

Lacey Soccer Club's Labor Day Memorial Tournament

The rules will be those of the New Jersey State Youth Soccer Association, with the following modifications;

ELIGIBILITY:

1. Players must have current validated passes from their appropriate State Association from the team on which they are participating: OR
2. Guest players must have current validated passes from their appropriate State Associations and be the same age (year of birth) or younger than the team on which they are participating
3. All players must have Notarized Medical Release Forms.
4. Out-of-State teams must have approved permission to travel forms.

No Pass, No Play, No Exceptions

Roster size: U14 – U11 is limited to a maximum of eighteen (18) players including a maximum of three (3) guest players. U8 -U10 are limited to a maximum of fourteen (14) players including two (2) guest players. Only those players listed on the Tournament roster are eligible to participate. In the event that an ineligible player participates in the match, the team will forfeit that match, regardless of the outcome. Players will NOT be permitted to compete wearing casts, splints, or any other items deemed dangerous by the site coordinator or officiating referee. All players may play with one team only during tournament.

[NO SECONDARY PASSES ALLOWED] [U10 AND YOUNGER PLAYERS MAY NOT PLAY UP]

Flight Selection: Every attempt will be made to divide teams by age group. Final team bracketing will be according to the number of entries in each age group. The Tournament Committee reserves the right to combine teams into divisional play should it become necessary.

LENGTH OF GAMES:

Division III - 25 minutes halves - Size 5 ball

Division IV - 25 minutes halves - Size 4 ball

Divisions V & VI - 20 minutes halves - Size 4 ball

The home team will be the first team listed on the tournament schedule.

REGISTRATION:

A representative from each team must present themselves at least one hour prior to the start of their first scheduled game together with the items listed under "Eligibility" to register at a predetermined site. This information will be available on the club's website under the tournament link. In the event a player will not be present for the first game but will be competing over the Tournament weekend, their pass must be presented at this time also. Once the first game has commenced, no roster changes will be permitted. At the time of registration, the coach will be given a signed roster which must be presented to the Field Coordinator, together with the team passes, prior to each game. Only those players shown on the roster may participate in the games. In the event an ineligible player enters the field of play, the player will receive a red card and the team will take a forfeit for the game, regardless of the outcome.

Teams must present themselves to the field coordinator promptly one-half hour before game time to insure that all games are started as scheduled. The field coordinator will check the player passes against the team roster, check player equipment and conduct the coin toss prior to the teams entering the field.

AWARDS:

Division III & IV: Trophies will be awarded for the first place teams.

Medals will be awarded for the second place teams in each 11v11 conference.

Division V & VI: Noncompetitive with all participants receiving an award.

MERCY RULE

In the spirit of the game, we ask that **ALL** teams observe the Mercy Rule by not beating a team by more than six goals. For Divisions III and IV - If there is greater than a six goal differential, the team with the greater score will have one (1) point deducted.

(For example: a team winning by a score of 8-1 will only receive 2 game points as opposed to earning 3 points)

STANDINGS APPLY TO 11V11 ONLY (Division III & Division IV)

Points will be awarded as follows:

Win:	3 points
Tie:	1 point
Loss:	0 Points

EACH RED CARD (players or coach) WILL DEDUCT ONE POINT FROM FINAL STANDINGS. Any two yellow cards in the same game equal's one red card.

FORFEITS: Forfeiting a game will remove your team from tournament standings.

The team with the highest point accumulation at the end of play will be declared the winner. In the event of a tie on points, the winner will be determined as follows:

1. Head-to-head competition; (will not be used if more than two teams are tied)
2. Most Wins
3. Fewest goals allowed
4. One (1) bonus point will be awarded for a three (3) goal differential per game and One (1) additional point will awarded for a shutout.
(Example: if a team wins a game with a score of 6-0, that team will be awarded one (1) point

for the

three-goal differential plus one (1) point for the shutout, for a total of two (2) bonus points for that game for tie-breaking purposes.

5. Mercy Rule – Any team that violates the mercy rule will have a point deducted and rule 4 does not apply.

6. Penalty kicks to be taken in accordance with FIFA at the conclusion of play for the conference.

PLAYER/COACH EJECTIONS AND CAUTION:

Coaches are not only responsible for their own conduct but also for the conduct of their players, parents and spectators. Any player/coach ejected from a match (Red Card) must sit out the remainder of the match and the next match. In the event the ejection is for fighting or physical assault, the player/coach may not participate in any further tournament play. Spectators, parents and coaches may be ejected for unruly behavior. If a coach allows a player who has been carded in a previous match to enter the field of play, that player will be considered and ineligible player and the team will forfeit that match and both player and coach will be suspended from any further Tournament participation. In the event a coach is ejected from the game, he will be required to leave the field of play and cannot be present at the next Tournament game. The state associations will be notified of each red card given.

PROTEST: THERE WILL BE NO PROTEST ACCEPTED!

INTERFERENCE:

Any game suspended by an official because of interference, harassment, or any actions by a team which prohibit the referee from continuing the match will result in a forfeit by the offending team, as determined by the referee and will be considered official.

INCLEMENT WEATHER:

In the event of inclement weather (i.e. a continual rain, poor field conditions, ect.) the Tournament Committee will have the authority to change the games as follows:

1. Relocate and/or reschedule any game;
2. Change duration of any game;
3. To cancel any game which has no bearing on first or second place in any conference;
4. Games terminated after five (5) minutes have played of the second half because of weather;

INCLEMENT WEATHER INFORMATION: WWW.LACEYSOCCER.COM

Unless the website indicates otherwise, teams must appear on the field of play as scheduled, regardless of the weather, unless advised through the website of a cancellation or from a member of the tournament committee. Failure to do so will result in a forfeit. The website will also provided further information, if required, regarding who to contact for rescheduling information.

REFUND POLICY:

Refunds will not be given to any team who withdraws after acceptance as been determined by the tournament committee.

TOURNAMENT CANCELLATION POLICY:

If the tournament is cancelled for any reason before the start of the tournament, 80% of a team's entry fee will be refunded. The reason for cancellation might include weather, field usage, or sponsoring organization management decision. If the tournament is postponed or rescheduled, all teams that intend to withdraw from the revised date must respond in writing within ten (10) days of the notice date in order to qualify for a full refund of their entry fees.

EMERGENCY SERVICES:

Information on emergency services, police, hospitals and first aid is available at each site headquarters. Lacey Township uses the 911 system.

LOST AND FOUND:

A lost and found station will be maintained at each site headquarters.