

2020 Ironbound Spring Warm-Up

Hosted by Ironbound SC

BOYS and GIRLS

March 13, 14 and 15, 2020

Welcome

Ironbound SC is pleased to invite your team to apply to the 2020 Ironbound Spring Warm-Up Tournament to be held March 13-15, 2020. The tournament is an unrestricted US Club Soccer sanctioned tournament. It is open to club teams with up to 3 (three) guest players in U-9 to U18/19 age divisions from USSF affiliates.

Format

A minimum of 3 (three) games is guaranteed. Matches will be played

Friday (evening after 6PM – local teams), Saturday (all day), Sunday (all day).

Competition

The tournament offers divisions for U8-U19.

Team rosters may have a maximum of 26 (twenty six) players including a maximum of 3 (three) guest players, 18 players (11v11), 16 players (9v9), 14 players (7v7) dressed players per game. No player can play for more than one team.

Guests players are players from another club. Players from your club do not count as guests.

Games

Three (3) game minimum.

Registration

All teams must register at least 45 minutes prior to start the start of their first game of the tournament, at the field of their first game. Each team manager or coach must bring player passes, 2 copies of the team roster, medical release forms, and permission to travel (if required) NOTE: Secondary passes are not acceptable.

Awards

Individual player awards will be presented to the Champion and Runner-Up in each division.

Entry Fee

Entry Fee of \$800 for 11v11 teams. (U13-U19)

Entry Fee of \$800.00 for 9v9 teams (U11-U12)

Entry Fee of \$550.00 for 7v7 teams (U8-U10).

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Referees

Referee Assignor will allocate three (3) man systems for U11 and up. All referees will be USSF certified.

Information

Rules - Spring Warm-Up

Team Eligibility and Registration

All teams must be affiliated with their appropriate governing soccer associations. Teams from outside of the State of New Jersey must have a copy of the permission to travel form signed by their association (if required). U8 - U19 teams are allowed a maximum of 26 players (3 guest players) 18 per game for 11 v11 full sided, 16 players for 9v9 games and 14 players for 7v7 games. Players may not be rostered to play on more than one team during the duration of this tournament. Medical release forms, and USSF affiliated player passes, for each participating player, certified rosters and permission to travel forms for all Out of State teams (if applicable) must be presented at team registration. Rosters and player passes for the 2019/2020 seasonal year will be used for this tournament.

Guest Player Definition: A guest player is a player who is not registered to your club. Players holding secondary passes are not permitted to participate.

Player Eligibility

The tournament is limited to the following ages:

U-8 (Born in 2012)

U-9 (Born in 2011)

U-10 (Born in 2010)

U-11 (Born in 2009)

U-12 (Born in 2008)

U-13 (Born in 2007)

U-14 (Born in 2006)

U-15 (Born in 2005)

U-16 (Born in 2004)

U-17 (Born in 2003)

U-18 (Born in 2002)

U-19 (Born in 2001)

Players may only play with one (1) team.

**The Tournament Committee reserves the right to combine age groups if necessary .

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General

All tournament matches will be played in accordance with "The Laws of the Game" as issued by FIFA except as modified in the "Tournament Rules."

All decisions of the referee are final and binding. The Tournament Committee reserves the right to decide on all matters relative to the tournament and its decisions are final.

The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

Relocate and/or reschedule a match

Reduce scheduled duration of a match

Change division structure

Cancel a match

Cancel any or all games

If games are cancelled due to weather and not played, standings will be based on points per game (PPG).

Under no circumstances whatsoever will the Tournament Committee, Ironbound Soccer Club, its affiliates, sponsors, or be responsible for expenses (including tournament entry fee) incurred by any team. This includes a situation where the tournament or any game(s) is cancelled in whole or part.

INCLEMENT WEATHER

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the game has been played. In the case of matches halted prior to the completion of at least one half, the Tournament Director reserves the right to declare the match final thereby counting the score at the time the match was halted. Regardless of weather conditions, teams and coaches must be at the game site and ready to play at the time as scheduled. Failure to appear will result in forfeiture of the game.

** If entire tournament is cancelled due to inclement weather, team fee will be refunded 80% of entry fee.

** If partial tournament is cancelled after the first day of play, your fee is forfeited and no refund will be granted.

REFEREES

All referees will be USSF certified. A three-man system will be used for all U-11 through U-19 games.

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SIDELINES

Coaches and players will share the same side of the field as designated by the field marshal. All spectators will take up a position on the OPPOSITE side of the field during the time that the match is in progress. Coaches, players and spectators for all participating teams must remain on their respective sides of the field during the time of the match. Behavior of spectators associated with the team remains the responsibility of the coach. The referee and field marshal are authorized to remove any spectator whose behavior, in their opinion, interferes with the play of the game.

No coaching will be permitted within 18 yards of the goal line or behind the goal line. Coaches, players or spectators are not permitted to stand behind the goal line at anytime during the time the match is in progress.

Alcoholic beverages will not be permitted at any tournament side; violators will be subject to criminal prosecution.

START OF PLAY

A 11 v11 team that cannot field seven (7) players at the scheduled start time of a match shall forfeit the match.

A 9v9 team that cannot field five (5) players at the scheduled start time of a match shall forfeit the match.

A 7v7 team that cannot field five (4) players at the scheduled start time of a match shall forfeit the match.

Any team forfeiting the match shall be declared the loser.

It is the duty of the coaches to ensure that players report to the field 15 minutes prior to the start time of each match for possible verification of rosters and players passes. Player passes and roster must be present at the field for the duration of every game.

The home team is responsible for providing the game ball, unless the ball is provided by the tournament.

BUILD OUT LINE (U9-U10), 7v7 Group Play

The build-out line as defined by US Soccer promotes playing the ball out of the back in a less pressured setting. The build out line is subject to the following rules within NCSA:

MARKING THE BUILD OUT LINE:

The build out line is to be placed halfway between the center line and the penalty area line. It may be (a) painted at the touchline or extended by a dashed line across the field (preferably in a different color than the field lines) or (b) marked by low cones, flat soft and pliable markers or flags at least one yard off the field from the touchline. If no markers are provided by the host club, then the referee shall designate the build out line in any reasonable manner other than painting.

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OFFSIDE

The build out line on the attacking part of the field replaces the hallway line as the point behind which a player cannot be in an offside position.

GOAL KICKS:

The team not taking the goal kick must retreat behind the build out line on a goal kick. The team taking the goal kick may not take the goal kick until the opposing team has moved behind the build out line. The opposing team may not come past the build out line until the ball is in play.

KEEPER SAVES – NO QUICK RELEASE

The opposing team must retreat behind the build out line on a keeper save. The keeper is permitted to wait until the opposing team does so and the 6 second limitation on keeper possession does not start until the opposing team retreats behind the build out line. The opposing team, having moved behind the build out line, may cross the build out line once the keeper releases the ball from in hand possession.

KEEPER SAVES – QUICK RELEASE

The opposing team must always make a good faith effort to retreat behind the build out line on a keeper save. The keeper is permitted to release the ball in hand possession before the opponents retreat behind the build out line. In such cases, the opponents may not challenge the ball until (a) the keeper has placed the ball at his or her feet or (b) the keeper has released the ball to a teammate and the teammate has had an opportunity to receive the ball without pressure. In such cases, the opponent need not retreat behind the build out line before becoming involved with play.

VIOLATIONS BY OPPOSING TEAM

If an opponent violates the prohibitions above on a goal kick or keeper release, the referee must stop play and award an IFK at the spot of the infraction to the team entitled to the protections of the build out line rule.

KEEPER SAVES – LIMITATION ON KEEPER

The goalkeeper may not punt or drop kick the ball. If the keeper does so, the referee must stop play and award an IFK to the opposing team from the spot of the infraction, subject to Law 13.

DEFENSIVE TEAM FREE KICKS WITHIN BUILD OUT LINE

Normal FK distance rules apply. The build out line is not applicable to free kicks.

PROTESTS

No protests will be permitted

PLAYER EQUIPMENT

Shoes must meet FIFA specification. All players must wear shin-guards. Casts will be allowed:

If they are well padded in foam or other protective material.

The player with the cast does not attempt to use it to an advantage or to harm other players,

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AND the referee approves the cast.

Such approval will not be unreasonably withheld.

In the event of a uniform conflict the HOME team must change. The Home Team is listed first on the schedule.

BALL SIZE

Size 5 – U13 – U19

Size 4 – U8 – U12

DURATION OF MATCHES

ALL MATCHES WILL START ON TIME . The duration of halves is listed below. The interval between halves shall be three (3) minutes. The referee is the official timekeeper of the match. During the preliminary matches there will be no injury time allowed.

U8 – U10 Two 25 minute halves with three (3) minutes half-time.

U11- U19 Two 30 minute halves with three (3) minutes half-time.

TEAM SIZES

U8 – U10 (Small sided) 7 v 7

U11-U12 (Small sided) 9 v 9

U12-U19 (Full Sided) 11 v 11

TOURNAMENT OVERTIME

All preliminary games will remain a tie. In semi-final and final matches, if regulation play ends in a tie score, the following steps will be taken,

The tie will be broken by penalty kicks in accordance with FIFA tiebreaker rules.

Only the players on the field at the end of regulation will be eligible to participate in penalty kick procedure.

The players from each team must stay on the field of play and will meet at the center at the end of the game.

Captains will meet for the coin toss to decide who kicks first.

Referee decides which goal will be used.

SUBSTITUTIONS

Substitutions shall be unlimited, and may be made at the discretion of the referee, at any stoppage of play.

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SCORING AND STANDINGS

A. SCORING - Each team will play a minimum of three (3) games.

Win +3 points

Tie +1 point

Loss +0 points

Forfeit -1 points *

B. STANDINGS - Prior to the playoff round(s), the standings will be based on the total points for wins & ties. The following tie-breaking procedure will be used when teams are tied based upon total points for wins & ties:

1. Head-to-head play. If one team defeated the other during the qualifying round, the winner advances. If more than two teams have identical win & loss points, this criteria is eliminated from the tie-breaking procedure.

2. Most wins

3. Least Goals Allowed

4. Most Total Goals Scored

5. Total bonus points (1 point per goal scored up to max 4 per game, 1 point for shutout – Example: 3-0 win = 4 points. 3 for 3 goals, 1 for shutout)

If still tied after steps 1 through 5, both teams will proceed to an available field, at a time and place directed by the Field Marshal, and take penalty kicks in accordance with FIFA tie breaker rules.

WARNINGS – EJECTIONS

If a player is ejected from a match – red card or two yellow cards in the same match by the referee – the player must sit out the remainder of that match plus his team's next tournament match. No substitution will be made for the ejected player during the match in whom the red card was issued.

Two yellow cards to the same player in the same match equal a red card and will result in immediate ejection from that match. Coaches in receipt of a red or two yellow cards in the same match are subject to the same penalties as outlined above for players. A coach ejected from a match will not be allowed in the vicinity of the field for the remainder of that match and for his team's next match.

Coaches are responsible for their players, parents and guests on the sideline. No team or club official may enter the field of play regardless of the circumstances unless that person has been given permission to enter the field of play by the referee.

Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the Tournament Committee and more strenuous penalty, which is not subject to appeal, may be employed as well as reported to that teams state association.

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PROBLEMS/QUESTIONS

In the event of a problem, or if a team has a question about the tournament, they should first check with the field marshal at their respective field location. The field marshal will check periodically with the Tournament Headquarters and can handle most problems. The tournament Director will ultimately decide all issues not resolved on the field locations. Decision of the Tournament Director is final.