teams, both teams will be disqualified from further play in the tournament.

E. Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas. Spectators will not run up and down the sidelines, and must remain at least 5 feet behind the sideline. No one is allowed to stand behind or near the goal net. The final determination of spectator location will be at the referee's discretion, and is non-disputable.

F. Harassment of the officials from coaches, spectators or players will not be tolerated.

G. Absolutely no consumption of alcoholic beverages will be allowed at any game site. No pets are allowed on the fields.

H. Teams and Spectators are requested to please clean up their area upon leaving the field.

RULE 11 – Protests

A. No protests will be allowed.

RULE 12 – Inclement Weather

A. 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 game. Every possible effort will be made to get all games played in their entirety.

B. Only the referee or the Tournament Committee can cancel or delay a game. If a game is cancelled, a 0-0 tie will be awarded.

C. Inclement weather before a game

a. During the preliminary round of games, the referee and/or the Tournament Committee may reduce the length of a game, and subsequent games by 50%. However, the halves of the game must be of equal duration.

b. During the championship round of games, if the game cannot begin, a shoot-out will take place to determine the winner.

D. Inclement weather during a game

a. During the preliminary round of games, if one-half of the game has been completed, the game will be considered completed and the score will stand. If less than one-half of the game has been completed, a 0-0 tie will be awarded.

b. During the championship round of games, if one-half of the game has been completed, the game will be considered completed and the score will stand. If less than one-half of the game has been completed, or if a tie exists at the stoppage of play, a shoot-out will take place to determine the winner. Only those players on the field at the time of the stoppage may participate in the shoot-out.

E. The Tournament Committee may impose water breaks during any game with a running clock in the case of extreme heat. Length of break will be determined by the Scrimmage fest Committee.

Rule 13 - Game Report

The coaches of both teams will be responsible for checking and signing the referee's game card, which will then be turned into the Field Marshall for score reporting. Signed game cards are the official record of the score of the games and used to determine total points for tournament. The official tournament standings will be kept at the Tournament Headquarters.

RULE 16 – Refund Disclaimer

The Tournament Committee, Holmdel FC, the Tournament Sponsors, or the Township of Holmdel shall not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part; nor will said parties assume any responsibility for any losses or injuries resulting from participation in this tournament. Once teams have been accepted to the tournament the entire entry fee will not be refunded. In the event weather forces cancellation of the entire tournament, a refund of 80% of the application fee will be provided. No other refunds will be made in the event weather forces cancellation or shortening of any matches, or any condition beyond the control of the Tournament Committee and its directors. Teams that have agreed to play in this tournament shall be bound by these Rules of Competition.