

**NORTHPORT COW HARBOR UNITED**  
**COLUMBUS DAY WEEKEND TOURNAMENT**  
**RULES OF COMPETITION** - revised 4/7/18

**RULE 1 - Rules of Play**

All tournament games will be played in accordance with the Laws of the Game as issued by F.I.F.A. unless modified within this document.

**RULE 2 - Eligibility**

- A. **2018** - All players on a team must be born in the below shown calendar year or be younger by no more than 2 years for each age group:
- U14 - 2005
  - U13 - 2006
  - U12 - 2007
  - U11 - 2008
  - U10 - 2009
  - U09 - 2010
- B. Competition is open to teams composed of regular league or intramural rosters of players with 3 guests (a player not registered on that particular team provided these players have proof of age for non-league players or league identification passes and meet all guest player requirements of their league, state and/or provincial association)
- C. All Star Teams are not eligible.
- D. No player is allowed to be on a tournament roster of more than one team, or transferred to another team, or play more than 4 games in total during the tournament. Any team using a player that violates the above rules will forfeit the game that player was involved in.
- E. League-based teams must be properly registered and in good standing with their State or National Association.
- F. An "Permission to Travel Form" from their league, state or national association must be presented at their team's check in if that team's players do not have passes from our sanctioning organizations.
- G. All travel players must have a pass authorized by their respective State; Provincial; or National Association. Passes are to be presented at team registration and are to be carried by the team supervisor throughout tournament competition. Tournament officials or referees may check passes at any time. Failure to have a player pass will make a player ineligible to participate.
- H. A medical release form must be presented for each player at team registration.

- I. Any recreational player (non-travel) requested to be part of a tournament roster must have their age proven with a certificate of birth.
- J. Guest players (travel or recreational) must have a Guest Player Form presented at the registration time of their team if they do not belong to their tournament team's club.
- K. Maximum roster sizes / dressed players including up to 3 guest players per team and (# of players on field) during the match are:
- U09/U10: 16 / 16 Players (7 v 7)
  - U11/U12: 18 / 18 Players (9 v 9)
  - U13/U14: 20 / 18 players (11 v 11)

**RULE 3 - Player Equipment**

- A. All players must wear individually numbered jerseys. The individual numbers must be different for each player and must coincide with the team roster.
- B. Players wearing a hard orthopedic cast shall not be eligible to participate in any tournament games. The final decision about the legality of any other "medical" equipment such as braces or prosthetics will be made by the referee.
- C. No jewelry is to be worn.
- D. Protective sports spectacles with the lenses fully contained within the frame and held on the head with a strap are allowed.
- E. Soft foam headgear for a keeper or full 90 type headgear for field players are allowed if the referee deems such headgear is safe.
- F. Where the colors of jerseys are similar, the referee will decide which team should change jerseys. Bring 2 colors of shirts if possible.
- G. All players must wear molded bottom or screw-in plastic spiked soccer shoes. No metal spikes.
- H. All players must wear shin guards.

**RULE 4 - The Ball**

- A. The designated home team will provide the game ball for tournament games.
- B. Should the ball submitted by the home team not be acceptable by the referee, the visiting team will provide a ball.
- C. BALL CHART
- U13 - U14 Size #5
  - U09 - U12 Size #4

### **RULE 5 - Duration of the Game**

- A. U13 - U14 divisions will play 2 thirty-minute halves with a **maximum** five-minute halftime intermission.
- B. The U-09 - U-12 divisions shall play 2 twenty-five minute halves with a **maximum** five-minute halftime intermission.

### **RULE 6 - Position of Teams and Spectators at Site of Games**

Both team's coaches and players will be on the same side of the field. Spectators of both teams will be on the opposite side of the field.

### **RULE 7 - Referees and Lines Person**

- A. All referees will be members of the Long Island Soccer Referees Association, unless a tournament official assigns a qualified substitute if needed.
- B. Each team U12 or younger must be able to provide a lines person for their side of the playing field at each match if the referee requests this assistance.
- C. Referees will be provided with a game report form before each game. The referee will enter the score and comments, such as "yellow" or "red" cards issued.
- D. Referees will give a copy of the score sheet to the Field Marshall. Both head coaches should confirm the score with the referee at the end of the match.

### **RULE 8 - Home Team Designation and Responsibilities**

- A. The first team listed on the game schedule is designated as the home team.
- B. Home teams should be prepared to change jerseys in case of color conflicts but final decision is made by referee.
- C. Home team provides the game ball, which must be approved by the referee.

### **RULE 9 - Substitutions**

- A. Substitutions without limit may be made at the following times with the permission of the referee:
  - a. Either team's free kick (all types)
  - b. Either team's throw-in
  - c. After a goal is scored
  - d. At halftime or start and halftime of any overtime periods.
- B. Limited substitutions may occur in the event of an injury with the referee's permission. In case of stoppage of play for an injury, teams may substitute on a one-for-one basis for the injured player(s) only. If an injured player is

replaced, the opposing team may also substitute one player.

- C. Substitutions will take place at mid-field. The substitute cannot enter the field until the replaced player has left the field or if the referee directly waves the new player on.
- D. Substitution is allowed for a player receiving a yellow card, but only for that player, who may reenter the game at any allowed substitution time.
- E. No substitution will be made for any player ejected (red carded) from the field by the referee for the duration of the game.

### **RULE 10 - Playing Conditions**

- A. The Tournament Director or his designee reserves the right to make the following decisions in the event of inclement weather or darkness:
  - a. relocate and/or reschedule a match
  - b. postpone a match
  - c. reduce scheduled duration of a match
  - d. cancel a match
- B. In cases of severe weather conditions before play, the Tournament Director or his designee may reduce the length of the game by fifty percent.
- C. Should a game in progress be terminated (due to weather conditions or darkness) after one half has been played, the game will be considered official and the score at the time of termination shall stand. If a game is postponed or canceled before one half has been played, every attempt will be made to reschedule the game. Any game which cannot be rescheduled will be considered a 1-1 tie
- D. Regardless of weather conditions, coaches and their teams must appear on the field of play ready to play at the scheduled time of the game or risk forfeiture of the game.
- E. Only the referee and/or the Tournament Director or his designees are authorized to cancel or postpone a game.

### **RULE 11 - Injuries and Prevention**

- A. No deliberate heading of the ball is allowed for U11 and younger teams. If a violation is called, an IDFK is awarded to opponent. If it occurs in the goal area, the ball will be placed on the goal line nearest the point of infraction.
- B. All games are played with a running clock; there will be no clock stoppage for an injury and no time added at the end of time.
- C. Should a game in progress be terminated due to an injury after one half has been played, the game will be considered official and the score at

the time of termination will be the final score. If a game is postponed or canceled before one half has been played, every attempt will be made to reschedule the game. Any game, which cannot be rescheduled, will be considered a 1-1 tie.

- D. The referee will stop the game when they believe a player has suffered a head injury and that player must be removed from the game and cannot return to that match. A substitute player can enter immediately to take the injured player's place.

#### **RULE 12 - Forfeits**

- A. A game will be declared a 3-0 loss for a team that fails to appear on the field of play within ten minutes of the scheduled game time.
- B. A team shall forfeit the game if it refuses to play after being instructed to do so by the referee. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand; otherwise, the score shall be recorded at 3-0 in favor of the offended team.
- C. Should the referee terminate the game for any form of gross misconduct by a player, coach or the team's supporters, the Tournament Director or his designee will render a decision as to the status of the game. The Tournament Director or his designee can administer disciplinary action to ban further participation by any offending party including an entire team.
- D. A game will be considered a forfeit should one or both teams scheduled to play fail to have at least 7 players for U13+ teams; 6 players for U11 – U12; and 5 players for U9 –U10 ready to play within ten minutes of the scheduled game time.

#### **RULE 13 - Protests**

- A. If the Rules of Competition appear to be violated, the apparent violation should be brought to the attention of the Tournament Director or his designee for any resolution.
- B. All decisions of the Tournament Director and his designee will be final.

#### **RULE 14 - Conduct and Ejection**

- A. Head coaches will be held responsible for the conduct of their assistant coaches, players, and team's spectators.
- B. Players, coaches and spectators are expected to conduct themselves within the spirit of the laws as well as the letter of the law. Displays of temper and/or dissent by word or action

against an opponent or referee are cause for ejection from the game.

- C. **Physical altercations involving adults will not be tolerated.** Any coach or adult spectator who engages in fighting with other adults, players and/or referees will **cause their team to be ejected from the tournament immediately and forfeit all tournament games. No refunds will be offered or made to this team.**
- D. Any player who engages in fighting with other players, adults or referees will be ejected (red carded) from the game and may not participate in their team's following game.
- E. Should a player be ejected from a match by a referee (red carded), that player may not participate in their team's following game.
- F. The Tournament Director may determine whether other action is warranted for any action involving game misconduct.

#### **RULE 15 - Tournament Formats - Standings/Tie Breaking Procedures**

- A. U9 – U14 Eight team flights are made up of 2 brackets with 4 teams in each bracket. A and B bracket teams play 3 games within bracket in a round robin format. Before the playoff 4<sup>th</sup> game commences, each bracket has their 4 team's standings decided by the official scorer at each playing site using the below points and tie breaker rules in order.
- B. U9 – U14 other sized flights play a single bracket round robin format with no playoff game. Placement is determined strictly by the below points and tie breaker rules in order after the final round robin game.

##### 1. Total Points:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- Cancelled games will be recorded as a 1-1 tie.
- Forfeited games will be recorded as a 3-0 loss.

##### 2. Tie-breakers if total points equal:

- a. Head to Head (if less than 3 teams tied)
- b. Goal Differential (Maximum of +5 or - 5 for each game)
- c. Most Wins
- d. Least Goals Against (no limit on goals)
- e. Most Shutouts (0-0 tie is not a shutout)

- f. Most Goals For (maximum 7 goals per game)
  - g. Coin flip used to break tie if it impacts decision of playoff game positioning (after 3<sup>rd</sup> game in playoff type flight)
  - h. After end of 4<sup>th</sup> game, a tie between teams in an award game will result in both teams receiving the highest award being played for in that game.
3. No playoff period or shootout will take place at the end of any game.

C. The buildout rule will follow the interpretation from ENYISA, including the "free first touch" component of that rule.

#### **RULE 16 - Awards**

- A. For all sized flights: All players on a roster of the first and second place teams receive an individual award.
- B. If a playoff game with awards implications ends in a tie, duplicate awards will be presented.

#### **RULE 17 – General Rules**

- A. The Tournament Committee and The Northport Cow Harbor United Soccer Club will not be responsible for any expense above and beyond the registration fee incurred by any team if the tournament is canceled in whole or in part for any reason. Furthermore, the Tournament Director's interpretation of the forgoing regulations and rules shall be final, and the Director reserves the right to decide all matters pertaining to the tournament. All players, coaches and team officials must be insured by their own club while participating in this tournament.
- B. All decisions by the Tournament Rules Committee are final.
- C. If either 1 or both days of the tournament are cancelled, the registration fee will be refunded based upon the following formula: 100% if both days cancelled or 50% if 1 of the 2 days are cancelled.

#### **RULE 18 – Age Specific Rules**

- A. U11 and Younger - No deliberate heading of ball allowed. Violation causes an indirect free kick to be awarded to opponent. If it occurs inside the goal area, ball will be placed on the goal line nearest to the infraction.
- B. U9-U10 – A build out line rule is enforced for U9-U10 games only. Line will be drawn equidistant between penalty area and midline. Opposing players must retreat behind the line towards their own goal and cannot approach the ball until the goalkeeper passes or kicks to his own player. No punting is allowed.