

**NORTHPORT COW HARBOR UNITED
COLUMBUS DAY TOURNAMENT
RULES OF' COMPETITION**

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 herein. The following statement of the Rules and Regulations supplement the Laws of the Game.

RULE 2 - Eligibility

- A. All players must be born in the year of their age group classification or later
 - High School Born on or after August
 - U -14 Born on or after August 1, 1993
 - U- 13 Born on or after August 1, 1994
 - U- 12 Born on or after August 1, 1995
 - U- 11 Born on or after August 1, 1996
 - U- 10 Born on or after August 1, 1997
 - U- 09 Born on or after August 1, 1998
- B. Competition is open to teams composed of not more than 18 players High School through U-12; 15 players U-11; 12 players U-09 and U-10. All Star Teams are not eligible. A team roster may include up to three guest players (a player not registered on that particular team) provided these players have identification passes; meet all guest player requirements of their league, state and/or provincial association.
- C. No player is allowed to be registered with more than one team or transfer to another during the tournament.
- D. Teams must be properly registered and in good standing with their State or National Association.
- E. A team not within the jurisdiction of the Eastern New York Youth Soccer Association must present "Permission to Travel Form" from their State or National Association at team registration.
- F. All 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.
- G. Failure to have a player pass will make a player ineligible to participate.

- H. Medical release forms must be presented for each player at team registration (notarized, if required by your association).

RULE 3 - Player Equipment

The tournament will comply with Law four of the Game (F.I.F.A.) as stated but with the following exceptions:

- A. All players must wear individually numbered jerseys. The individual numbers must be different for each player and must coincide with the team roster. In case of a color conflict. in the judgment of the referee, the home team (listed 1st on the schedule) will change uniform color.
- B. Players wearing an orthopedic cast shall not be eligible to participate in any Tournament Games. The decisions about any other "medical" equipment will be the decision of the referee, whose decision will be final.
- C. No jewelry is to be worn.
- D. Where the colors of jerseys are similar, the home team will change.
- E. All players must wear molded bottom or screw-in plastic soccer shoes. No metal cleats are allowed.
- F. All players must wear shin guards.

RULE 4 - The Ball

- A. The 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
 - High School; U-14; U-13 Size #5
 - U-12; U-II; U-IO; U-09 Size #4

RULE 5 - Duration of the Game

All games with the exception of the U-09, U-10 & U-11 divisions will consist of 2, thirty-minute halves with a maximum five-minute halftime intermission. The U-09, U-10 and U-11 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

Each teams coaches and players will be on the same side of the field. Parents 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 Referees Association.
- B. Each team must provide a lines person for their side of the playing field at each match.
- 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. Winning coaches will bring copy of score sheet to scoring table or turn into the Field Marshall.

RULE 8 - Home Team Designation and Responsibilities

- A. The first team listed on the game schedule will be designated as the home team.
- B. Home teams will change jerseys in case of conflicts.

RULE 9 - Substitutions

- A. Substitutions without limit may be made at the following times with the permission of the referee:
 - a. Either teams goal kick
 - b. Your possession throw in
 - c. After a goal is scored
 - d. Halftime or start and half of overtime periods
 - e. Corner kicks.
- B. Limited substitutions may 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. Substitutes will take place at mid-field. The substitute cannot enter the field until the replaced player has left the field.
- D. When a player receives 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 Committee reserves the right to make the following changes 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 referee and/or 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 forfeit the game.
- E. Only the referee and/or the Director or his designees are authorized to cancel or postpone a game.

RULE 11 - Injuries

- A. All games are played with a running clock; there will be no stoppage for an injury.
- B. 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 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.

RULE 12 - Forfeits

- A. A game will be declared a 3-0 forfeit should a team fail 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 gross misconduct or unsportsman like conduct, etc., by

a player, coach or team's supporters, the Rules Committee will render a decision as to the status of the game. The Rules Committee, at its discretion, will also administer disciplinary action and their decision shall be final.

- D. A game will be considered a forfeit should one or both teams scheduled to play fail to have at least seven players ready to play within ten minutes of the scheduled game time.

RULE 13 - Protests

- A. THERE WILL BE NO PROTESTS.
- B. If the Rules of Competition appear to be violated, the matter will be brought to the attention of the Tournament Rules Committee for the final resolution.
- C. All decisions of the Rules Committee will be final.

RULE 14 - Conduct and Ejection

- A. The coaches shall be responsible for the conduct of the 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. Any parent and/or coach who engage in fighting with other adults, players and/or referees will cause that team to forfeit the next 3 games. In the event that less than 3 games remain, as many games already played will be changed to 2-0 losses as required to equal this 3-game rule.
- D. Any player who engages in fighting with other players, adults or referees will be ejected from the game and may not participate in the next 2 games.
- E. Should a player be ejected from a match by a referee, the player's team may not replace the ejected player for the remainder of the match in which the offense occurred.
- F. The Tournament Rules Committee may determine whether other action is warranted.

RULE 15 - Tournament Standings/Tie Breaking Procedures

This tournament is using a Round Robin format. All divisions will be decided according to the procedure below. There will be no play-offs, unless otherwise indicated.

To declare a division winner, the procedures will be in this order:

- A. Total Points:
 - a. 3 points for a win
 - b. 1 point for a tie
 - c. 0 points for a loss
 - d. Cancelled game will be recorded as a 1-1 tie.
 - e. Forfeited game will be recorded as a 3-0 loss.
- B. Results of head-to-head competition (will not count if more than two teams are tied in total points.)
- C. Bonus Points. Bonus points will be awarded winning teams for the difference between goals for and goals against in each game. A team may be awarded a maximum of three (3) bonus points per game. If there was a forfeit in the division, then bonus points will not count towards the tiebreaker.
- D. Team with least losses.
- E. Team with most wins.
- F. Team with most shutouts. A 0-0 tie is not considered a shutout.
- G. A knockout competition according to FIFA rules (penalty kicks)

RULE 16 - Awards

Individual awards will be presented to First and Second place teams in each division.

RULE 17 - General

- A. The Tournament Committee and The Northport Cow Harbor United Soccer Club will not be responsible for any expense 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 regulations and rules shall be final and the Tournament Committee reserves the right to decide all matters pertaining to the tournament. Finally, 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 the tournament is cancelled, the registration fee will be refunded to each team minus a \$75 administration fee.