Jackson Summer Classic - 2021 TOURNAMENT RULES

# GENERAL RULES

The Tournament Committee, the Jackson Soccer Club, the NJYSA 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 Tournament Committee’s interpretation of these rules shall be final and binding.

The Tournament Committee reserves the right to decide on all matters pertaining to this

tournament.

First Place Team Trophies and player medals and Second Place Team player medals will be awarded to the winners and runners-up in each division.

Even if medical releases are not required by your State organization, Jackson Soccer Club requires them. All teams must acknowledge they are in possession of medical releases for all players.

A copy of a certified roster must be uploaded into Got Soccer.

Smoking, pets and alcoholic beverages are not permitted on any field or at any complex. REFUNDS

In general, refunds will not be given to teams that withdraw after acceptances have been acknowledged. However, the Tournament Committee reserves the right to make all final determinations as to whether or not a team is entitled to a refund of the Tournament fee.

If for any reason the Tournament is canceled before the start of the Tournament, it is our policy to refund 80% of a team’s entry fee. If the Tournament is postponed or rescheduled, all teams accepted will be given the opportunity to withdraw from the revised date of the Tournament with a full refund of their entry fees.

# ELIGIBILITY

The competition is open to accepted teams composed of a maximum of 18 players meeting the age limit of the specified division, except for U8, U9 and U10 teams whose roster size will be governed by your State Association.

Each team must be registered with a State Soccer Association and with a league affiliated with the USSF or National equivalent. Teams must have current player passes for the 2021-2022 year. A maximum of three (3) guest players will be allowed. Players from the same club, but not rostered to the team (i.e. “playing up”) will be considered guest players. Secondary players shall be considered guest players. Guest players shall be included in determining the maximum roster size.

No player is permitted to play for multiple teams and may not appear on multiple rosters unless approved by the tournament director with valid reasoning.

Out-of-State teams must have a copy of the Permission to Travel form approved and signed by their State Association. Player passes, coaches’ passes and Tournament approved game cards will be checked by field coordinators approximately 15 minutes before the scheduled start of each game. Players who do not present passes at each field will not be permitted to play.

# LAWS OF THE GAME

Unless modified by the Tournament rules, all games will be played in accordance with the 2021- 2022 IFAB Laws of the Game. Please note there were a number of significant changes in the latest edition of the Laws of the Game which went into effect on June 1, 2021.

# FIELDS

The size of the field will be whatever the physical arrangements permit.

Each team’s players and coaches will take position on the opposite side of the field to the

spectators (as space permits and at the final discretion of the Site Director).

Spectators must remain a minimum of three (3) yards from the touchlines. No spectator will be allowed to remain behind or near goal lines.

Coaches must remain within ten (10) yards of the half way line on their team’s half of the field and a minimum of three (3) yards back from the touchline. This will be the team’s “technical area,” whether or not lines are drawn.

Teams must wear uniforms with individual numbers on the shirt. Uniform numbers must coincide with the listing on the team’s official tournament roster. Teams are expected to have alternate shirts or pinnies to accommodate color conflicts between the teams or the referees. If there is a conflict, the designated home team will be required to change. In some cases, the

designated visiting team may also be asked to change. Shirt changes by the teams are at the discretion of the referee.

# EQUIPMENT

No jewelry will be worn by players (earrings, necklaces, watches, combs, metal barrettes, etc.) Eyeglasses should be either sports goggle type or made of safety glass or plastic, and must be held in place with some type of elastic band. Players will not be permitted to play with an uncovered rigid cast. Normal soft braces without any hard exposed material will be permitted, with the approval of the referee. Knee or other type braces with external buckles or straps must be covered with the soft material that was supplied with the brace and must be worn.

No metal cleats will be allowed on any field. Referees will check all players for proper footwear. Players must wear shin guards or they will be prohibited from playing. Socks must be pulled up to cover shin guards.

At each game, Jackson Soccer Club will be providing the Tournament game ball which will be located at each field. Teams are required to be at the game site 15 minutes before the scheduled kick-off time.

Each team will be responsible for ensuring that the game sites remain clean.

# DELIBERATE HEADERS - U11 AND YOUNGER

In a U11 or younger game, players are not permitted to deliberately head the ball. The referees will be instructed to follow the New Jersey Youth Soccer guidelines regarding deliberate heading in games. There will be no misconduct as a result of a deliberate header (no red card if a deliberate header denies a goal or an obvious goal scoring opportunity).

# BUILD OUT LINE FOR 7V7 U8 TO U10

When the goalkeeper has the ball in his or her hands, the opposing team must move behind the build out line until the ball is released by the goalkeeper. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). If a goalkeeper punts or drop kicks the ball, an indirect free kick will be awarded to the opposing team from the spot of the infringement. If the punt or drop kick occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. After the is ball released from the hands of the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

Ideally, the goalkeeper will wait to release the ball until all opponents have retreated to the build out line. However, the goalkeeper can release the ball sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

The opposing team must also move behind the build out line during a goal kick. They may not cross the build out line until the ball leaves the penalty area. If an opponent of the team taking

the goal kick crosses the build out line prior to the ball leaving the penalty area and the referee stops play, the goal kick shall be retaken.

The opposing team must also move behind the build out line during a free kick taken within an opponent’s own penalty area. They may not cross the build out line until the ball leaves the penalty area. If an opponent of the team taking the free kick crosses the build out line prior to the ball leaving the penalty area and the referee stops play, the free kick shall be retaken.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

# INCLEMENT WEATHER

Regardless of weather conditions, coaches and their teams must appear on the field of play, ready to play as scheduled. Failure to appear will result in automatic forfeiture of the game. Only referees and/or the Tournament Directors can cancel or postpone a game.

In the event of inclement weather, the Tournament Committee shall have the authority to change games as follows:

Relocate or reschedule any game(s). Change the duration of any game(s).

Cancel any game(s) which have no bearing on the determination of the division winner or runner-up.

Recommence or restart a game of which less than one-half has been played.

Should inclement weather force cancellation of a game after one-half of play has been concluded, the game shall be considered official and the score at that point shall be the final score.

# GAME DATA

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Age  Group | Birth Year | # of  Players  on Field | Ball  Size | Game Length |
| U8 | 2014 | 7 | 4 | 2 x 25 min |
| U9 | 2013 | 7 | 4 | 2 x 25 min |
| U10 | 2012 | 7 | 4 | 2 x 25 min |
| U11 | 2011 | 9 | 4 | 2 x 25 min |
| U12 | 2010 | 9 | 4 | 2 x 25 min |
| U13 | 2009 | 11 | 5 | 2 x 25 min |
| U14 | 2008 | 11 | 5 | 2 x 25 min |
| U15 | 2007 | 11 | 5 | 2 x 25 min |

There will be a five (5) minute break for half-time at all age levels.

Depending on conditions, the Tournament Directors may mandate water breaks. These breaks will normally take place at the midpoint of each half. At a normal stoppage of play, the referee will announce the water break and play will restart based on the reason play had stopped.

Even if not mandated, both teams can agree to have water breaks and should inform the referee before the game begins. These breaks should be brief as the game clock will not be stopped during the break.

# SUBSTITUTIONS

Substitutions, with the permission of the referee, may be made without limit at ANY STOPPAGE of play. In order to avoid delays, substitutes must be up and ready at the halfway line when the stoppage occurs. At the referee's discretion, if the team with possession of the restart is looking to restart quickly, the referee may delay the substitution until the next stoppage.

# PROTESTS

No protests will be allowed. Decisions of the referees and Tournament Directors are final.

# REFEREES

The Tournament Committee has made a commitment to the use of the three-man referee system for U11 and older games. All referees will be currently registered with USSF.

# CONDUCT

Players, coaches and spectators are expected to conduct themselves within the spirit of the game, as well as the letter of the law.

The Tournament Committee encourages the exchange of patches between teams. This can be done as a continuation of good sportsmanship and good conduct by the players at the handshake following the end of each game.

Referees will report all yellow and/or red cards to the field coordinator. Players, coaches and spectators ejected from a field by the referee must immediately leave the field area. Anyone receiving a red card will also be ineligible to attend the next scheduled game. In the event that a red card is issued during a team’s last scheduled Tournament game, the Tournament

Committee will forward the offender’s pass, together with the Referee’s Report, to the

appropriate State Office per USSF guidelines.

Anyone receiving a red card for fighting will be ineligible for any remaining tournament play.

If a coach is coaching more than one team and receives a red card for either team, they will be suspended from coaching any team until they clear the one game suspension with the team with which the red card was issued.

Any individual ejected from the field who refuses to follow ejection orders will risk their associated team having to forfeit the game.

Coaches are responsible for the conduct of their team’s spectators and upon request of the referee will be responsible for removing any spectator that the referee has determined may no longer remain at the field.

Incidents of misconduct will be reported by the Tournament Committee to the team’s

respective League or Affiliation, as well as to the New Jersey State Youth Soccer Association.

The Tournament Committee reserves the right to suspend any player, coach or team from the Tournament for behaving irresponsibly.

# GAME SCORES

All teams will play every other team within their specific flight unless the number of teams per flight makes this impossible.

Each team will be awarded points on the following basis:

3 points for a win. 1 points for a tie.

Zero (0) points for each Loss

Bonus points will be awarded on the following basis:

One (1) point for each shutout

In recognition of fair play, teams will lose one (1) point for each goal beyond a six (6) goal differential.

# DIVISION WINNERS

Division winners will be determined by most wins. If there is a tie, the committee will look at

\*Head to Head

\* Bonus Points

\* Goal Against

\* Goals For

Teams must not exceed six (6) goal differential

# GAME AND SCORE REPORTING

Each coach is responsible for verifying the accuracy of the game report presented by the referee to the field coordinator before the coordinator leaves the game site and reports the results of the match. No changes will be accepted once the game report has been filed unless approved by the Tournament Directors.

# FORFEITS OR FAILURE TO SHOW

A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the game is awarded to their opponent. A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game may not be delayed past the scheduled starting time (five (5) players for U8, U9 and U10 teams). At any time a team should fall below the minimum player count mentioned above, the game will be forfeited to their opponent and the score at the time of the forfeit will stand.

In no case shall a team which has forfeited a game be declared a Division winner.

A forfeit shall be awarded as three (3) points for a win and zero (0) points for a loss. Any team withdrawing or being ejected during a game will be considered withdrawn or ejected from the entire Tournament, and will be ineligible for any trophies or awards. All games for such teams, whether played or un-played, will be considered 1-0 losses against such teams.

Jackson Soccer Committee