

# 2019 Parsippany Pride Invitational Tournament Rules

## **I. AGE AND ELIGIBILITY**

- A. The competition is open to accepted teams composed of 18 or less players on U13-U15 teams (11v11), 16 or less players on U11-U12 (9v9), and 14 players on U9 - U10 (7v7 & 5v5) teams meeting the age limit of the division.
- B. Each team must be registered for competition in a league affiliated with the USSF.
- C. Proof of age for all roster players is required in the form of a current USSF or USYSA State Association or US Club Soccer Youth player pass.
- D. Brackets will be offered based on calendar year January 1 to December 31 age groups

## **II. REGISTRATION**

Team Check-in Requirements

US Teams:

- Original 2019/2020 Player Passes; either USYS State Association or US Club Soccer passes
- Original 2019/2020 Official Roster; either USYS State Association or US Club Soccer
- Guest Players identified: Written on roster
- Player Passes for Guest Player
- Emergency Contact Form
- Permission to Travel Paperwork: Not Required for US Club Soccer Teams. USYS State Association teams from Region I do not need Permission to Travel Paperwork. USYS State Association teams from all other Regions need Permission to Travel Paperwork.

### **The Parsippany Pride Invitational is Dual Sanctioned**

- For US Club Soccer Registered Teams: The tournament is sanctioned by US Club Soccer under the Open Cup format and is a USYSA Sanctioned Tournament. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc.) to compete in this event. The US Club Soccer teams DO NOT have to have a US Youth Soccer Application to Travel Form, but must bring their proper roster, plus 2 copies for the tournament and player pass cards.
- For USYSA Registered Teams: Teams must have the proper USYSA state rosters, permission to travel forms, and player pass cards.

## **III. ROSTERS AND PASSES**

- A. Rosters max. 18 players for U13-U15, 16 players for U11-U12, or 14 players for U8 - 10 registered to one team and passes will be checked during online check-in.
- B. Rosters and player passes **MUST** also be shown to Field Marshals at each site 30 minutes prior to each game.
- C. Only players listed on the roster will be permitted to play in the Tournament. Up to 3 Guest Players will be allowed to participate with each team. All players (Rostered and Guest) Player Passes must be issued from the same organization.
- D. No player is allowed to transfer from one team to another during the Tournament. A player can only be on 1 team roster for the tournament. Anyone found doing so will be suspended from further play, and all the games in which he/she participated in will become forfeits for

his/her team.

A. **Ball Size:**

- Size 5 for **U13 - U15**
- Size 4 for **U08 - U12**

B. **Game Duration:**

- 60 min for **U13 - U15 (11v11)** with a 5 min halftime
- 60 min for **U11 & U12 (9v9)** with a 5 min halftime
- 50 min for **U08 - U10 (7v7)** with a 5 min halftime
- 25 min for **U08 (5v5)** with a 5 min break between games

**IV. LAWS OF THE GAME**

All games shall be played in accordance with the FIFA laws of the game, except as specifically modified by these rules (Section IV). U8 will play either 5v5. The U9-U10 groups will play 7v7. The U11-12 groups will play 9v9. All U13 - U15 Age Groups will play 11v11.

A. **Modifications to Laws of the Game:**

- **U8:** (5v5) The games will be 25 minutes in length. **There will be no overtime. Tie games will stand. No standings are kept for U8-U10.**
- **U8-U10:** (7v7) The games will consist of two (2) 25-minute halves, with a 5-minute rest period between halves. **There will be no overtime. Tie games will stand. No standings are kept for U8-U10.**
- **U11-12: (9v9)** The preliminary rounds of play and championship games will consist of two (2) 30-minute halves with a 5 minute rest may end in a tied score during the preliminary rounds.
- **U11-U15:** The preliminary rounds of play and championship games will consist of two (2) 30-minute halves, with a 5-minute rest period between halves. Games may end in a tied score during the preliminary rounds.

In **U11-U15 championship games**, if the score is tied at the end of regulation time, there will be two (2), five (5) minute overtime periods with no rest period in-between. Both overtime periods will be played in their entirety. A coin toss will determine which team kicks-off and goal defending selection. Teams will change ends of the field after the first five (5) minute overtime period. If the teams remain tied at the end of both overtime periods, the match will be decided by the FIFA, Kicks from the Penalty Spot Procedure, as outlined in the Laws of the Game; using only the players remaining on the field at the end of overtime.

**U11 Age Groups and Younger – Deliberately Heading the Ball**

Players in U11 and younger age groups may not deliberately head the ball in soccer matches.

- If a player deliberately heads the ball and the ball remains in play, the referee will immediately stop play and restart with an indirect free kick.
- If a player deliberately heads the ball and the ball immediately goes out of play,

the referee will restart in accordance as to how the ball went out of play (throw-in, goal kick, corner kick)

- If a player is inadvertently struck in the head with the ball, there is no rule infraction. However, if the referee deems the player to be injured the referee will immediately stop play, have the player removed and restart with a drop ball.
- In all cases the referee will assess the player to determine if the player is injured.

Notes:

- A goal may not be scored against an opponent by deliberately heading the ball.
- Denying an Obvious Goal Scoring Opportunity does NOT apply to heading the ball as this action is NOT a foul.
- Referees will enforce these rules for the U11 age groups and younger. It is the responsibility of the team's coach/manager to ensure any player aged 10 or younger who may be "playing up" will not head the ball during the game.

## **V. 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 (1) point will be deducted from the total points for each red-card received at the time scores are posted.**

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 +/-3 per game (Team wins 4-0, only gets +3 GD, losing team gets -3)
3. Goals For (max 5 goals per game)
4. Goals Against (max 5 goals per game)

**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. Should all tie breakers be exhausted the teams will take Kicks from the Penalty Spot as outlined below. The Kicks from the Penalty Spot will take place before the semi-final or final match at the venue designated for that match. The winner will advance to the semi-final or final match.**

**Substitutions:** Substitutions shall be unlimited, but made only at the following times:

- a) On ANY stoppage of play at the discretion of the referee.

**Injuries:** If a referee stops a match and it is in the referee's opinion a player is seriously injured and ensures that he/she is removed from the field, and injured player may only

return to the field of play after the match has been restarted and with permission from the referee. No injury time will be added to the match.

#### **VI. PLAYER EQUIPMENT**

- A. All uniform jerseys must be clearly marked, coinciding with numbers on roster. Players must be dressed identically with all wearing the same colored socks, jerseys and shorts.
- B. Where colors of teams are too similar in the referee's opinion, the home team (listed first on the schedule) will change jerseys.
- C. All player jerseys must have sleeves. A player may not alter his/her jersey.
- D. No metal cleats are allowed, and all players must wear shin guards.
- E. Socks must be completely pulled up over shin guards. Shirts must be tucked into shorts.
- F. No player is to wear sweats, cut-offs or any non-uniform item hanging down from underneath the uniform shorts.
- H. No jewelry, particularly earrings or hard hair ornaments may be worn.
- I. **A player wearing an orthopedic cast of any kind will not be allowed to participate, even if the cast is covered with bubble wrap or foam.**

#### **VII. REGISTRATION FOR EACH GAME**

All teams MUST report to the Field Marshall at the game site 30 minutes prior to the scheduled starting time of their games. The Field Marshall at each game will check rosters and passes. Only eligible players may play.

#### **VIII. FAILURE TO SHOW**

- A. All games will start precisely at the scheduled time. There will be no grace period. A team not prepared to field 7 players at the kick-off will forfeit to their opponent.
- B. A forfeit will disqualify a team from championship qualification. The next team eligible will replace the disqualified team.
- C. A game forfeited will be declared a 4-0 score.

#### **IX. INCLEMENT WEATHER**

- A. In the event of inclement weather, all teams must report to their fields at their assigned time. Failure to appear shall result in forfeiture. See Section VIII - Failure to Show.
- B. The Tournament Committee has the authority to relocate, reschedule, or cancel a game. **In addition, the Tournament Committee has the authority to change the duration of any game.**
- C. Any game terminated after twenty minutes of play will be considered complete. The score at the time of termination will be the official score.

#### **X. TOURNAMENT FORMAT**

- A. In a flight of 8 teams, there will be 2 groups of 4 teams. The team with the highest number of points in each group will compete in the championship game.
- B. In a flight of 6 teams, there will be 2 groups of 3 teams. Each team in one group will play the 3 teams in the other group. The 2 teams with the highest total of points, regardless of group, will compete in the championship game.
- C. In a flight with 5 or 7 teams, each team will play 4 games; randomly scheduled for the 7 team flights. The winner for these flights will be determined by points as outlined above in

the Rules of Advancement section. The same tie-breaker rules will apply if 2 or more teams are tied in points.

- D. In a flight of 12 teams, there will be 4 groups of 3 teams. Each team will play 2 matches against group opponents. The winner of each group will play a semi-final match and the winners will advance to the championship game. Teams that did not qualify for the semi-finals will play a consolation match.
- E. The above procedure will also be used in the selection of any "wild card" teams for championship rounds.
- F. Points will be deducted for red cards in accordance with Section XIV.B.

#### **XI. DELAYED GAMES**

If a field becomes backlogged and off-schedule, the Tournament Committee may elect to relocate games to a secondary site or shorten the length of the game underway. Opposing teams will be so notified upon check-in with the Field Marshall before the scheduled game.

#### **XII. REFEREES/ASSISTANT REFEREES**

All referees in the Tournament will be USSF registered. When a 3 person referee crew is not provided, each team will provide an Assistant Referee. The Assistant will provide In/Out assistance to the Referee. No children may serve as an Assistant Referee.

#### **XIII. GAME REPORTS**

The coaches of both teams will be responsible for checking and signing the referee's game card, which will then be turned into the Field Marshall for score reporting. Signed game cards are the official record of the score of the games and used to determine total points for tournament. The official tournament standings are kept at the Tournament Headquarters.

#### **XIV. CONDUCT**

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the law, as well as within the letter of the law. Displays of offensive language, temper, or dissent are causes for ejection from the game and field of play. Coaches shall be responsible for the conduct of all persons on their team, and those supporting them.
- B. Players, coaches, and/or team officials who are red-carded from a game by the referee shall be automatically suspended for the following game, and, depending upon the violations, may be suspended for more games as determined by the Tournament Committee. Anyone red-carded must report to the Tournament Committee at Tournament Headquarters after the game. Two yellow cards received for flagrant violations by the same player, coach, or team official during the tournament shall be treated as a red-card and the recipient will be suspended from play. **One point will be deducted from the total points for each red-card received at the time scores are posted.**
- C. Only the referee may suspend or abandon the game. If the referee abandons a game due to misconduct by players, coaches, or spectators of one team, a victory will be awarded to the opposing team with the score being 4-0, or the score at the time of suspension, if it is higher. The offending team will be suspended from the tournament.
- D. Should the game be abandoned because of misconduct on the part of both teams, both teams will be disqualified from further play in the tournament.
- E. Both teams will sit on the same side of the field. Only coaches and trainers may stay

on the player's sideline and must be appropriately carded to the club/team. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas.

Spectators will not run up and down the sidelines, and must remain at least 5 feet behind the sideline. No one is allowed to stand behind or near the goal net. The final determination of spectator location will be at the referee's discretion, and is non-disputable.

F. Harassment of the officials from coaches, spectators or players will not be tolerated.

G. Absolutely no consumption of alcoholic beverages will be allowed at any game site. No pets are allowed on the fields.

H. Teams and Spectators are requested to please clean up their area upon leaving the field.

#### **XV. PROTESTS**

A. There will be no protests. All officiating decisions are final.

B. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament, and their interpretation of rules is final.

#### **Sideline Behavior:**

##### **Send-offs:**

- **U8-U15:** If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. Red Cards for U10s to U15s are not appealable. Players serving Red card suspensions are allowed to sit on the bench during their team's next game but are not allowed to be in uniform.
- If a player is ejected from a match (red card by the referee) that player must sit out the remainder of that match.
- In addition the player must sit-out the his/her team's next tournament match. Ejections for violent behavior, fighting, referee abuse are in no way appealable. Only the tournament director can make these decisions.
- **Coaches (Any Age Group):** A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off, and must remain away from the field during the team's next match. (Per FIFA rules, coaches are not issued red cards, they are "sent-off")

#### **XVI. AWARDS**

Individual trophies will be awarded to players and coaches finishing in first and second place in the championship final games for U11-U15. Awards will be presented immediately following game's end at the "Winner's Circle" at Tournament Headquarters. All U8-U10 will be presented participation awards as per NJYS guidelines.

#### **XVII. GOLF CARTS**

A valid driver's license and PSC Tournament Committee approval are needed to operate any golf cart at any tournament field.

#### **XVIII. TOURNAMENT DISCLAIMER**

The Tournament Committee, the Parsippany Soccer Club, the Tournament Sponsors, or the Township of Parsippany shall not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part; nor will said parties assume any responsibility for any losses or injuries resulting from participation in this tournament. Once teams have been accepted to the tournament the entry fee will not be refunded. In accordance with NJYSA tournament rules and regulations, in the event weather forces cancellation of the entire tournament, a refund of 80% of the application fee will be provided. No other refunds will be made in the event weather forces cancellation or shortening of any matches, or any condition beyond the control of the Tournament Committee and its directors. Teams that have agreed to play in this tournament shall be bound by these Rules of Competition.

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