TOURNAMENT RULES

Tournament Director:

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REGISTRATION:

Online Team Check-in/Registration

All teams must check-in online through GotSport. Teams are required to submit official player passes along with an official team roster. Word documents and excel spreadsheets are not official documents and will not be accepted. Teams that fail to check-in before the start of the event will result in; Zero points being awarded for any ties or wins for any teams that play while they are not checked in. Example: If the team that did not check in wins a game 2-0, they will receive zero points in the tournament standings. If check-in occurs after the team plays a game, all future games will be eligible to earn points towards standings. Past games will remain ineligible to receive points towards standings. For directions on how to complete online check-in, please refer to any tournament email with a link on how to do so. Teams report to their game fields 30 minutes before each game, report to the referee. Ensure a team official has the current roster and players pass with them at all games and shows them to the referees officiating the game. The referee notes any changes in shirt numbers on either team from the current roster. No mix and match of rosters and passes.

- Current Original Player Passes: either USYS State Association or US Club Soccer passes.
- Current Original Roster; either USYS State Association or US Club Soccer roster.
- Guest Players identified: Written on front or back of Roster (Maximum of five guest players allowed)
- Current Original Player Passes for all Guest Players.

This tournament is sanctioned with NJYS as an unrestricted tournament, which means that players with any valid player card issued by a USSF national association member are eligible to play. This includes NJYS, USSA and US Club Soccer, among others. In addition, tournament organizers have obtained tournament-wide insurance coverage for all teams. All referees are USSF certified.

Roster Sizes:

- Teams are limited to players identified at registration, and the players dressed for each game are limited to the following sizes.
- Eighteen players for 11v11 teams.
- Sixteen players for 9v9 teams.
- Fourteen players for 7v7 teams.
- A team may use up to 5 Guests, which may not exceed game day roster size.

- Players may only play with a single team during an event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation in the event with any team. Teams that allowed such a player to participate can also be sanctioned with a forfeit in any game where such an ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.

Ball Size:

The tournament will provide game balls. Size 5 11v11
Size 4 9v9, and 7v7

Game Duration:

The duration of the play will be as shown below. There will be 5-minute half time. There will be a running clock. No added time for any reason.

Age Groups:

11v11 Two (2) 30-minute halves. 9v9 Two (2) 25-minute halves.
7v7 Two (2) 25-minute halves.
If one team appears later than the scheduled time for the start of the match, but within the ten- (10) minute grace period, the match will be played, however, the game time will be reduced.
* Three guaranteed games.

IFAB Rule changes for the 2025/26 season:

Only the Captain Rule: Only the team captain can address the referee during a match, promoting respect and reducing player dissent.
Eight Seconds Time Limit: Referees will use a countdown signal during the final 5 seconds of the 8 seconds allowed for a goalkeeper to release the ball.
Dropped Ball: If the ball is inside or last touched inside the penalty area when play is stopped, it is dropped to the defending team's goalkeeper. If outside the penalty area, it is dropped to the team that had or would have had possession.
Touching the Ball: If a team official or substitute touches the ball unintentionally while it is going out of play, an indirect free kick is awarded to the opposing team.

IFAB Rules used with the following exceptions:

Heading (7v7) and (9v9 U11).
Deliberate heading is not permitted in 7v7 games or 9v9 U11. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Build Out Line (7v7):

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the

build out line until the ball is put into play. Once the opposing team is behind the buildout line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accept the positioning of the opponents and the consequences of how play resumes. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the eight-second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Substitutions:

Substitution time: A player may be substituted at any stoppage only with the permission of the referee.

Home Team / Away Team:

The team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist. The Away Team starts with kick-off. The home team decides which goal to defend. Coaches and players are placed on one side of the field, Spectators on the opposite side of the field. This is at the tournament director's discretion and can be modified to accommodate the locations used. No persons are permitted behind the goals at any time during the game.

Match and score reporting:

The tournament and its staff are responsible for reporting the match results, cautions, and ejection to the tournament. This includes coaches, referees, field marshals, or any combination. The final score reporting is the responsibility of the tournament director listed. And it should be updated in Gotsport within the hour of the game finishing.

All game scores are recorded and will be posted on the website after each game. During the event, scores are viewable on the tournament webpage, and any concerns about posted scores should be brought to the attention of the scorekeepers at HQ as soon as possible, and certainly before the start of any subsequent game. Note: any score that has a differential of greater than 10, will be posted as a differential of 10. Example: if a score is 13-1, the score will be posted as 11-1.

Forfeits:

Teams not on the field ready to play with a minimum number of eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 5 – 0. Teams forfeiting games will not be able to advance to the playoff rounds.

Player's Equipment:

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Soft Casts, splints, or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster, or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high-density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. The ultimate authority is the referee. Players may not play with these casts without the approval of the Referee.

Rules for Advancement:

All teams are guaranteed three games. Two games on Saturday and one Sunday. Teams will be awarded points on the following basis: Three (3) points for each win. One (1) point for each Tie. Zero (0) points for each Loss.

Bracket Play:

The tournament will feature an eight-team bracket, divided into two groups of four teams each. Both Group A and Group B will compete in a round robin format. The first-place team from Group A will face the first-place team from Group B. Six-team bracket three and three, A and B, (Semi-finals, Final, and third place consolation) Group A first place will play Group B second place, Group A second place will play Group B first place, winners play a final, Group A third place plays Group B third place will play consolation game.
Six-team bracket three and three (crossover round robin), A1vB1, A2vB2, A3vB3, until each team plays three games vs each team in the opposite group. Two highest points teams from either A or B play in the final. Five-team bracket, round robin. In the event of a tie at the end of bracket play, the tiebreaker system is used, except for number 6, no penalty shoot-out, a coin toss will decide the winner and second place. Home team in the head-to-head round match is designated "HEADS," away team is designated "TAILS." Four-team bracket, round robin. Two highest points teams from bracket play advance to the final.

Tiebreaker:

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi- Final or Finals will be determined as follows:

1. The winner in head-to-head competition. (If there is a 3-team tie, proceed to the next tiebreaker)
2. Goal differential
3. Goals For
4. Goals Against
5. Most Shut outs.
6. Penalty shoot-out.
7. Coin Toss.

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria start over again at Rule #1. Rules are repeated until one team remains.

Resolving Ties in Semi-Final and Final Match:

If the semi-final or finals match are tied at the end of regulation time, Kicks from the Penalty Spot Procedure will decide the game. 5 Penalty Kicks per team. Using only the players remaining on the field at the end of the game. It will go to “sudden death” Penalty Kicks in case there is a tie after the first five penalty kicks for each team.

Protest:

There will be no formal protests. The tournament committee's interpretation of the rules shall be final. The tournament committee reserves the right to decide on all matters pertaining to this tournament. Decisions by referees may not be appealed to, and decisions by the tournament director to decide a protest or dispute are final and may not be appealed.

Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player’s sideline. Spectators allowed on the opposite side of the field. No spectators behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated. A maximum of three coaches is allowed per team at games. No exceptions! One is designated as the Head Coach and may stand in the designated coaching area; the other coaches are to remain seated on the bench or on the player’s sideline. Only the head coach should communicate with the referee.

Cards:

1. A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purpose of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.

2. A player or coach who is ejected for violent conduct will be expelled from the Tournament.

3. Any player or coach who assaults a referee will be expelled from the Tournament.

4. For this tournament, a coach can be carded.

FORFEITS:

A. A team shall be allowed a ten-minute grace period after the scheduled kickoff time in the preliminary rounds before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team (11v11), (6) players constitute a team (9v9), (5) players constitute a team (7v7) and if that number of players are present the match may not be delayed. If during the match a team falls below the minimum number of players, the game will be forfeited to their opponent.

B. A team that has forfeited a game may not be decided as a group winner or wild card team. If an apparent group winner forfeits, the group team with the next best record will be named the group winner. A forfeit in the preliminary rounds shall be awarded as three (3) points for win. For tie, breaking purposes, the game will be recorded as 5-0.

INCLEMENT WEATHER BEFORE START OF TOURNAMENT:

If severe inclement weather causes the cancellation of the tournament in its entirety, for teams/clubs that choose NOT to purchase event cancellation insurance through Team Event Cancellation Insurance Vertical

Insure, EDP (iSE) Soccer will continue to offer a partial coupon policy, up to a 20% coupon toward a future EDP (iSE) Soccer event. Teams/clubs participating in EDP (iSE) Soccer competitions can purchase event cancellation insurance for EDP (ISE) Soccer Tournaments directly through our partner, Vertical Insure.

Updated Policy Notice - Effective as of August 1, 2024:

a) In case of inclement weather or other force majeure, the tournament committee will have the authority to change games as follows:

b) Relocate or reschedule any game(s).

c) Change the duration of any game(s).

d) Cancel any preliminary game(s).

e) Specific guidelines:

Regardless of the weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the tournament committee. Failure to appear will result in forfeiture of the match. Only the referee or tournament committee can cancel or delay a match.

INCLEMENT WEATHER BEFORE THE MATCH – PRELIMINARY ROUNDS:

Referees and/or tournament committee may reduce the length of the match, and subsequent matches by 50%, however the halves of the match must be of equal duration. If the match is cancelled, the Tournament committee will award a 0-0 tie.

INCLEMENT WEATHER BEFORE THE MATCH – SEMI-FINAL ROUND:

If a semi-final match cannot begin, a shootout will take place to determine the winner. If a shootout cannot occur, the match will be decided by the flip of a coin.

INCLEMENT WEATHER BEFORE THE MATCH – CHAMPIONSHIP MATCH:

If the championship match cannot be played the teams will become Co-Champions. Both teams will gain the title of tournament Co-Champions.

INCLEMENT WEATHER DURING A MATCH – PRELIMINARY:

The match will be considered completed, and the score will stand if one half has been completed. If less than one half has been completed, the tournament committee will award a 0-0 tie.

INCLEMENT WEATHER DURING THE MATCH – SEMI-FINAL ROUND:

The match will be considered completed, and the score will stand if one half has been completed. If less than one half has been completed, a shootout will determine the winner. If a shootout cannot occur a flip of a coin will determine the winner.

INCLEMENT WEATHER DURING A MATCH – CHAMPIONSHIP MATCH:

The match will be considered completed, and the score will stand if one half has been completed. If less than one half has been completed, the Tournament committee will award a 0-0 tie, and both teams will be deemed Co-Champions.

INCLEMENT WEATHER BEFORE START OF TOURNAMENT:

If severe inclement weather causes the cancellation of the tournament in its entirety, ALL TEAMS WILL BE Refunded at least 60% of their tournament fee or 90% credit for future tournament, valid for 1 year before it expires.

GENERAL:

a) Under no circumstances will the Tournament Committee, iSE. USYS, NJYSA or US Club Soccer are responsible for any expenses incurred by a team.

b) The Tournament Committee's interpretation of the rules shall be final.

c) The Tournament committee reserves the right to decide on all matters pertaining to this Tournament.

d) No items of any kind may be sold at Tournament Headquarters, the playing fields, or surrounding the event areas for the duration of the Tournament without the expressed, written approval of the Tournament committee. A team found in violation of this rule will not be declared a division winner or a wild card team. Determination of guilt will be by the senior Tournament Official present.

e) You must have a valid New Jersey Driver's license to operate a golf cart at a tournament.

SUSPENDED AND TERMINATED GAMES:

If, in the opinion of game officials, a game must be suspended (for reason), the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. The home league and State Association will be contacted as appropriate.

AWARDS:

Winners will be awarded first and second place awards, one award for each player on their tournament roster.

Tournament report:

A tournament report listing all winners and finalists, along with yellow and red cards will be sent to the NJYSA state office within 14 days of the conclusion of the event.

General Rules:

The following are not permitted on the premises: Animals, alcoholic beverages, smoking, vaping. Anyone who is found breaking the general rules will be asked to leave the premises.

Summary of Changes for 2026-27

The table below summarizes every IFAB Law change that bears on NJYS play and the NJYS position on each. Full detail appears in the Law-by-Law sections that follow.

Law	2026/27 IFAB change	NJYS position for the youth game
Law 3	Ten-second time limit for a substituted player to leave the field of play	**Adopted** for full-sided play. **Not adopted** for small-sided (4v4,7v7 or 9v9) play.
Law 4	"Jewelry" replaced by "accessories"; accessories permitted if not dangerous and safely and securely covered	**Adopted** as written. Referee education required; USSF guidance included.
Law 5	Advantage may be played when a restart is taken incorrectly and the ball is in play	**Adopted**. No NJYS modification.
Law 5	Players assessed or treated on the field, or whose injury stops play, must leave and remain off for one minute after the restart	**Adopted** with an NJYS player-safety modification for substitution and short-handed situations.
Law 5	Competitions may provide referees, ARs and fourth officials with body cameras	**Not adopted.** Body cameras are not permitted outside the professional game per US Soccer.
Law 5	Competitions may use VAR, goal line technology and semi-automated offside technology	**Not applicable** to NJYS competitions.
Law 8	Dropped ball clarified to include the team that would have taken the restart; dropped at the point of interference	**Adopted**. No NJYS modification.
Laws 10 & 14	Accidental double touch at a penalty kick and in a shoot-out	**Adopted**. No NJYS modification.

Law	2026/27 IFAB change	NJYS position for the youth game
	confirmed in Law; automatic caution removed when kicker and goalkeeper offend simultaneously	
Law 12	No caution for a DOGSO offence where advantage is played and a goal is scored	**Adopted**. No NJYS modification.
Law 12	Location and number of attackers added to the DOGSO considerations	**Adopted**. No NJYS modification.
Law 12 (2025-2026 IFAB Change)	Five-second visual countdown of a goalie's 8 second possession; corner-kick awarded to the opponents	**Adopted** for full-sided play. **Not applied** for small-sided (4v4,7v7 or 9v9) play.
Law 15	Five-second visual countdown at a delayed throw-in; throw-in awarded to the opponents	**Adopted** for full-sided play. **Not applied** in small-sided play.
Law 16	Five-second visual countdown at a delayed goal kick; corner kick awarded to the opponents	**Adopted** for full-sided play. **Not applied** in small-sided play.
Protocol	'Only the captain' guidelines become compulsory for all competitions starting on or after 1 July 2027	**Adopted** for full-sided play (U13+) **Not applied** in small-sided play.