

Cinnaminson Soccer Club

Thanksgiving Tournament Rules

RULE 1 - REGISTRATION

All registration will be conducted online. CSC will accept no in person registrations prior to or in-person at the tournament. All registration payments must be made at time of registration. All payments must be made online. No team will be accepted or games scheduled without online payment being made. No refunds will be given for teams that withdraw after October 1.

All registrations must be complete three weeks prior to the start of the tournament. The following documents are required once registration is accepted by CSC:

- Official roster with governing body stamp/logo. Players shall play for one team only. A maximum of three (3) guest players for ages U8 through U10 and four (4) guest players for ages U11 through U15 are permitted. Rosters are limited to a maximum of 18 rostered players for U13-U18, 16 rostered players for U11-U12 and 14 rostered players for U8-U10. All rosters will be frozen the week of the event. Any guest players may be handwritten with all information present onto the official team roster.
- Player Passes for all players (including guest players) - must be current year passes from a U.S. Soccer organization with approved carding organizations (US Club, USYS, ASYO, USSA, etc.).
- Current medical release forms for all players (including guest players) - they do NOT need to be notarized.
- Signed Medical Releases for all players participating (even guest players) must be carried at all times by coaches while participating in the tournament.

RULE 2 - LAWS OF THE GAME

Games will be played under FIFA Laws of the Game unless otherwise indicated in these instructions.

RULE 2A – BUILD-OUT LINE

Goalkeeper (GK) Possession (7v7 U8-U10)

When the GK has possession after a save, the GK may wait until the opposing team moves beyond the build out line.

The opposing team must wait behind the buildout line until one of the following conditions are met:

- The 2nd touch by a teammate
- The ball comes to a stop
- The ball crosses the buildout line

Any infringement of these will result in an indirect free kick (IFK) at the spot of the infringement by the opposing team at the buildout line

If the GK places the ball down at their feet to kick or dribble, the ball is live and the opposing team may come across the buildout line without any foul.

If the GK decides to throw the ball BEFORE the opposing team is behind the buildout line, they do so at risk and there is no infringement of the rule, play resumes.

Once the opposing team is completely behind the build out line, possession timing rules shall be applied to the GK.

Goal-Kick (7v7 U8-U10)

The opposing team must move behind the buildout line until one of the following conditions are met:

- The 2nd touch by a teammate
- The ball comes to a stop
- The ball crosses the buildout line

Any infringement of these will result in an indirect free kick (IFK) at the spot of the infringement by the opposing team at the buildout line.

Goal-Kick (9v9 U11-U12)

Opposing players are to remain outside of the penalty area (18) until the ball has:

- 2nd touch by teammate of kicking team
- Ball has come to a stop
- Ball has come out of the penalty area

The restart for any infringement is a retake of the goal kick by the kicking team

RULE 3 - TEAM ELIGIBILITY

All participating teams must be registered to a U.S. Soccer member organization. All Non-US Club Soccer teams must have permission to travel from their state association at registration.

RULE 4 - PROOF OF AGE

All participants shall use a player pass with photograph issued by a U.S. Soccer member organization. The player passes shall be verified and checked against the team roster at check-in. It is also mandatory that waiver for medical attention be obtained for each player. Passes may be checked 15 minutes prior to any game by a Tournament official or referee, should a concern arise about any player.

RULE 5 - SUBSTITUTIONS

Normal U.S. Club Soccer substitution rules shall prevail to include substitution for a yellow carded player.

RULE 6 - CONDUCT

All players, coaches and spectators are expected to conduct themselves within the spirit of the game. Players or coaches ejected from a game will not be permitted to participate in the next scheduled game and/or event. EACH RED CARD WILL RESULT IN THE LOSS OF A GAME POINT, see Rule 9. The Tournament Committee may take further action. Coaches are responsible for the conduct of their players, parents and supporters.

RULE 7 - DURATION OF THE GAMES

Due to the number of games, a running clock will be kept during tournament play. Ties are permitted during tournament play.

QUALIFYING ROUND GAME LENGTH

- Division II and III (U13 To U16) – 2 x 30 minutes, size 5 ball
- Division IV and V (U8 to U12) – 2 x 25 minutes, size 4 ball

RULE 8 - EXTRAORDINARY WEATHER

In the event of extraordinary weather conditions (i.e. heavy rain, poor playing field conditions) the Tournament Committee shall have the authority to change the above format as follows:

- a) Relocate and reschedule any game
- b) Reduce by up to 50% the scheduled duration of any game.
- c) Consider a game complete that has been called by the official with 25% or less remaining unplayed.

Teams that are impacted by extraordinary weather will receive refunds/credits based on the number of games played, as outlined below:

- 2 games played - Teams will receive a 25% credit towards the next year's Tournament
- 1 game played - Teams will receive a 35% refund and a 25% credit towards the next year's Tournament

If the tournament is cancelled prior to any games being played for weather related purposes, the tournament agrees to refund 80% of the entry fee (registration fee).

RULE 9 - DETERMINATION OF DIVISION WINNERS

Division winners and runners-up will be determined as described below. Game points will be used to determine winners in each flight and will be the only determining factor unless teams are tied in points at the end of competition.

Each team accumulates points as follows:

- **Win** – 3
- **Tie** – 1
- **Loss** – 0 points

- **Bonus** – 1 point is awarded for a shutout
- **RED CARD: MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED**
- **YELLOW CARD: Four or more yellow cards in any one game will also result in the loss of a game point. Two yellow cards issued to a player in any one game are considered a red card and will not be counted as yellow cards.**
- **A 0-0 Tie** - A 0 – 0 tie is scored 2 points for each team. 1 for the tie and 1 for the shut out.

Teams shall be awarded the bonus points for goals scored without regard to the outcome of the game. That is, the losing team will receive points for goals scored, and 0 points for the loss.

Tiebreakers:

In the event of a tie in points at the end of bracket play, the bracket winner is determined as follows

- Winner in head-to-head competition
- Goal differential, maximum of +/- 3 per game
- Goals against (maximum of 3 goals per game)
- Goals for (maximum of 3 per game)
- Most total wins
- Most shutouts
- If a tie still exists after all above has been exhausted, FIFA Kicks from the Penalty Mark will be taken at a designated area.
 - *Winner of coin toss will have choice of shooting first or second.*
 - *Each coach will select the players equaling the number of players in their game model. The chosen players must include the goalkeeper, i.e., for 7v7 the coach chooses his goalkeeper and “6 Field Players” for the 7 players to participate in the shootout.*
 - *After five (5) shots, the team with the most goals will be declared the champion.*
 - *If the teams are tied after five (5) shots, the shootout continues with each team alternating shooters in a golden goal format. No player may shoot twice until all players (including goalies) have shot once.*

RULE 10 - GRACE PERIODS AND FORFEITS

A team will be allowed a 10-minute grace period from the scheduled kick-off time before the game is awarded to the opponent. The game will be shortened to allow for the grace period. A minimum of seven players constitutes a team and play will start with this number of players. Only if there are less than seven players will the grace period be allowed.

In the event a team forfeits a game, the winner will be awarded a 1-0 victory with applicable bonus points. Goals against average will be determined by taking the number of goals allowed and dividing by the number of games actually played. Any team forfeiting a game will not be eligible for championship or runner-up trophies.

RULE 11 – MERCY RULE

The maximum permitted goal differential in any game is 6 goals. In the interests of good sportsmanship, coaches are responsible to limit one-sided scores by any means necessary, including sitting starters,

playing with fewer players than permitted, only permitting shots off volleys or headers, etc. Teams whose goal differential is more than 6 as a final score will lose one point.

RULE 12 – COVID-RELATED CANCELLATIONS

CSC will actively work to contain expenses in the most equitable way possible in the event that a cancellation becomes necessary due to COVID-19. If the tournament gets canceled prior to three weeks before the start of the tournament due to COVID-19, 100% of registration fees will be refunded. Within three weeks, 10% of the registration fee will be retained by CSC and 90% of registration fee will be refunded. The retained portion will be used to cover overhead expenses related to the Tournament. If a team cancels their registration after payment/acceptance for COVID related purposes, but before the schedule is released, 10% of the registration fee will be retained. If a team cancels their registration after the schedule is released, 50% of the registration fee will be retained.

RULE 13 – GOLF CARTS

Anyone operating a golf cart or any type of ATV is required to have a valid driver's license