

Suffield Invitational Soccer Tournament

Rules and Regulations

All tournament games will be played in accordance with the laws of the game as issued by FIFA, unless modified therein.

RULE I – ELIGIBILITY

All players must play in the year of their age group classification or in an older group. Proof of birth date will be by USYSA or certified state, provincial or national player pass or registration card. No player may be registered with more than one team within the same age group. Dual rostering is permitted if a player plays up an age bracket.

Up to four (4) guest players are permitted per team. These players must be identified at registration with valid passes for a guest player to be eligible. Teams using CJSA roster will need a CJSA tournament roster with guest players listed on it. Non CJSA teams need guest player form signed by the club and a valid pass. These guest players must also be released to play as a guest player by their district registrar.

RULE II - ROSTERS, MEDICAL RELEASES & PLAYERS PASSES

Rosters, medical releases, and passes shall be submitted prior to the Tournament via mail or at registration. Teams that would prefer to register by mail will need to send the following to the Suffield Soccer Club 2 weeks prior to the tournament: certified roster and medical releases for each player. Teams choosing to mail in advance of the tournament will then report to the tournament head quarters to have player passes validated at least 1 hour prior to their first game. Tournament officials will hold all rosters. Rosters must properly identify team coaches and/or managers and must list each player's name and jersey number. All players must use the Suffield Soccer Club medical release form.

There will be no changes to a roster once a team has played its first game. Coaches are under the honor system with respect to playing ineligible players. Although player passes will not be reviewed prior to each game, tournament officials may select certain games and spot check player passes either prior to commencement or upon completion of a game thereof. If an ineligible player is used, that team will automatically forfeit all games in which the player was used by a score of 1-0 and be subject to disqualification from the Tournament.

RULE III - NUMBER OF PLAYERS

U9 - U11 teams shall be composed of a maximum of 18 players.

U12 - U17 teams shall be composed of a maximum of 25 players.

U9, U10, and U11 games will be played 8v8 (inclusive of goalkeeper) on a smaller than normal field and with smaller than normal goals. All U12 games will be played 11 v 11.

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RULE IV – SUBSTITUTIONS

Substitutions will be unlimited but may only be made at the following times provided the referee has given permission.

1. Prior to a throw-in by either team.
2. Prior to a goal kick by either team.
3. Prior to a corner kick by either team.
4. After a goal has been scored.
5. When the referee, due to injury, has stopped play.
Both teams are allowed unlimited substitutions in this situation.
6. At half time.

RULE V - DISCIPLINE, PLAYER EJECTION & CAUTION

Should a player or coach be ejected from a game by the referee, the player or coach will be suspended for the remainder of the game and for the next game their team is scheduled to play and cannot be at the field. Any player or coach ejected for a second time shall be suspended for the remainder of the Tournament. Said suspensions will only apply to the Tournament play.

Should a player or coach be cautioned (yellow card) in two games during the Tournament, that player or coach will be suspended for the next Tournament game. Said suspensions will only apply to the tournament play.

We expect the highest quality sportsmanship from players, coaches, and spectators. Referees may take any action against conduct, which they feel, is not in the best interest of the game. Field marshals shall assist referees when so requested to insure spectator cooperation and sportsmanship.

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RULE V - DISCIPLINE, PLAYER EJECTION & CAUTION **(continued)**

The issuance of red and yellow cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded by the Field Marshals and reported by the Tournament Director to CJSA. The club/league of the players, coaches, team or supporters involved, except that all matters involving a referee assault shall in accordance with USSF rule 1108 be referred immediately to CJSA.

U9 and U10 teams all receive a participation awards. Coaches at this level are asked to not allow a blow out or goal differential greater than 6.

RULE VI - PLAYER UNIFORMS, EQUIPMENT & KICKOFFS

Players must wear numbers on the back of their shirts which match the certified roster. Each player shall have a different number. In the event of team colors clashing, the home team will change colors, the home team is designated on the schedule. Visiting teams will cooperate and change colors if they have alternate uniforms and the home team does not. The visiting team will kick off at the beginning of the first half and the home team will choose which goal to defend.

RULE VII – PROTESTS

Per CJSA rule 4300 either the Tournament Director or the site director who will contact the Tournament Director shall rule on a protest. Their respective decisions shall be final. Protest must be communicated to Tournament Director(s) within one-half hour of the completion of the game in question.

**PROTEST CONCERNING JUDGMENT DECISIONS MADE BY THE REFEREE
WILL NOT BE ENTERTAINED.**

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RULE VIII – WEATHER

In the event of inclement weather, the Tournament Director shall have the absolute authority to change the format of the Tournament in any way as follows:

1. Relocate or reschedule any game.
2. Change the duration of any game.
3. Should a game in progress be terminated due to weather or other conditions after 25 minutes have been played, the game will be considered official and the score at termination will stand.

No refund of fees will take place due to changes in Tournament format because of inclement weather.

RULE IX - BALL SIZE, GAME DURATION & STANDINGS

Ball size #5 will be used for all U13 through U17 age groups. All other age groups will use a #4 ball.

All games will consist of 25-minute halves with 4 minutes allowed for half-time. Games will start at the designated times and pre-game warm-up is NOT permitted on the game field except for the first game of the day or the first game after a designated break period. Tournament officials may elect to forfeit any team that does not appear for its scheduled game within 10 minutes of its scheduled start time.

All forfeits shall be recorded with a score of 1-0.

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RULE IX - BALL SIZE, GAME DURATION & STANDINGS **(continued)**

The tournament will be a round robin format. Game ending in ties will NOT be broken. Three (3) points will be awarded for a win and one (1) point will be awarded for a tie. Standings will NOT be kept in the U9 and U10 divisions. At the end of round robin play, division winners will be those teams with the most win/tie points in their divisions. Forfeiture of a game makes a team ineligible to be a division winner or runner up.

Breaking of Ties: If two teams have the same number of win/tie points the following priority will be used to determine selection of a winner.

1. The result of head to head competition between the tied teams.
2. Number of shutouts.
3. Least goals allowed.
4. Goal differential - maximum of 3 points per game.
5. If still tied after above criteria have been applied then Co-Champions will be declared.

The Tournament Director will have final decision in any and all situations pertaining to the Tournament Activity.