



### **Laws of the Game:**

All league matches will be played in accordance with FIFA laws of the game except as modified herein. All decisions by the Tournament Director are final. **No protests allowed .**

ALL TEAMS are required to have player roster and be in good standing. **NO players are permitted to register with more than one-team or switch teams during the league games.**

- A. Goalkeeper may NOT punt or drop kick the ball. May kick ball from the ground and may throw the ball. Otherwise, there are no limits on distance of a played ball.
- B. Keeper must release the ball within referee's 6-second count, or result is indirect kick for opposing team at top of 10-yard box.
- C. Players must be 5 yards from spot of a free kick anywhere on the field, and outside of 10-yard box on a PK.
- D. NO Offside calls.
- E. Kick-ins will be used for placing the ball inbounds from the touchlines, and no goal can be scored directly from such kick.
- F. Goal may NOT be scored directly from the kickoff. Kickoff may be played forward or backward.

### **Player Equipment:**

Teams should bring a primary and alternate jersey of different colors. Where the color of the jersey is similar or identical, the designated home team (team listed first in the schedule) will change jerseys.

***All players must have uniforms with individual numbers on the jersey. Each team must have a primary team (color) shirt and a secondary team (color) shirt. The home team will be responsible for changing shirts for the game if any conflicting colors.***

No jewelry may be worn by any player (earrings, watches necklaces, etc.)

Players wearing casts are allowed to play with the approval of the Director of the League and Referee.

Shin guards are mandatory and must be worn at all times by all players.

All referee decisions are final regarding player equipment.

**Substitutions:** Substitutions are unlimited, but made only at the following times:

- Goal Kick
- After a goal
- Half-time
- At the beginning of the overtime period.
- Throw-in: by possession team
- After a yellow card – for carded player

An injured player maybe substituted at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee acknowledgement)

**Player/Coach/Spectator Behavior :** Any player ejected from a match will NOT be replaced and will NOT be allowed to participate in his or her team's immediate next match. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining league matches. Any coach ejected from a match will not be allowed to coach his/her immediate next match. Each Coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's behavior may be cautioned and/or ejected. Any player or coach ejected or spectator asked to leave will not be within sight or sound of the playing field. Per FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent-off. Two yellow cards in the same match equal an ejection and the player will sit out his/her next immediate match.

**Home/Team Field Positions :** The Home team is listed first in the schedule. Each team's players will take a position on one side of the field opposite the spectators.

**Ball/Play:** Two 30 minutes halves, with using size 5 ball. The site coordinator will provide the official ball for the games.

- The league does not require the referee to add time for substitutions. The official clock will NOT stop for any reason unless in the judgment of the referee:
- Removing an injured player from the field would endanger the physical well being of the player, or:
- Any game shortened due to injury will be continued at the sole discretion of the Director of the League.

**Forfeits** : A forfeit shall be awarded if a team is not present and prepared to play within ten minutes of the scheduled commencement time. Ten-minute allowance shall be made for semi-final and championship matches. **Any team forfeiting a match will not be allowed to play in a semi-final or championship match.** It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team for full 18 player rosters. A forfeit will be scored one for the winner, and zero for the forfeiting team.

**Inclement Weather** : Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the League Director may cancel or postpone a match. Referees may suspend a match only. In case of severe weather, in his/her discretion, League Director(s) may cancel any and all games. In case of severe weather that occurs after the beginning of play, the League Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play, every attempt will be made to complete the match. However, if necessary other means, determined by the League Director, may be used to determine a winner. Referees and site coordinators will not consider beginning or continuing matches when a lightning storm exists . **NO REFUNDS WILL BE GIVEN IN THE EVENT OF CANCELLATION.**

**Disclaimer** : Neither the Tournament Committee, Mercer County Community College are responsible for any expenses incurred by any team in the event the tournament is cancelled in whole or part, or in the event games are discontinued or cancelled due to inclement weather or adverse field conditions, nor will any refunds be made . The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. All referee decisions are final and binding.

**Team Contact Information** : Each team, upon checking in at registration, must sign a ledger sheet giving the team's coach or the team's assistant coach so that these individuals maybe contacted in the event that circumstances require such. Be sure your team contact is someone who can be reached at any hour and has a cell phone. All inquires/questions

with the League Director should be from the Team Contact/Coach and not numerous parents from the team as this only delays response.

**Important Notes :**

Have all official roster, and medical release forms with you at the fields during the league games. Although only checked at registration, the League Director reserves the right to check credentials during the event.

The 8 v 8 league is dedicated to the development of all the players participating, good sportsmanship, and the “good of the game”. The League Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate anything less.