

PITTSBURGH LABOR DAY TOURNAMENT RULES

Tournament matches will be played in accordance with the "Laws of the Game" as issued by FIFA, unless modified herein.

RULE 1 – ELIGIBILITY, ALL PLAYERS MUST:

- A. Have current validated passes from their appropriate State Association from the team on which they are participating.
- B. As guest players, have current validated passes from their appropriate State Association. Be the same age (year of birth) or younger of the team they are participating on. Teams that use guest players (maximum 4) may register no more than 18 players for 11v11, no more than 16 players for 9v9, and no more than 14 players for 7v7.
- C. Have medical release forms as required by the carding association.
- D. All players on the same team, rostered or guest, must use Player Passes from the same governing body.

RULE 2 - TEAM ROSTER:

- A. An official current year state roster is to be submitted by each team at the time of check in. Guest players are to be handwritten at the bottom of the roster. Only passes for guest players need to be submitted.
- B. All games in which an ineligible player participates will be forfeited. Any team fielding an ineligible player is subject to disqualification from the tournament.

RULE 3 - SUBSTITUTIONS:

- A. Unlimited substitutions are allowed, with the referee's permission, at every stoppage in play (for example, throw-ins, goal kicks, corner kicks, after goals, upon stoppages for fouls, etc.). Free substitution is allowed for all age groups unless teams are advised in advance otherwise.
- B. Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted.

RULE 4 - TEAM FIELD POSITION:

- A. Players and coaches of both teams will be on one side of the field. The home team (team shown first on the schedule) has a choice of mid-field side.
- B. Parents and other spectators will take up their position on the opposite side of their team for the entire match.
- C. Coaches, players and team manager (1) are instructed to remain on their side of the mid- field line.
- D. No spectators are permitted to stand behind the goal area.

RULE 5 - LENGTH OF GAMES:

- A. U8 thru U16 - 25 minute halves; break between halves - 5 minutes
- B. Referees will be keeping time with running clocks. If there is a foul at the end of a half, the team will be allowed to take the direct or indirect kick and complete the play.
- C. In the event of serious injury that drastically reduces the time of play, the tournament committee reserves the right to alter the length of any game.

RULE 6 - BALL SIZE:

#5 - U13-U16 #4 - U7-U12 "Home Team" is responsible for providing the game ball.

RULE 7 - CONDUCT:

- A. Coaches are not only responsible for their own conduct, but also for the conduct of their players and spectators.
- B. Players or Coaches issued a straight Red Card must sit out the remainder of that match, plus the remaining tournament games..
- C. All red cards will be reported to the State Association for further disciplinary action.
- D. The authority of the referee shall continue during the exchange of patches.
- E. If a match is terminated by a referee, the game will be considered a completed match and not replayed. This will be scored as a forfeit for the opponent.
- F. It is expected that coaches will exhibit good sportsmanship in trying to keep the goal differential to 6 or fewer.

RULE 8 - PROTESTS:

The referee's judgment pursuant to the application of the Laws of the Game are final. No protests will be allowed.

RULE 9 - REFEREES:

- A. All games will be officiated under the USSF approved system.
- B. All 11v11 (U13-U16) games will use a 3-ref system whenever possible. Small-sided 7v7 (U7-U 10), 9v9 (U 11-U12) games will use one ref.

RULE 10 - FORFEITS:

- A. A team shall be allowed a (10) min. grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponents. A minimum of (6) players constitutes a 7v7 team, a minimum of (8) players constitutes a 9v9 team and a minimum of (9) players constitutes an 11v11 team. If the minimum number of players are present, the match will not be delayed. If during the course of the match, a team falls below the minimum players, the game will be forfeited to their opponent.
- B. All game forfeits must be brought before the tournament committee in a timely fashion before being declared officially forfeited. Referees and coaches are to contact the field marshal present who can then contact the committee.
- C. A team that has forfeited a game may not be declared a group winner or runner-up. If an apparent group winner forfeits, the team with the next best record will be named the group winner.
- D. A forfeit in the preliminary rounds shall be awarded as (3) points for a win. For tie- breaking purposes, the full (3) bonus points will be awarded.

RULE 11 - SCORING AND STANDINGS:

Each team will play (3) games. Each team (U11-U16) will be ranked as follows:

Win - 3 pts.; Tie - 1 pt.; Loss - 0 pts.

- A. One point will be subtracted for each red card issued to a player, team coach or bench. The team with the most points finishes first. In the event of a tie involving two or more teams, the following tie-breaking rules will apply:
 - 1. Head to head competition (if three teams are tied then one team must beat the other two)
 - 2. Goal differential (3 goals per game maximum, bonus points)
 - 3. Least goals allowed during preliminary matches
 - 4. Most shut-outs (1 point per shut-out)
 - 5. Coin Toss
- B. If three (3) teams are tied for any position, the above process will be used, however, head to head will be eliminated unless one team has beaten both the other two tied teams, and the first tie-breaker will be goal differential.
 - Bracket of 4 Round Robin (1st and 2nd place will be determined by points)
 - Bracket of 6 Round Robin (1st, 2nd, 3rd place will be determined by points) realizing not all teams will play each other
- C. A match which has been canceled by the Tournament Committee will be awarded a 0-0 tie with no bonus points.

RULE 12 - TIEBREAKER FOR DIVISIONS:

Because of the game schedule for a one day tournament, there will be no playoff games (semis and finals) to decide division winners. Rule 11 will hold for winners in each division.

RULE 13 - MISCELLANEOUS:

- A. All teams must report to the game field 15 min. prior to the start of each game.
- B. If teams have similar color uniforms, the home team will be required to change.
- C. Trophies and medals will be awarded at headquarters by the pavilion..
- D. The Pittsgrove Soccer Club or Tournament Committee will not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.
- E. Only individuals with a current NJ driver's license may operate the tournament golf carts.
- F. No Pets permitted at Greenbranch Park, unless necessary for disability.
- G. No propane or gas grills permitted at the Park.
- H. The consumption of alcoholic beverages is forbidden on Park premises.
- I. No smoking on Park premises (new State Law 2016).

RULE 14 - INCLEMENT WEATHER:

Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled - ready to play - unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. The referee or the tournament committee can delay a match, cancel a match, or change field location and game times. Any cancellations, the coach must report to tournament headquarters for additional instructions from the tournament director.

A. Inclement Weather - Before the Match - Preliminary Rounds:

Referees and/or the Tournament Committee may reduce the length of the game by 50%. However, the halves of the game must be equal in length. If the game is canceled, 0-0 tie will be awarded by the Tournament Committee.

B. Inclement Weather - During the Match - Preliminary Rounds:

The game will be considered complete and the score will stand if half of the game has been played. If less than half of the game has been played, the Tournament Committee will make every effort to restart the game. However, a 0-0 tie will be awarded, if the match is not playable.

C. Inclement Weather - Before the Start of Tournament:

Severe inclement weather causing cancellation refer to RULE 15

RULE 15 – CANCELLATION POLICY:

According to NJYS, as a condition of approval of a permission to host a tournament, the requesting organization must include in its rules a policy of refunding a minimum of 70% of a team's entry fees if the tournament is canceled for any reason before the start of the tournament. The reason for cancellation might include severe weather, field usage, or sponsoring organization management decision.