



Branchburg Travel Soccer Club

Fall Classic Tournament

Tournament Rules

All Tournament games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein. The following statement of Rules and Regulations supplement the Laws of the Game.

Rule 1 – Procedures for Determining Final Team Standings (Does NOT apply to U8-10 divisions) :

The team with the highest point total at the end of their three games will be determined to be the winner of their flight, based on the following:

1. 3 points for a win*
2. 1 point for a tie
3. 0 points for a loss

*If a winning team exceeds the goal differential, 1 point will be deducted (winning team will get 2 points instead of 3)

If there is a tie, the following procedure will apply in this order:

1. Head to head winner (unless more than two teams are tied)
2. Most wins
3. Goal differential
4. Most goals scored with a maximum goal differential of 6 per game
5. Fewest total goals allowed
6. Co-champions (or coin flip to see who makes it into the championship game)

In breaking ties among 3 or more teams, the procedure is immediately restarted among remaining teams each time a team is eliminated (to include head to head when only 2 teams remain).

Rule 2 – Player Equipment:

1. Soccer shoes must meet FIFA specification
2. All players must wear individually numbered jerseys. The number must coincide with the players name/number on the official team roster. The individual number must be different for each player
3. In the event of a color conflict, the home team will change. The home team is the team listed first on the schedule
4. Goalkeeper's uniforms must clearly distinguish them from other players and the referees
5. No jewelry will be worn
6. All players must wear shin guards while participating in a match. Socks must be pulled up above the top of the shin guards. All players must be entirely uniformed. Deviations from the team uniform must be corrected before a player's participation in the match. "Boxer" shorts, "cut-offs", "Sliders", etc. that are exposed to view under the regular soccer shorts are only permitted if they are the same color and match the uniform shorts
7. Players with casts will not be permitted to play. Splints may be worn only if properly padded and only with the permission of the referee. The referee's judgment will be final
8. In the event of an unresolved color conflict, the referee may direct the home team to wear pinnies

Rule 3 – Duration of Games:

U8 – U12 (7v7, 9v9): 25 minute half with 3 minute halftime

U13 – U19 (11v11): 30 minute half with 3 minute halftime

Rule 4 – Kick Off of Game:

The team listed as the home team on the game card will start the game with the kick off.

Rule 5 – Forfeits:

If a team is not ready to play 10 minutes after the scheduled start time, the team will forfeit that game. In the case of a forfeit the game will be considered a 5-0 win for the team on the field ready to play.

Rule 6 – Protests:

No protest will be allowed. The decisions of the referee and the Tournament Committee will be final.

Rule 7 – Conduct:

Players are expected to conduct themselves within the spirit as well as the letter of the Law. Players ejected from a match (Red Card) must sit out, at a minimum, the remainder of that match plus his or her team's next match. No substitution may be made for the ejected player during the match in which the offense occurred.

All Red Cards, especially ones issued after the end of regulation play or as a result of physical assault are subject to review by the tournament officials and a more severe penalty may be imposed.

Rule 7 – Conduct continued:

A Yellow Card displayed by the referee indicates a caution. Two yellow cards given to the same individual for any infraction during the tournament will result in that player being unable to play in his/her team's succeeding match.

Coaches are responsible for the conduct of their spectators. Referees, in addition to the authority vested in them pursuant to FIFA laws, are encouraged to issue cautions (Yellow Card) to the coach for unruly or abusive behavior on the part of the spectators.

A second caution issued for this reason, to the same coach, will constitute a Red Card to the coach. The referee can terminate or suspend play at their discretion.

Rule 8 – Mercy Rule:

It is important to set the tone with our young athletes and remember the purpose of participating in youth soccer is to develop in the players, the skill of soccer and the ideals of good sportsmanship, honesty, and loyalty through competition, in the game of soccer. It will be the coach's responsibility to keep the goal differential to no more than 6 goals. If a winning team exceeds the goal differential, 1 point will be deducted from the winning team's bracket points.

Rule 9 – Team Field Position:

Players and coaches will take up a position on the same side of the field. The spectators will be on the side of the field opposite the players and coaches and behind the spectator restraining line.

Rule 10 – Substitutions:

Unlimited substitutions with the permission of the referee are allowed as follows:

1. Unlimited substitutions are allowed with the referee's permission at every stoppage in play (for example, throw ins, goal kicks, after goals, upon stoppage for fouls, etc.) Free substitution is allowed for all age groups unless teams are advised in advance.
2. 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.
3. Players standing at midfield should be substituted into the game at the next stoppage of play unless they remove themselves from the midfield position prior to stoppage of play.
4. Player(s) may enter the field of play only when they have been acknowledged and beckoned on by the center official. Entering player shall wait until exiting player has fully exited the field before entering.
5. There shall be no substitution for ejected players.

Rule 11 – Awards:

Standings will be maintained at all levels and teams placing first will receive awards.

Rule 12 – Small Sided Rules:

Small sided play is offered at U8-U12. See *Small-Sided Supplemental Rules* for additional information.

Rule 13 – Guest Players:

Up to 3 guest players are permitted. Guest players are required to have a valid player pass for the current fall season.

Rule 14 – Team Check In:

The coach of all teams must check in at least one (1) hour before the starting time of the team's first game. All teams must report to the Field Marshal at the field at least 30 minutes prior to their first game. All players will present their current fall season player pass to the Field Marshal for validation.

Rule 15 – Inclement Weather:

The Tournament Committee reserves the right to modify the tournament and its rules as necessary for the fair and orderly conduct of the tournament and specifically to make the following changes in the event of inclement weather:

1. Relocate and/or reschedule a match
2. Reduce scheduled duration of matches
3. Cancel matches having no impact on the trophy winners; and
4. Cancel all or part of the tournament for the safety of the players

Should a game be terminated due to weather conditions, at or after half-time, the game will be considered official.

Should a game be terminated due to weather conditions prior to half-time, the game will be considered a 0-0 tie.

Rule 16 – Tournament Cancellation Policy:

If the Branchburg Fall Classic Tournament is canceled for any reason before the start of the tournament, the Branchburg Travel Soccer Club will refund 80% of the team's entry fee.

Rule 17 – Golf Cart Policy:

You must have a valid NJ Driver's license to operate a Golf Cart at the Branchburg Fall Classic Tournament.



Branchburg Travel Soccer Club

Fall Classic Tournament

Tournament Rules

Supplemental Rules for Small Sided Divisions (U8-U12)

All rules will apply to all age groups unless specifically referenced in these rules. The rules below apply to all U8, U9 , U10 and U11/U12 divisions.

1. **Duration of Game:**

U8 – U12 – (2) 25 minute periods with (1) 3 minute break

2. **Free Kick Encroachment:**

The encroachment distance will be 8 yards

3. **Penalty Kick:**

Penalty kicks will be taken from a penalty mark that is mid-way between the goalie box and the penalty box on each field, or at a place deemed most appropriate by the center official.

4. **Throw-In:**

When a throw-in is in violation of the rules, the player will be told the correct procedure by the referee and allowed to take it over. Should the second attempt also be in violation, then the ball will revert to the other team. This does **NOT** apply to U11 and U12 divisions.

5. **Corner Kick:**

The encroachment line will be marked at the discretion of the center official.

6. **Heading:**

Heading of the ball is not allowed at the U8 – U11 divisions. Any infraction of this rule will result in the awarding of a free kick to the opposing team at the point of the infraction. If the infraction occurs within the penalty area, the kick should be awarded on the penalty area line, parallel to the goal at the point nearest the infraction.

Teams Playing 7v7 – Build Out Line

All teams playing 7v7 games will employ a Build Out Line (BOL). The purpose of the BOL is to improve playing of the ball out of the back in a less pressured setting. It also denotes where offside offenses can be called.

1.1 BOL Field Markings

The two BOL's are equidistant from the penalty area line and the halfway line. They are parallel to the goal line. The markings can be painted on the field or marked with sideline cones, on-field flat cones, sideline flags or any other reasonable and safe method.

1.2 BOL Modified Rules

The BOL will be used to denote where offside offenses will be penalized instead of the halfway line. Players are not offside if they are between the BOL and the halfway line, but are in an offside position if they are between the BOL and the end line of their opponent's end of the field.

1.2.1 Goalkeeper Possession

If the goalkeeper has the possession of the ball in their hands, please adhere to the following:

The opposing players must retreat behind the closest BOL before the goalkeeper is compelled to place the ball into play.

The goalkeeper has six (6) seconds to release the ball. The count starts when the opponents have retreated behind the BOL.

The goalkeeper may choose to put the ball in play prior to a full retreat of the opposing players to the BOL.

Opposing players may pressure the ball once the goalkeeper has put the ball into play, and one of the following conditions is met: a second player touches the ball, the ball stops moving, or the ball crosses the BOL.

Goalkeepers must throw, roll or play with their feet to put the ball into play.

1.2.1 Goalkeeper Possession continued:

Goal keepers cannot punt or drop kick the ball. If a punt or drop kick occurs, the restart is an indirect free kick at the point of the infraction. If a punt or drop kick occurs inside the goal area the indirect free kick is taken at the goal area line parallel with the goal line at the point where the infringement occurred.

1.2.2 Goal Kicks and Defending Free Kicks behind the BOL

Once a goal kick **OR** a free kick (direct or indirect) has been awarded to a defending team and the spot of the kick is between the defending team's goal line and the BOL:

The kicking team may choose to put the ball in play prior to a full retreat of the opposing players to the BOL;

Before the kicking team is compelled to place the ball into play, the opposing players must retreat the greater of; a) behind the BOL or b) eight (8) yards;

If an opponent pressures the ball before the ball is put into play, the free kick or goal kick is retaken.