



FTSC 2018/2019 Springtacular Tournament Rules

FTSC Tournament Rules & Regulations

REGISTRATION: Teams must check in at the mandatory registration. All registration will be done online, and teams must upload all documents into GotSoccer. Teams will be notified to the time and location of the mandatory registration. Failure to check in will result in automatic disqualification without a refund of the fee from the tournament. All teams will be required to check-in at least 45 minutes prior to their first game.

Credentials at Registration (required for all teams):

- Photo copy of your team roster (Updating GotSoccer Profiles is considered acceptable)
- Update of GotSoccer Team Roster with player name, uniform number and player pass number.
- Player passes to show at check-in (including guest players)
- Medical release forms to show at check-in (including guest players)

RULES OF COMPETITION

Rule 1: AGE AND ELIGIBILITY

The competition is open to accepted teams composed of eighteen (16) or fewer players, meeting the age limit of the specified division. Players must have been born during, or subsequent to the divisional year. Each team must be registered with a National Soccer Association and with a league affiliated with the USYS or national equivalent and present a valid state roster. Player registration cards, duly authorized by state or national associations will be required as proof of age. Out of state teams must have a copy of the permission to travel form, approved and signed by a USYS representative. Teams shall consist of sixteen players in the U11-U12, and fourteen players in the U10 and under divisions, meeting the age limit of the listed divisions.

Proof of affiliation:

- Required for all rostered players in the form of a current NJYS or US Club approved Member Player Pass, valid for the current season (including Guest Players).
- Medical releases for each player (including Guest Players).
- Photo copy of team roster (Updating GotSoccer Profiles is considered acceptable)
- Guest Players: Up to two (2) guest players will be allowed per registered team.
- Secondary Passes: Will be allowed.
- Roster Changes: No roster changes will be allowed after the team has been registered.
- Double Registering: No double carding of players is allowed, e.g. a U11 player registered for one team cannot play for another U11 or U12 team.

Rule 2: LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws except as specifically modified by these rules.

Rule 3: TOURNAMENT FORMAT

- Teams will be flighted according to competition level in brackets of three - four teams, depending on number of registered teams. There will be multiple flights in all divisions as space allows.
- If a team is not ready to play 10 minutes after the scheduled start time, it will forfeit the game.
- Failure to register at least 45 minutes prior to the first scheduled game time on the day of competition may also result in forfeiture of your first game.
- All teams will play a minimum of 2 games
- All games will play 25 minute halves, with a 10-minute break between halves (Referee managed). Halftime may be shortened if the schedule is running behind.

Rules for Advancement:

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 additional (1) point for each shutout

Examples:

A 0-0 tie will be scored as 1 point for each team (1 for shutout)

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or 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 +/-6 per game (Team wins 7-0, loses all bonus points, losing team gets -6)
3. Goals For (max 6 goals per game)
4. Goals Against (max 6 goals per game)
5. Shoot-Outs

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.

Rule 4. CONDUCT

- Players, coaches and spectators are expected to conduct themselves within the spirit of the laws as well as the letter of the law. Display of offensive language, temper, or dissent is cause for ejection from the game and field of play. Coaches shall be held responsible for the conduct of all persons on their team and those supporting the team.
- The referee only may suspend play or abandon the game. If the referee abandons a game due to misconduct by players, coaches, or spectators on one team, a victory will be awarded to the opposing team with the score being 1-0.
- Players, coaches and team officials ejected from a game by the referee shall be automatically suspended for the following game.
- Alcoholic beverages and smoking are not permitted at any of the game locations, including the parking areas.
- The Tournament Committee reserves the right to suspend any player, coach, or team, from the Tournament for any unruly conduct.

Rule 5. Mercy Rule

The maximum permitted goal differential in any game is **6 goals**. In the interests of good sportsmanship, coaches are responsible to limit one-sided scores by any means necessary, including sitting starters, playing with fewer players than permitted, only permitting shots off volleys or headers, etc. **Teams whose goal differential is more than 6 will lose points.** Teams come for a

good time and competition, and whenever a game results in mismatched teams, coaches should remember how it feels to be on the receiving end of a blowout and lead accordingly.

Rule 6. PROTESTS

There will be no protests allowed during the tournament. Protesting due to referee performance or otherwise is strictly prohibited.

Rule 7. SUBSTITUTIONS

1. Substitutions, without limit, may be made with the referees' permission:

- after a goal has been made
- at the beginning of the second half of play
- at a goal kick by either team
- at a throw-in by the team in possession

2. Limited substitutions may be made with the referees' permission:

- in case of stoppage of play for an injury on a one for one basis for the injured player(s)
- to replace a cautioned player

Rule 8. INCLEMENT WEATHER

The tournament will be played through almost any weather. In the unlikely event that any games have to be rescheduled, for whatever reason, the rescheduling will be made at the discretion of the Tournament Committee. The tournament will be delayed for any sign of lightning. As per NJYS guidelines in case of lightning, games will be delayed for 30 minutes until weather has passed. Play can be resumed upon Club Leadership and Referee review

Rule 9. FAILURE TO SHOW AND FORFEIT

It is sincerely hoped that NO games will be forfeited during this tournament, as the expressed purpose of this tournament is to encourage good sportsmanship and participation with as much soccer as possible. In the event that a team must forfeit, the following rules shall apply:

- A team shall be allowed a 10-minute grace period after the scheduled kick-off time before the game is awarded to their opponent. A minimum of seven (7) players, (Five (5) small sided) constitutes a team.
- In no case will a team that has forfeited a game qualify for awards.
- A game forfeited will declare a 1-0 score.

Rule 10. GAME REPORTS

The Field Marshal will be responsible for reporting the score of the game. Report sheets are to be signed by one official from each team and the referee after the game is completed.

Rule 11. AWARDS

- All ages receive awards. Only U11 and U12 aged teams will receive 1st place and 2nd place awards

Rule 12. UNIFORMS AND EQUIPMENT

- All team players must wear acceptable and nominally identical uniforms consisting of shirt/jersey/t-shirt, shorts, socks, shin guards, and suitable footwear. All uniforms shall be appropriately numbered and such number shall coincide with game roster.
- Goalkeepers must wear distinctly different uniform from the other players on both teams.

- In the event of a uniform color clash, the designated home team (listed first on the schedule) will change colors or wear pinnies (Provided by FTSC).
- Medical or Other Assistive Devices: Wrapped hard casts of any kind, metal splints, or other devices shall be permitted only if they are inspected by, approved, and allowed by the referee of each match. The referee shall have full discretion in this matter, and the Tournament Committee cannot overrule his/her decision.
- All orthopedic wraps must be secured and metal fasteners covered with tape. The referee of each match shall have full discretion in this matter, and the Tournament Committee cannot overrule his/her decision.

Rule 13. PETS or ANIMALS

Absolutely no pets or animals are allowed in the park during the Tournament times. This is to keep the fields clean and protect the safety of all teams and patrons.

Rule 14. FIELD RULES

As per Franklin Township Parks and Recreation Rules for Middlebush Park (Tournament Location), the following must be adhered to by all Tournament patrons and participants:

- No gum or food are allowed on the Turf Fields. Please use designated areas for eating
- No sugary drinks or Gatorade is allowed on Turf Fields. This helps with the maintenance of our fields
- All teams are required to clean up after themselves before and after games. This includes water bottles and any items brought to the field by teams
- Tents are not allowed on the Turf Fields. Tents are however allowed in designated areas shown on the Tournament Site Map provided.
- ONLY Coaches, Players, Referees and Tournament Staff are allowed on the Turf Fields. Insurance on the Fields are only extended to US Soccer or NJYS Carded Coaches, Players and Staff. All others must stay outside of the fences or in the stands to spectate. As normal, Coaches are responsible for their Player Parents and Families to make sure these rules are followed to make for an enjoyable experience for all!

GENERAL: The Tournament Committee will not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part for any reason. Furthermore, the Tournament Committee's interpretation of the forgoing rules and regulations shall be final, and the Tournament Committee reserves the right to decide on all matters pertaining to the Tournament.

All checks/money orders in payment of the entry fees MUST be issued to the club hosting the Tournament.

If the tournament utilizes golf carts, only those who have a valid New Jersey Driver's License will be permitted to operate a golf cart.

REFUNDS: Tournament Cancellation Prior to Start: If the tournament is canceled and will not be rescheduled, the tournament will refund 70% of a team's entry fees. The reasons for cancellation might include weather, field usage, or sponsoring organization management decision.

Voluntary Withdrawal of Team from the Tournament: If a team withdraws from the tournament after the close of registration, the tournament reserves the right to determine what, if any, refund of registration fees will be made to the withdrawing team.