

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. All registrations must be complete by 10/31/2022.

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 U16 are permitted. 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.
- 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 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.

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

Teams will be awarded points on the following basis:

- Three (3) game points for a win
- One (1) game point for a draw
- No (0) points for a loss.
- Red Card: One game point will be deducted for each red card.
- 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.
- Mercy rule: any goal differential of greater than 6 goals in the final score will result in loss of one game point for the team violating the rule.

Bonus point, to be used only as described in the following tiebreakers, will be awarded. Up to three bonus points will be awarded for goal differential. Two additional bonus points will be awarded for a shutout.

At the end of tournament play, the winner will be that team with the most game (win-tie) points in their division. In the event of a three-way tie, the tie breaker system will be used until one team is eliminated.

At that point the tiebreaker will start over from the first tiebreaker, head to head until a winner is determined. In the event of a two-way tie within a division, the following priority shall be used to determine the division winner:

Tiebreaker System:

- 1) head to head (only in two-way ties)
- 2) most wins
- 3) bonus points (goal differential, shutout)
- 4) lowest goals against average
- 5) Should a tie still exist after all of the above have been exhausted, teams will set up at designated area for shootouts. Winner of coin toss will have choice of shooting first or second.
 - a) Each coach will select five (5) shooters.
 - b) After five (5) shots, the team with the most goals will be declared the champion.
 - c) If the teams are tied after five (5) shots, the shoot-out continues with another group of five (5) players. The second group of shooters will compete one on one. One on one meaning that the first two shooters will shoot (one from each team). If one scores and the opposing shooter does not, the team with the goal scorer is declared champion. If both shooters score or don't score, the shoot-out continues with the next two shooters.

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 November 3, 2022 due to COVID-19, 100% of registration fees will be refunded. From November 4, 2020 to the start of the tournament, 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.