

MAPS & MSSL TOURNAMENT REGULATIONS & RULES OF PLAY

GUIDELINES / POLICIES

All Fields:

1. **No Parking on grass.**
2. **Obey speed limits – tickets will be issued.**
3. **Follow parking patterns at all times.**
4. **Pick up your trash.**
5. **Only individuals with a valid Drivers License may operate a golf cart or other motorized vehicle at the event. No unauthorized use is permitted.**
6. **No pets, No smoking, No alcohol. Just soccer.**

Injuries:

In the event of an injury contact your field marshal or the tournament control center.

Abusive Behavior:

While at the fields, any coach, parent, team official, player or spectator threatening violence or verbal abuse to any individual will immediately be ejected from the tournament and the team may be ejected from the tournament. This type of behavior is not acceptable at this event and will not be tolerated.

Hotels:

To ensure prompt communication with all teams during the event, participating teams must stay at a designated hotel cooperating with the Tournament, and provide both hotel information and a team manager cell number at registration. Day-tripping teams not staying over must provide several fail-safe phone numbers at registration

Teams and affiliated persons that are disrespectful and/or damage hotel property will be ejected from the tournament and will not be accepted for future participation. Additionally, those team(s) will be responsible for all expenses. Security and a reporting network are in place at all properties throughout the weekend.

SMOKING IS NOT PERMITTED ON OR NEAR ANY PLAYING FIELD.

PETS ARE NOT ALLOWED.

IT IS THE RESPONSIBILITY OF EACH COACH / MANAGER TO INFORM THEIR PLAYERS AND PARENTS OF THESE GUIDELINES.

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TOURNAMENT RULES

1. **General Rules of the Game**
 - a. All tournament games shall be played under the laws set forth by F.I.F.A., except as modified by these rules.
 - b. US Soccer rules requiring the exclusive use of US Soccer registered referees shall be strictly enforced.
2. **Registration and Eligibility**
 - a. Tournament headquarters for the direction of all administrative matters at 11 Eleanor Drive, Kendall Park, NJ 08824. The contact person is Bohdan Porytko 973-998-9731 before the event / 973-698-6655 during the event..
 - b. All teams must register at least one full hour before their first game at the Field Headquarters. Usually, there is an opportunity to pre-register the team at a designated hotel the night before the tournament begins, and such information is posted and accessed from the Tournament Homepage on

www.socceragency.net/maps, as well as distributed to registered team contacts by email.

- c. At initial registration each team shall provide a photocopy of the official team roster. The roster must include a uniform number for each rostered player and each loan player, which must remain constant for the entire tournament. If circumstances require a change in uniform number for any game, that change must be reported in advance to the officials on-site.
- d. At Check-in, one hour prior to game time, a team representative must present and have available the properly certified roster for the team for that weekend (specifically indicating which players are participating that day), player passes with photo IDs for each participating player and an Authorization for Medical Treatment form (commonly referred to as a Medical Release) executed for each player. The Authorization should be notarized and must have been executed within the last twelve months. Information will be presented to the registration desk at the site.
- e. All players must be registered youth soccer players in good standing with an appropriate governing body. Players must either be on a team's official roster or be an approved loan player / guest player duly registered.
- f. The Gameday Roster must be submitted containing no more than eighteen (18) players who will be deemed eligible to play for the team on that date, including rostered players and guests. Each team will be allowed up to 5 guest players from outside teams. For example, the roster for day 1 is fixed and cannot be changed for day 1. Players on the roster for day 1 are not allowed to be replaced. The day 2 roster can be changed to accommodate 18 players.
- g. For U10 and younger teams, no roster may have more than 14 players and may include up to 3 guest players.
- h. All players on the same team, rostered or guest, must use Player Passes from the same governing body.
- i. USA teams must present picture identification cards issued by the team's Federation Organization member (USYS, AYSO, US Club, etc.). Teams must provide proof of approval for participation from the team's Federation Organization. Teams from outside the State Association where the tournament is located must provide proof of permission to travel, if their governing body so requires.
- j. Foreign teams must present a passport at registration or, if from a nation from which the United States does not require a passport, proof of entry into the United States in a form that is accepted by the United States. Teams must present player picture identification cards. Teams must have a completed form from its Provincial or National Association approving the team's participation in the tournament.

3. Player's Equipment and Field Regulations

- a. All soccer equipment must adhere to F.I.F.A. laws. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
- b. **Shin guards are mandatory.**
- c. Knee braces, if worn, must be covered completely.
- d. **No rigid casts are allowed. Game Referee has final authority whether any cast is permissible in that game.**
- e. Player's numbers must coincide with numbers listed on the roster.
- f. All teams must have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be acceptable for the team.
- g. In the event that team colors are similar, the home team will change colors. The home team is the team listed second on the schedule unless the home team is clearly designated otherwise.
- h. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. On the team's sideline, the home team has the choice of side with respect to the centerline, and coaches and players must stay within their side.
- i. On the spectators' sideline, spectators are to remain behind the designated line. No one will be allowed behind either end line.
- j. Player picture identification cards are required to be presented to the referee prior to each match.

4. Substitutions.

- a. Substitutions permitted at usual stoppages of play: goal kicks, halftime, after goals scored, at throw-ins by team in possession.
- b. Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field"), and the referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.
- c. Players standing at midfield should be substituted into the game at the next stoppage of play, unless they

remove themselves from the mid-field position prior to the stoppage of play.

d. If an injured player is removed at a stoppage, the opposing team can match the substitution.

5. Game Duration & Ball Size

a. Games lengths, to the extent that weather and schedule permit:

1. 25 minute halves for U10 and younger

2. 30 minute halves for U11 through U15

3. 35 minute halves for U16 and older

b. Size 5 balls shall be used for ages U13 and older, size 4 balls shall be used for ages U12 and younger.

c. Tournament play balls will be provided by the Tournament, and will be in the custody of the game officials assigned to the field for each game.

d. U10 and younger teams will play small-sided games with eight (8) players on the field.

6. Forfeit

a. A five minute grace period will be allowed from scheduled kickoff time. Teams must be present and ready to play at the scheduled time or forfeit the game. Nonetheless, Tournament officials will have the option to shorten, reschedule or otherwise create such circumstances as will allow a game to be played on the field rather than be won by forfeit.

b. A minimum of seven players constitutes a team.

c. A forfeit will be recorded as a one to zero result.

d. The Tournament Committee will review abandoned games on a case-by-case basis.

e. **The determination of the Tournament Committee is final.**

7. Inclement Weather

a. Prior to the morning of the event, Tournament officials will use all available means to post weather updates, including website updates, emails to team contacts and the use of a Weather Hotline phone number.

b. Unless clearly advised otherwise by a Tournament official, all teams and coaches must show up at the scheduled field and time regardless of weather conditions. Failure to appear will result in a forfeit, which is scored as a two to zero loss, and may result in the rescheduling or loss of a team's future games at the Tournament.

c. In the event of stoppage of play due to severe weather conditions, a team representative is required to report to the Headquarters Station fifteen minutes after stoppage has occurred, at which time the remaining schedule may be resumed, cancelled, modified or any decision further postponed for another defined length, pending receipt of information to formulate a definitive resolution.

d. In the case of inclement weather, the Tournament Committee has the authority to change, cancel or reschedule any game and / or its format.

e. In the event of extreme weather conditions that dictate cancellation or modifications of the format that day, the Tournament Committee will determine what portion, if any, of the registration, referee and field fees are to be refunded.

f. **The determination of the Committee is final.**

8. Discipline

a. Coaches, players and spectators are required to conduct themselves within the Laws of the Game.

b. All disciplinary measures imposed by the Tournament Committee shall be limited to participation in the Showcase.

c. Notwithstanding section 8.b. above, cautions and ejections based on violent behavior, such as referee assault, will be referred to the appropriate governing body as required by such governing body's rules and regulations. A player or coach accumulating 2 yellow cards will be suspended for one game.

d. Players, coaches or any team official ejected from any game shall be suspended for at least one additional game, as mandated by F.I.F.A. Such players and coaches will not be with the team during the next match(es). They can be on the opposite side of the field and watch the game as spectators.

e. Spectators ejected from the field must leave promptly, and failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.

f. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.

9. Standings and Championships

- a. All game scores are recorded and will be posted on the website after the Tournament.
- b. Game cards will be used by the referee to record game results and disciplinary actions. Field marshals will deliver game cards to the registration desk.
- c. Tied playoff games will proceed to two five-minute overtime periods played to conclusion, with a one-minute halftime for teams to switch sides of the field. If still tied, teams will proceed to FIFA-style Penalty Kicks. (See d.8.d. below.) If available time is limited, the Tournament Committee may choose to inform the teams before the start of the game that tie scores will proceed directly to Penalty Kicks.
- d. Team standings are based on won-lost record, initially on games played within a group.
 1. Wins count for three points, ties for one point.
 2. Forfeits are recorded as a 1-0 score.
 3. In the event of tie, head-to-head is determinative, if applicable.
 4. In the further event of a tie, goal differential against in-group opponents will be determinative, with up to plus-4 or minus-4 units awarded per game.
 5. In the further event of a tie, the results of any crossover games out-of-group will be compared, first by won-loss, then by goal differential.
 6. In the further event of a tie, accumulated goals scored, with a limit of 4 per game shall determine the winner.
 7. In the further event of a tie, accumulated goals against, with a limit of 4 per game shall determine the winner. The winner is the team with the least goals allowed.
 8. Finally, teams will conduct a Penalty Kick Shootout. Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.
 - a. Each team will designate eleven players to take shots including one goalkeeper.
 - b. 5 initial shots per team, alternating teams, until a decisive result is reached.
 - c. If still tied, single alternating penalty kicks, until a decisive result is achieved.
 - d. Shootouts will be assigned to a designated area.
 9. In the event of a tie where both teams will still advance, and only seeding or bracket placement is at stake, the Tournament Committee retains the option of deciding such placement by coin toss.

10. Communications

- a. The official Tournament website is “www.socceragency.net/maps”.
- b. Teams are responsible for accessing the website for schedules and other relevant information. Note that upon accessing a frequently updated webpage, individuals should click Refresh on their web Browsers to ensure that the information being accessed is the most current.
- c. Teams should leave a cell phone number at the registration desk at the start of each weekend event, at check-in, as well as the name of their hotel if relevant, to assist in communications in the event of weather-related issues. The Team Contact’s cell phone must be in operation over the course of the event.
- d. Tournament officials will attempt to update the website, leave messages at hotels and call cell phone numbers to provide necessary information, but are not responsible for any failure to reach any given team or its members, during the course of a Showcase event.

11. General Information

- a. Coaches, players and their fans are expected to conduct themselves within the Spirit of the game. In this regard the Tournament Committee reserves the right to take disciplinary action as necessary.
- b. Under no circumstances will the Tournament Committee or staff be responsible for any part of any expenses, incurred by any team due to, but not limited to, part or whole cancellation of the Tournament due to circumstances beyond the Committee’s control (e.g., weather, facility operations, road closings, etc.).
- c. The Tournament Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained.
- d. All teams shall shake hands at the end of each game as a gesture of friendship and sportsmanship.
- e. Referee decisions may not be protested or disputed.

TOURNAMENT KEY PROCEDURES SHEET

(The complete set of Tournament Rules are posted on the Tournament Webpage and on the Scoreboard at Fort Dix.)

CHAMPIONSHIP PLAY

- Team standings based on won-lost record.
 - Wins count for three points, ties for one point.
 - Forfeits are recorded as a 1-0 score.
- In the event of tie, head-to-head is determinative, if applicable.
- In the further event of a tie, goal differential against in-group opponents will be determinative, with up to plus-4 or minus-4 units awarded per game.
- In the further event of a tie, the results of any crossover games out-of-group will be compared, first by won-loss, then by goal differential.
- In the further event of a tie, goals for followed by goals against (max 4/per game) will be used to determine the winner.
- Finally FIFA Shots from the Penalty Spot provisions shall be used.
- If both teams will advance, and only seeding is at stake, Tournament Committee may opt for coin toss.

PLAYOFF GAME TIES

- Two Five Minute overtimes played to conclusion.
- Switch goals at OT halftime / One minute timeout.
- If still tied, World Cup-style PK shootout.
- If facility time is limited, teams may be informed before the game starts that tie scores will proceed directly to shootout.

PENALTY KICK SHOOTOUT

- 5 initial shots per team, alternating teams, until a decisive result is reached.
- If still tied, single alternating penalty kicks until decisive result is achieved.
- Only the 11 players on the field at the end of the game can participate.
- All 11 must kick before any can kick a second time.
- Shootouts may be moved to a designated area.

CONDUCT FOR PLAYERS, STAFF AND FANS

- Obey all traffic directives and speed limits. Park in designated spaces only. No parking on grass.
- No smoking on or near playing fields.
- No alcoholic beverages on premises.
- Use only designated sanitary facilities.
- No pets on grounds.
- Use trash receptacles & clean up after your team.

ONSITE CONTACT CELL PHONE NUMBER

- HQ has the mobile numbers entered for the Team Contact on the online Registration. Teams must ensure that their Contact's mobile phone was correctly provided and works during the event.
- If possible, the Committee will attempt to contact that number in the event of schedule or field changes, shootouts needed to determine group winners, inquiries about game results, etc.

APPEALS; SIGNING GAMECARDS

- Coaches should ensure that they sign off on Gamecards in the possession of the game Referee upon the conclusion of each game. Scores should be checked to ensure they were recorded and totaled correctly, and teams identified properly.
- In the event of a dispute, signed Gamecards will usually be deemed dispositive.
- In certain cases, appropriate appeals will be considered only upon the concurrence of both team's coaches.
- Timely appeals will be considered by the Tournament Committee, and its decision will be final. At that point, no further protest will be tolerated.
- Untimely appeals (such as after the start of a playoff game or after an event has concluded) will not be heard.

WEATHER ISSUES; GAME STOPPAGE / RESUMPTION

- If weather concerns exist just prior to the event, the web Tournament Homepage will provide updates the evening before the first day; after 6:00 AM, if deemed necessary, weather updates may be posted on 732-940-7302 (do not call earlier and do not leave messages, they will not be checked during the event.)
- Teams should have a pre-determined communications procedure as their Team Contact is informed of determinations about weather delays, playoffs, etc.
- During play, games may be interrupted by the referee or field marshal for lightning or severe downpour.
- Fifteen minutes after game interruption, the Team Contact must report to HQ, for announcement of game resumption, game cancellation or postponement of final decision until a subsequent check-in time. Decisions as to new time slots and game lengths may also be announced.
- Generally, games that have reached halftime will not be resumed, and their result will be final.