

## **MANCHESTER SOCCER CLUB/NUTMEG CLASSIC**

### ***RULES AND REGULATIONS***

All of the tournament games will be played in accordance with the laws of the game as issued by the FIFA unless modified herein. The following statements (**RULES**) supplement the laws of the game. These supplementary rules are a guide and are not detailed. Only the intent is being expressed.

**RULE 1 - ELIGIBILITY:** All players must be born in the year of their age group classification or in a later date. No player is allowed to be registered with more than one team or to transfer from one team to another during the tournament. All players must be properly registered with the CJSA or their state organizations. Teams must register before their first game. Registration will include the checking of certified rosters, guest player forms (if applicable), player passes and Nutmeg tournament medical/general release forms. Permission to travel forms are only required for teams from outside of Region 1 or New Jersey.

**RULE 2 - ROSTERS:** Certified Rosters will be required to be submitted prior to the tournament and each team shall be limited to those players listed on the roster and guest players as allowed under the rules. In the event that any player is added to the squad after the first game, or an ineligible player is used, that team shall automatically forfeit all games in which the player is used. Player passes and Nutmeg tournament medical/general release forms must be presented at registration. Jersey numbers must be listed on the submitted roster.

**RULE 3 - NUMBER OF PLAYERS:** Each U/10 and U/11 team may be composed of a maximum of **seventeen (17)** players. Each U/12-U/14 team may be composed of a maximum of **twenty (20)** players. A game may not be started with fewer than seven players properly uniformed on each team. After the game is started with seven players, it may not continue with fewer than seven players. In the event that the team cannot produce seven players or is reduced to less than seven players after the commencement of the game, it shall forfeit the game. A team shall have five minutes leeway from the referee's signal for captains to field a team before a forfeit shall be declared. Forfeit scores shall be **1-0**.

**RULE 4 - GUEST PLAYERS:** League certified rosters listing fourteen (14) players or less will be allowed two (2) guest players. League certified rosters listing fifteen (15) or more players will not be allowed any guest players. Rosters including guest players should be tournament certified by Club Registrar and completed guest player forms must accompany roster.

**RULE 5 - SUBSTITUTIONS:** Substitutions are unlimited and will be made at midfield, with the referee's permission, according to CJSA and USYSA rules. No protest will be considered for allowing or not allowing substitutions.

**RULE 6 - CONDUCT:** Players, as well as coaches, managers and team supporters, are expected to conduct themselves within the spirit of the law as well as the letter of the law. Improper/unsportsmanlike conduct of players or coaches will mean an immediate suspension from the next scheduled game. Decisions regarding suspension from next scheduled game by Tournament Director and Referee Coordinator will be considered final.

**RULE 7 - YELLOW CARDS/EJECTIONS:** Should a player/coach be ejected from a game, the player/coach will be suspended from that team's next scheduled tournament game. A player receiving a second yellow card in the tournament will be suspended from that team's next scheduled tournament game. A forfeited game will be counted as a next scheduled game.

**RULE 8 - POSITION OF THE PLAYERS/SPECTATORS:** Each team's players and spectators will take a position on opposite sides of the field, where possible. Spectators or players will not be permitted behind the goal line while the game is in progress.

**RULE 9 - ASSISTANT REFEREES:** Although every attempt will be made to provide Assistant Referees, each team will provide Assistant Referees when necessary. When Assistant Referees are not available, home team will provide first Assistant Referee and visiting team the second Assistant Referee.

**RULE 10 - FORFEITS:** Any team forfeiting a game is not eligible for a first or second place finish or semi-final berth. Any team that cannot produce seven players, or is reduced to less than seven players after the commencement of the game, shall forfeit the game. Forfeit scores shall be 1-0. Completed games will remain as played for standings.

**RULE 11 - PLAYERS UNIFORM AND EQUIPMENT:** Teams must wear numbers on the backs of their shirts. Each player shall have a different number and this number shall coincide with the player's name as shown on the roster. In the event of team colors clashing, the home team will change colors-the home team being that team listed first in the schedule. Each team shall have two sets of jerseys of different colors.

**RULE 12 - PROTESTS:** There will be no protests. All decisions regarding the rules of play by the Tournament Rules Committee will be considered final.

**RULE 13 - REFEREE'S REPORT** - The referee will deliver his official written game report to the field marshal.

**RULE 14 - GAME DURATION:** Games will consist of two (2) 25 minute halves with five minute break at half. Teams are not allowed to warm up on game fields. Use of the designated warm-up area is requested.

**RULE 15 - STANDINGS:** The tournament will be played in accordance with the schedule provided for each team. Rankings will be determined by points awarded for:

**GAME POINTS:**

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- Canceled games will be a 1-1 tie
- Forfeit games will be 1-0

**RULE 16 - TIE BREAKING:** If a tie should exist in the standings for advancements to division finals, the following tie-breakers will be used in this order:

- a) Head to head competition (does not apply if three or more teams are tied).
- b) Team with most wins.
- c) Bonus points: +1 (each goal scored) or -1 (each goal against) bonus point will be awarded for all goals scored in each game to arrive at a net difference bonus total. The maximum net bonus points is 3 per game. Net difference definition is a plus (+) amount for goals scored and a minus (-) amount for goals allowed. (Example: Team A won a game with a score of 3-1. Bonus point net total for this game is +2). In addition to the net amount, a +1 bonus point will be awarded for each shutout. Both calculations are required for tie breaker Part c.
- d) Least number of goals scored against.
- e) If the teams are still tied after the above tie-breakers are calculated, the teams will adjourn to an available field and proceed with penalty kicks-FIFA rules.
- f) In the event of tie during the semi-finals and final games, there will be two five minute overtimes. If a tie still exists, then the winner will be determined by penalty kicks-FIFA rules.

**RULE 17 - AWARDS:** Trophies will be awarded to all first and second place teams and individuals in the U/11-U/14 Divisions. Participation awards will be presented to all individuals in the U/10 Division.

**RULE 18 - INCLEMENT WEATHER:** Games stopped because of inclement weather, that have reached halftime, will be considered completed and the score will stand as recorded. Decisions as to the restart of tournament play will be made by the Tournament Director and the Referee Coordinator.

**RULE 19 – RESCHEDULING OF GAMES:** Games unable to start greater than 15 minutes from the tournament schedule due to situations beyond the control of the Tournament will be rescheduled. The Tournament Committee will reschedule the game on any available tournament field/time, taking into consideration the next tournament schedule playing time of the affected teams. Once the closed field of play has been deemed safe and playable, the next published tournament-scheduled game will kick off and the tournament schedule will be followed the balance of the day.

**RULE 20 - TOURNAMENT CANCELLATION:** Cancellation of the Nutmeg Classic Invitational Tournament due to situations beyond control of the Tournament will be made by the Tournament Committee as far in advance as is possible and team representatives will be notified immediately. Upon tournament cancellation, the Tournament Committee will review time and causes for tournament play cancellation to determine potential refund status of team entrance fee. Teams will be notified by mail of refund decision.