



TOWN OF WALLKILL SOCCER CLUB

2022 Labor Day Tournament Tournament Rules

PROPERTY DAMAGE:

It is essential that the town's properties, facilities and neighboring private property be respected. Teams will be required to pay for any property damage caused by their team.

SPORTSMANSHIP:

In accordance with FIFA policy, there shall be no dissent between players and/or coaches, and the referee. Questioning a referee's call is considered dissent. Coaches are responsible for the actions of their fans, and are expected to demand their support in monitoring and enforcing this policy. A player or coach who receives a red card is automatically ejected from the tournament. A player or coach who receives two yellow cards in a game is out of the game and the following game. A player or coach who receives three yellow cards during the tournament is ejected from the entire tournament. For gross misconduct, the Tournament Director will suspend a player or a coach for the entire tournament. Any coach that receives a suspension will not be permitted to participate as a coach or an assistant for any other age group or team.

PROTESTS:

NO protests shall be allowed.

AGE & ELIGIBILITY:

Maximum roster size for U9 and U10 is 16. U11 and U12 are 18. U13 and up is 22. Teams must be affiliated with the USYA and/or USSF. **All premier teams will be required to play up.** Team rosters, medical release forms and player passes will be required at the team sign in on the day of the tournament. A maximum of three guest players will be permitted. Players may compete for only one team in a division.

LAWS OF THE GAME:

Tournament games will be played under FIFA rules with the following exceptions:

1. Unlimited substitutions at all stoppages with the consent of the referee. All substitutions to be made at the halfway line.
2. Match duration as described below.
3. No casts of any type will be allowed to be worn by players.
4. Build out lines will be in effect for U10 and younger matches.

PLAYER EQUIPMENT:

FIFA rules apply. Shin guards are mandatory and must be completely covered by a sock worn over the shin guard. Jerseys will be tucked into the players' shorts at all times.

STARTING TIMES:

A team must be on the field with a minimum of seven dressed players at the scheduled start of play or forfeit the game.

Exceptions are U9 and U10, which may start with a five player minimum.

DURATION OF PLAY:

The start and end of the games, including half time, will be signaled by a horn.

- There will be a 3-minute halftime signaled by a horn at the 25-minute mark, at which time the teams will switch ends.

- Teams must be ready to play when the horn blows to start the game or half. Coaches are responsible for having their team ready. Teams not ready to start will be guilty of Delay of Game which will result in disciplinary action.

- THERE WILL BE NO STOPPAGE TIME ADDED FOR ANY REASON (except due to extenuating circumstances as determined by Field Marshall). At the sound of the horn the game is over regardless of the current state of play.

These rules are subject to change as directed by the Tournament Director.

HOME TEAM/UNIFORM:

The home team will be listed first on the schedule. The home team will kick off. The visiting team will choose the goal to defend. Each team will bring an alternate jersey. In case of conflict of colors, the Away team will change jerseys.

PLAYOFF GAMES:

In the event that a playoff system is used, and there is a tie after regulation time, the winner will be decided by two (2) 5-minute overtimes with teams changing goals and no break. A coin toss will determine the team to kickoff. If still tied, the winner will be determined by penalty kicks.

PLAYER PASSES:

Player passes will be checked at Registration and may be checked prior to any game. However, any coach has the right to challenge any player on any opposing team. The referee must be notified of the challenge prior to the completion of the game and the player and his/her pass will be examined after the game. Any team using an illegal player or one without a valid pass shall receive no points for all previous games. Their opponent(s) shall receive three (3) points for a win. The offending team's league and state association will be notified.

STANDINGS:

Each team will be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. Teams winning a game by forfeit shall be credited with a 3-0 win. Teams will be ranked according to total points earned. In the case of ranking ties, the following criteria will be used to break the tie in the order they are listed:

1. **Head to Head**
2. **Goal differential**
3. **Fewest goals allowed**
4. **Most wins**
5. **Most goals scored**
6. **Most shutouts**
7. **Penalty kicks- 3 v 3**

WEATHER:

Due to circumstances or conditions beyond its control, the Tournament Committee will not be responsible for loss of any funds due to the cancellation of all, or any part, of this Tournament. The Committee reserves the right to withhold \$100 of the registration fee for administrative purposes. Referees and the Referee Coordinator will work with the Tournament Director to describe the severe weather procedures before the tournament begins. In the case of severe weather, the Tournament Director shall be in charge. However, the Tournament Director will consult with the Referee Coordinator, town officials, and monitor weather tools when making any decisions. In the event of lightning, one long blast of an air horn will indicate that teams should leave the playing field and seek shelter. Play will be stopped for up to 30 minutes following the last visible signs of lightning. Two short blasts of an air horn will indicate players should return to the field. Three short blasts of an air horn will indicate that play will begin. The current game or subsequent games may be shortened to accommodate weather conditions.

GENERAL:

1. Coaches are required to bring player cards and medical release forms to every game. AYSO teams should contact the tournament director for special instructions. No recreational players will be allowed for insurance reasons.
2. Players and coaches of each team will sit on one side of the field and spectators from both teams will remain on the opposite side of the field. Players/coaches and spectators will not be on the same side of the field.
3. If a game is temporarily suspended due to weather, field conditions, or other situations, each team must check with tournament headquarters for further instructions.
4. The Tournament Director's interpretation of the foregoing rules and regulations shall be final.
5. The Tournament Director reserves the right to decide on all matters pertaining to the East Fishkill Memorial Day Tournament.
6. No alcohol is permitted - all alcohol is strictly prohibited.
7. No barbeques, stoves or open flames allowed except by vendors.
8. Park in designated areas only and do not block other cars in. Violators may be towed at the owner's expense.

The Town of Wallkill soccer club, the Town of Wallkill and Blue sky sports complex assume no responsibility for any injury resulting from participation in this tournament. By accepting these rules and procedures, all participating clubs and players indicated that they carry their own insurance and will hold harmless the Town of Wallkill Soccer club, the Town of Wallkill and Blue Sky Sports Complex.