

Lyndhurst Spooktacular Soccer Tournament

Rules of Competition

7 v 7 for small sided (U9 through U12)

Team Check-In

- For online check-in, please submit copies of your coach/player passes and official game day roster to LYSCHalloween@gmail.com by Friday, October 20, 2017. Please mark your club name, age and gender in the subject line (i.e. Lyndhurst SC U10 Girls).
- In person check-in will also be available on game day, please make sure to do so at least one hour before your first game at the headquarter tent. Same documents as on-line check-in will need to be furnished.
- All teams will be receiving a team package. These will include tournament medals for U9-U10. Team packages can be picked up at the headquarter tent.
- All teams are required to have their coach/player passes and official game day roster available for verification at all times.
- Teams not registered within US Club Soccer will be required to bring a copy of their players medical release waivers.

Scheduling/Acceptance

- We try our best to accommodate requests with regard to scheduling. However, we cannot make any guarantees. Please take this into consideration before applying for the tournament. **Once the schedules have been finalized, teams are expected to honor their assigned game times.**
- Tournament fees are expected to be paid in full by Friday, October 20, 2017. All teams not paid by then risk being replaced. Credit card payments are accepted online at the tournament registration page. Checks made payable to Lyndhurst Soccer Club can be mailed to: P.O. Box 492, Lyndhurst, NJ 07071.

Facility/Fields

- All games will be played at the Lyndhurst Rec Center Complex located at 862 Valley Brook Avenue, Lyndhurst, NJ 07071.
- Outdoor turf fields. Please prepare for any inclement weather.
- There will be 5 fields. Fields 1 and 2 will be on the far left of the complex. Field 3 in the middle. Fields 4 and 5 will be on the far right.

Concession/Vendors

- There will be an on-site cash only concession stand.
- Tournament apparel vendor on premises.
- Professional photography with photos available for purchase.

Restrooms

Normal restroom facility. No porta potties. So that we may keep this in place in future years, ***we ask that you please be courteous and help keep these as clean as possible.***

Parking

There will obviously be a large number of teams which means a large amount of vehicles.

The facility has a lot which will be full most times during the day.

- Vehicles to be parked in designated parking spots only.
- Do not block any other cars in or travel against traffic through the lot.
- If dropping off equipment and/or passengers, please do so in a timely manner and be aware of others navigating through the lot.
- Overflow parking will be allowed on the street past the facility (i.e. to the left if facing the facility). Parking will also be allowed in the lot next door (again to the left if facing the complex).
- **No parking is allowed in the lot to the right of the facility (Sika) or on the hill on the street to the right of the facility.**
- Any violators will be ticketed and towed at their expense.

Costumes

All teams are encouraged to wear costumes, but it is not required.

- Costumes must not have any obvious safety hazards. This will be determined by your assigned game referee and/or the tournament committee.
- Numbers must be visible on the back of uniforms/costumes. These can be hand-written, etc.
- Please bring your normal uniforms or pinnies with you in case of any color or costume conflict.

Contest

If you want to be considered for the costume contest, please submit your team pictures to LYSCHalloween@gmail.com by **Wednesday, November 1**. Prizes will be awarded for 1st, 2nd and 3rd overall. There will be a place to the right of the concession stand for you to take team pictures. Submitted pictures do not have to be taken from there. **When submitting your pictures, please include your team name and age group.**

Playing Rules

- All games shall be played in accordance with FIFA laws except as specifically modified by these rules. If there is any uncertain or unspecified area, NCSA rules are applied
- Length of games shall be two (2) twenty-five (25) minute halves, no overtime; referee may not add time for any reason, but time will be extended for any penalty kick called before expiration of time. If referee fails to hear central horn, half or game will still be considered complete upon horn sounding.
- Substitutions may be made without limit at the following times with permission of the referee:
 - a. goal kick by either team
 - b. throw in by team with possession and at same time by other team if it has substitutes up and ready at midfield
 - c. after a goal has been scored
 - d. half time
 - e. injury for the injured player(s), with equal number of opposing players.
- The start of all games, half-time, the start of second half and game end will be signaled with a horn at each site.

- A five (5) minute break will be allowed at half time. A team not on the field within three (3) minutes of the starting time or second half will forfeit the game. No injury time will be allowed. All times will be kept at the site by the tournament committee or its designee.

- If a player is sent off from a game, the player will not be replaced. Any player or coach sent off the field (both players and coaches are shown Red Card) will be prohibited from participation in the balance of the tournament.

Exceptions: (a) a player sent off for denying a goal by handling may participate in balance of tournament without sitting an additional game; and (b) a player or coach sent off for 2 cautions in same game will sit out next game.

Any player or coach receiving a red card must present himself to the tournament director or designee before his next game.

Any player or coach accumulating two yellow cards in separate games for whatever reason must sit out the next game. A player or coach receiving a third yellow card is prohibited from participation in the balance of the tournament. All cards issued will be reported to the sanctioning authority or team's home league for additional disciplinary action should it be warranted. Referee will complete a USSF report if requested.

A coach who removes his or her team from the field will be prohibited from participation in the balance of the tournament; the team will be allowed to continue to compete, but they will be ineligible for trophies. There is no appeal whatsoever to this rule.

- No protests will be permitted or entertained.
- Forfeited games will be declared a 2-0 score, but the tournament committee may reschedule any games to ensure equal play. A team that has forfeited a game will not receive trophies regardless of the number of points that team has accumulated.
- Penalty kicks in shall be taken ten (10) yards from the goal line. All other players except goalkeeper shall be outside the penalty area, 10 yards away and behind the ball. Punts, throws or other releases from hand possession by the goal-keeper and all goal kicks shall not cross the midfield line without first touching the ground or a player. The opposing team will be entitled to an indirect free kick from the midfield line for violation of this rule. If a keeper making a save then places the ball on the ground, he may be immediately challenged; if the ball is outside the penalty area, it may be kicked over midfield by the goalkeeper.
- The maximum number of players on the field per team shall be seven (7), including a designated goal-keeper. If five eligible players cannot be fielded a forfeit will be declared.
- Maximum of 14 (U9-U10) and 16 (U11-U12) active players on tournament day roster per game.
- **U11 Age Groups and Younger – Deliberately Heading the Ball**

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

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.

- **Build Out Line (U9-U10)**

The build out line is used to promote playing the ball out the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.

Once the opposing team is behind the build out line, the goalkeeper can pass or throw / roll the ball to a teammate (no punting).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The build out line is equidistant between the penalty area line and the halfway line.

If the goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where the offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the building out line.

Players can be penalized for an offside offense between the build out line and goal line

- In the event a game cannot be completed due to weather or other external reason, the score will stand if the first half was completed. In all other cases, the tournament committee will decide the result of the game.
- Home team will change uniform if a color conflict, but we urge teams to cooperate to avoid color conflict well in advance of game time. The home team is listed first on the schedule.
- Game balls will be at each field. Though there will be an adequate amount of game balls at each field, we ask that each team have a ball ready in case of numerous errant shots, etc.
- This is a patch exchange tournament. Teams are strongly encouraged to exchange team patches at the end of each game.

Awards

- All players in the U9 and U10 divisions will receive recognition awards (e.g. tournament patch or medal).
- The tournament is non-results oriented for U10 and below. Teams are encouraged to keep goal differentials to 6 or fewer each game.
- All players on the first-place teams in the U11-U12 flights will receive awards.
- Tie breakers (applicable to U11 and U12 only). In the event two or more teams are tied on points, trophy positions will be determined according to the following tie breaker rules:
 - a. head to head.
 - b. most wins.
 - c. least goals allowed.
 - d. goals scored - maximum 5 goals per game.
 - e. goal differential - maximum of 5 points for each game.
 - f. 1 point for each shutout recorded.
 - g. If two teams remain tied after all of the above, co-champions will be declared.

General

- This tournament is sanctioned by US Club Soccer and is open to all USSF affiliated organizations' teams. Proper proof of team and player registration is required upon check-in. If the tournament is cancelled for any reason before the start of the tournament, registered teams will be refunded at least 80% of the registration fee. Once the registration deadline ends and your team is accepted, no refunds will be made. The tournament committee will be responsible for team acceptances, tournament format, game scheduling and assignment of referees. Referees are USSF certified.
- ***If your team fails to show up for an assigned game(s) for any reason, your tournament fee will not be refunded. Your team and club will also be prohibited from participating in the tournament in future years.***
- A player may play on only one team in any given flight during the tournament; a player may "play up" into a higher age group or tournament flight. Properly padded casts or hard splints are permitted within the sole discretion of the referee or if presented in advance to the head referee and approved by him/her for all games (same level of padding required in all games); a player playing with a cast or splint and using it to an advantage or to harm others will be cautioned for unsporting behavior and will not be permitted to continue to play in that game. While a field marshal will check in the team, the referee still has authority to remove a player not properly equipped per FIFA rules. No jewelry is permitted; tape over jewelry does not satisfy the "no jewelry" rule
- The tournament committee reserves the right to decide on all matters pertaining to the tournament. This includes, but is not limited to, rescheduling a game, duration of games, change in flighting, and cancellation of games. Neither the Lyndhurst Youth Soccer Club nor any of its representatives will be responsible for expenses incurred by any team for any reason.
- The tournament committee's interpretation of the rules and regulations shall be final. The tournament committee shall be comprised of the Tournament Director, the President of the Lyndhurst Youth Soccer Club, the Games Scheduler/Referee Assignor and such other individuals the tournament director may appoint.
- Coaches and players will be in the designated area for teams on the same side of the field; they are limited to a 10 yard wide area 5 yards from midfield as the standard FIFA technical area. All spectators will be on the opposite side of the field, directly opposite their team; spectators may not be in an area opposite the penalty areas. Behavior of spectators remains the responsibility of the coach. The referees, field marshals and tournament officials are authorized to direct any spectator to leave, whose behavior in his or her sole discretion, is inappropriate or interferes with the game; if the spectator refuses, the game will be terminated and the team whose spectator refused to cooperate will forfeit the game. Coaches and/or team managers are responsible for the conduct of the players, supporters, fans, etc. at all times while on the tournament sites.
- Golf Cart Policy - You must have a valid New Jersey Drivers License to operate a golf cart at this event.
- Each team should come with a first aid box and is responsible for all medical care for its players. While the tournament usually provides on-site medical personnel, this is merely a courtesy as part of the tournament operations. Any player in need of medical attention that the coach cannot handle should be brought to the main administration tent; if a player cannot be moved, call for an ambulance.
- Severe misconduct will result in players or entire teams asked to leave the tournament without refund.

- Please pick up after your team, particularly in the team areas, after every game; garbage receptacles are provided near all fields. Smoking, use of tobacco products and alcohol are prohibited at the tournament location, meaning the fields and parking areas. No pets allowed.
- Teams are encouraged to setup and stay at the fields. There will be places to do so. However, **nothing is to be spiked into the ground.**
- Please be respectful of games going on when walking throughout the facility. Do not disturb games or walk on fields while a game is being played.
- Teams must be prepared to be checked in by field marshal at least 20 minutes prior to game time. Teams must be prepared to present roster, player passes and coaches' passes to the field marshal. Players will be checked for identification and equipment/apparel. At the same time, team captains will meet with the field marshal for the coin toss; visiting team calls the toss and team winning the toss chooses which side to defend. Home team selects which sideline half to use for its bench area during the game.