

Cinnaminson SC

Thanksgiving Tournament

Rules

RULE 1 - TEAM ROSTER SUBMISSION

A roster must be submitted by each team prior to the tournament. These rosters will be used at registration as a player checklist. Players shall play for one team only. A maximum of three (3) guest players for ages U8 through U10 and four (4) guest players for ages U11 through U16 are permitted.

RULE 2 - LAWS OF THE GAME

All games shall be played in accordance with the laws of the games as observed by the NJSYSA & USYSA.

RULE 3 - TEAM ELIGIBILITY

All participating teams must be currently registered with their state association. All teams from outside NJ must have "PERMISSION TO TRAVEL" approved by their state association at registration.

RULE 4 - PROOF OF AGE

A player card with photograph, duly authorized by state representative must be presented at time of registration for all players. It is also mandatory that a notarized waiver for medical attention be obtained for each player. Passes may be checked 15 minutes prior to any game by a Tournament official or referee, should a concern arise about any player.

RULE 5 - SUBSTITUTIONS

Normal USYSA substitution rules shall prevail to include substitution for a yellow carded player.

RULE 6 - CONDUCT

All players, coaches and spectators are expected to conduct themselves within the spirit of the game. Players or coaches ejected from a game will not be permitted to participate in the next scheduled game and/or event. EACH RED CARD WILL RESULT IN THE LOSS OF A GAME POINT, see Rule 9. The Tournament Committee may take further action. Coaches are responsible for the conduct of their players, parents and supporters.

RULE 7 - DURATION OF THE GAMES

Due to the number of games, a running clock will be kept during tournament play. Ties are permitted during tournament play.

QUALIFYING ROUND GAME LENGTH

Division III 2 x 30 minutes size 5 ball

Division IV and V 2 x 25 minutes size 4 ball

RULE 8 - EXTRAORDINARY WEATHER

In the event of extraordinary weather conditions (i.e. heavy rain, poor playing field conditions) the Tournament Committee shall have the authority to change the above format as follows:

- a) Relocate and reschedule any game
- b) Reduce by up to 50% the scheduled duration of any game.
- c) Consider a game complete that has been called by the official with 25% or less remaining unplayed.

In the event that the tournament is cancelled prior to any games being played, the tournament agrees to refund a minimum of 80% of the entry fee (registration fee).

RULE 9 - DETERMINATION OF DIVISION WINNERS

Each team will be awarded THREE game points for a win, ONE game point for a draw and NO points for a loss. One game point will be deducted for each red card. Four or more yellow cards in any one game will also result in the loss of a game point. Two yellow cards issued to a player in any one game are considered a red card and will not be counted as yellow cards. Bonus point, to be used only as described in the following tiebreakers, will be awarded. Up to three bonus points will be awarded for goal differential. Two additional bonus points will be awarded for a shutout. At the end of tournament play, the winner will be that team with the most game (win-tie) points in their division. In the event of a three way tie, the tie breaker system will be used until one team is eliminated. At that point the tiebreaker will start over from the first tiebreaker, head to head until a winner is determined. In the event of a two-way tie within a division, the following priority shall be used to determine the division winner:

Tiebreaker System:

- a) head to head (only in two-way ties)
- b) most wins
- c) bonus points (goal differential, shutout)
- d) lowest goals against average
- e) Should a tie still exist after all of the above have been exhausted, teams will set up at designated area for shootouts. Winner of coin toss will have choice of shooting first or second. Each coach will select five (5) shooters. After five (5) shots, the team with the most goals will be declared the champion. If the teams are tied after five (5) shots, the shoot-out continues with another group of five (5) players. The second group of shooters will compete one on one. One on one meaning that the first two shooters will shoot (one from each team). If one scores and the opposing shooter does not, the team with the goal scorer is declared champion. If both shooters score or don't score, the shoot-out continues with the next two shooters.

*****There will be no standings kept for the U-10 and younger age groups. There will be participation awards presented to the U-10 and younger age groups.*****

RULE 10 - GRACE PERIODS AND FORFEITS

A team will be allowed a 10 minute grace period from the scheduled kick-off time before the game is awarded to the opponent. The game will be shortened to allow for the grace period. A minimum of seven players constitutes a team and play will start with this number of players. Only if there are less than seven players will the grace period be allowed. In the event a team forfeits a game, the winner will be awarded a 1-0 victory with applicable bonus points. Goals against average will be determined by taking the number of goals allowed and dividing by the number of games actually played. Any team forfeiting a game will not be eligible for championship or runner-up trophies.