

EAST ISLIP SOCCER CLUB 29h ANNUAL FALL CLASSIC TOURNAMENT

October 8th and 9th, 2011

RULES

All of the Tournament Games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein. The following rules supplement the Laws of the Game. These supplementary rules are a guide and are not detailed. For clarification or interpretation of any rule, please direct your inquiry to a Field Marshall or Tournament Official.

RULE 1: ELIGIBILITY

All players must be born on or after August 1 in the year of the age group or in a later year (as shown below). No player is allowed to be registered with more than one team or to transfer from one team to another during the tournament. All players must be registered in an INTRAMURAL PROGRAM. Travel Program players ARE NOT eligible to participate on an Intramural team.

Age	Born on or after:
Under 6	8/01/05
Under 7	8/01/04
Under 8	8/01/03
Under 9	8/01/02
Under 10	8/01/01
Under 11	8/01/00
Under 12	8/01/99
Under 13	8/01/98
Under 14	8/01/97
Under 15	8/01/96
Under 16	8/01/95

RULE 11: ROSTERS

Rosters with proof of date of birth (photocopy) and Medical Release forms shall be required to be submitted prior to the tournament. Each team shall be limited to those players listed on the roster.

In the event any player is added to the team after the first game or an ineligible player is used, that team shall automatically forfeit all games played.

Proof of birth and Medical Release forms must be in the coach's possession during the entire tournament.

RULE III: NUMBER OF PLAYERS

Each team may be composed of the following number of maximum players:

Age Group	Roster Size	# of players on field
U-6	8	4 v 4 (no keeper)
U-7	10	6 v 6
U-8	12	7 v 7
U-9 thru U-10	15	8 v 8
U-11 Travel	16	9 v 9
U-11 Inter-league	18	11 v 11
U-11 thru U-17	18	11 v 11

Note: Exception to the maximum roster size only with the prior permission of the Tournament Director, and will only be considered for U-10 and older age groups.

A game may not be started with fewer than 3 properly uniformed players for U-6 & U-7, 4 players for U-8, 5 players for U-9 & U-10, 6 players for U-11, and 7 players U-12 thru U-16. A game, once started, may not continue with less than the above stated minimum number of players on the field. In the event a team cannot produce the minimum number of players, or is reduced to fewer than the minimum number of players, the game will result in a forfeit. A leeway of five minutes will be allowed to field a team before a forfeit shall be declared.

RULE IV: SUBSTITUTIONS

Substitutions will be unlimited and may be made at any dead ball with the permission of the referee, regardless of possession. A substitute shall remain outside the boundary of the field until the referee beckons the player onto the field. No team member, coach, team/club official or spectator may enter the field of play regardless of the circumstances, unless the person has been given a signal to do so by the referee.

RULE V: CONDUCT

Players, coaches and team supporters are expected to conduct themselves within the Spirit of the Law as well as the Letter of the Law. Displays of temper, dissent by word or action against an opponent or referee are cause for ejection from the game. Coaches are responsible for the conduct of their team's spectators. If in the opinion of the Referee and the Field Marshall, the spectators are interfering with the progress of the game, the game may be declared a forfeit. A warning to the team's coach shall be issued.

RULE VI: EJECTION FROM THE GAME

Should a player or coach be ejected from a game by the referee, the player or coach shall be suspended from the rest of that game, and a minimum of one additional game (to be determined by the Head Referee). A team may not replace an ejected player for the remainder of that game.

RULE VII: POSITION OF PLAYERS/SPECTATORS

Each team's players and spectators will take a position on opposite sides of the field. The home team, who are listed second in the schedule, will have the choice of sides, and will have the opening kickoff. Players

and spectators should remain within 20 yards of the center line, behind the delineated "spectator line", and are not permitted behind the goal line while the game is in progress. Coaches must stay off the playing surface. THIS IS NOT A SUGGESTION!

RULE VIII: LINESPERSONS

Each team will be required to supply one (1) adult (age 14 or older) linesperson per game.

RULE IX: FORFEITS

All teams should be assembled and ready to enter the field of play as of their scheduled starting time or immediately upon the conclusion of the preceding game, whichever is later. A team will be allowed a five (5) minute grace period from the scheduled starting time before a forfeit is declared. The score of a forfeited game is 1-0, regardless of the circumstance of the forfeit. No bonus points will be awarded for a forfeit.

RULE X: PLAYERS UNIFORMS AND EQUIPMENT

Teams should wear numbers on the back of their jerseys. Each player should have a different number and this number should coincide with the player's name as shown on the roster. Each team shall have two (2) sets of jerseys of different colors (white t-shirts are acceptable). In the event of similar team colors, the home team will change colors. (The home team is listed 2nd in the schedule.) Shin guards must be worn, and socks must cover shin guards at all times. No metal cleats or sharp edged plastic ("baseball") cleats are allowed. No jewelry or orthopedic casts may be worn. The referee determines the fitness of all equipment prior to each game.

RULE XI: PROTESTS

The referee has sole jurisdiction over the game. There will be no protest considered or allowed.

RULE XII: REPORTING OF SCORES

At the conclusion of each game, each coach must sign the referee's score card. The referee will then deliver his/her official written report to the Score Table. Scores and standings will be posted as soon after submission of the scores as is possible.

RULE XIII: BALL SIZE/GAME DURATION

The game ball will be supplied by the East Islip Soccer Club. All Divisions will play two (2) 20 minute halves. Half times will be two (2) minutes. Ball size will be No. 4 for all games except for Boys and Girls under 13 and older, which will be a No. 5, and Under 6 and Under 7, which will be a No. 3. Duration of games may be shortened by the Tournament Director.

RULE XIV: GOAL KICKS

Goal kicks will be taken at the top of the Penalty Area for Boys and Girls in the Under 8 and younger age groups.

RULE XV: OFFSIDE

Offside will not be called for the Under 6 and Under 7 age groups. Only flagrant offside will be called for the Under 8 age groups. (Flagrant in the opinion of the referee, generally defined as a player obviously "parked" by the goal area, or more than approximately 10 feet behind the last defensive player.)

RULE XVI: STANDINGS

The Standings will be decided on the basis of the best Won-Loss Points Record. Three (3) points will be awarded for a win and one (1) point for a tie. Bonus Points will be awarded in order to assist in Tie-Breaking only. There will be a maximum of three (3) bonus points awarded per game, determined by the score differential in that game. In the event of a tie for first, the following Tie-Breaking situations will be used:

1. Head-to-Head Competition (not used if three or more teams are tied).
2. Most Wins
3. Goals Against
4. Bonus Points
5. Penalty shots: first five (5) on five (5), then sudden death, one (1) on one (1), as long as an equal number of players

In the event of a tie among three (3) or more teams, head to head competition will not be considered as a Tie Breaker. Therefore in this instance the following sequence will be used:

1. Most Wins
2. Goals Against
3. Bonus Points
4. If two teams remain tied, revert to regular tie-breaker sequence (as above)
5. If after all of the above, three (3) or more teams are still tied, the Tournament Director will select a neutral goalkeeper and penalty shots as per Item 5 above will decide the order of finish.

RULE XVII: AWARDS

Awards will be presented to all First and Second Place Teams. All Under 6 players will receive a participation trophy, regardless of standings.

RULE XVIII: GENERAL

All players (teams) that participate in the Tournament will do so at their own risk, and agree to accept total responsibility for any and all injuries to members, including adults, of their team. All players will submit, prior to the tournament, Medical waiver/release forms, which will be in the possession of their Coach for the duration of the Tournament.

RULE XIX: PLAYING TIME

All East Islip Soccer Club teams **MUST** play each player at least one-half (1/2) of each game, with no exceptions. It is recommended that all participating teams also abide by this regulation.

RULE XX: INCLEMENT WEATHER/CANCELLATIONS

This is a "Rain or Shine" Tournament, and play should be anticipated. In the event that games are canceled due to extreme inclement weather, games may not be rescheduled. The decision of the Tournament Committee will be passed on to all teams that are registered. Under no circumstances will refunds be made because of cancellation due to inclement weather.

OTHER GUIDELINES:

With so many teams and fields, it is of the utmost importance to:

- Check your schedule for field and times.
- Be ready to play as soon as the previous game is over. Warm-up in other areas.
- Remove jewelry and check for color conflicts early.
- Move teams off the field as soon as the game is over.
- Do not delay halftime. Be ready to restart as soon as the referee whistles.
- Teams will shake hands and exchange patches at the conclusion of each game. If necessary for time consideration, the patch exchange should be done off-field.

TRAVEL RULES ON NEXT PAGE...

Travel Rules

U-9 to U10 Travel all Divisions

U-11 and above Boys and Girls that are in Division 3,4,5,6,7 or 8 ONLY.

- All Star and Tournament Teams consisting of intramural players are eligible.
- Inter league (SSI) Teams are eligible.
- Roster Size 18 max
- Number of players 11 v 11
- Division 2 teams are eligible provided they play up 1 age group.
- 3 Guest players allowed per team (NO DIVISION 1 OR PREMIERE PLAYERS!)

Notarized Medical Release Forms for each player.

Approved L.I.J. Roster.

Each player must have L.I.J. Player Passes.

All games are refereed by L.I.J. Certified referees.

3 points for a win

1 point for a tie

0 points for a loss

Tie Breaker

1st common opponent (head to head)

2nd goals against

3rd (bonus points) score differential max 3 per game

Guest players must have L.I.J. Player Passes.

Must be age appropriate and be in Division 3, 4, 5, 6, 7 or 8.

Guest players must have a copy of original L.I.J. team roster.

HAVE A GREAT TOURNAMENT!
- The East Islip Soccer Club -