

## 2009 BLAST Tournament Rules

- FAIR PLAY, SAFETY, SPORTSPERSONSHIP AND THE ENJOYMENT OF THE GAME ARE FIRST AND FOREMOST. Anyone violating these tenets will be asked to leave the area of competition.
- At registration all teams will need to provide a copy of their state roster, player cards for either fall 2008 or spring 2009 season, original notarized medical release forms, a cross-reference list of player pass #'s to uniform #'s, and permission to travel (for out-of-state teams). Travel permits and medical releases are not required for US Club Soccer affiliated teams.
- **No Card No Play No Exception!** This applies to players and coaches.
- Each team is guaranteed 3 games total. All U-10 and U-09 games are guaranteed 4 games. All small sided games (U10/09) will consist of two 20 minute halves. All other games (U11-U19) will consist of two 25 minute halves. All games will have a 5 minute half time.
- Division One (U17-U19) teams are authorized to have a roster of twenty-two (22) players. However, the team must identify eighteen (18) players for each game; additional players are not permitted to wear jerseys from pre-game until the referee signals the end of the game. The players can be rotated between games.
- In the case of a cancellation prior to the tournament beginning, a minimum of 80% of each team's entry fee will be refunded. After the tournament has begun all refunds will be at the discretion of the tournament committee.
- At least Thirty (30) minutes prior to each game, teams, players and coaches should be available to be checked in by the Field Marshal. Field Marshall tents are located at each competition complex. The field marshal will verify player and coaches' passes against team rosters, and match cards with players. In the case of red cards, the field marshal shall return that player's or coach's pass(es) to the tournament officials at the Tournament Headquarters tent .
- Games will start promptly at the scheduled time. A minimum of seven (7) players constitutes a team (5 for small sided). A ten (10) minute grace period beyond the scheduled kick-off time will be allowed before a forfeit is declared by the referee. Failure to complete a match or a team leaving the field during play will result in forfeiture. No team that has forfeited a game will be declared a flight winner. The team winning a game by forfeit will be awarded 3 points, with the score being posted as 3-0.
- The referee has the discretion to shorten a game, due to late start in order to allow the next scheduled game to start on time. Further, the referee has discretion to allow one minute mid-half water breaks (and shorten half-time by 2 minutes) in case of excess heat.
- If there is a conflict with uniform colors, the Home team will be required to change jerseys. The home team is the first team listed on the schedule for that particular game.
- Any player ejected from the game (awarded a red card) by the referee shall be suspended for a minimum of one additional game (depending on the severity of the offense), with the exception of intentionally handling the ball to deny a goal-scoring opportunity (suspension for the balance of the game being played). No substitution will be permitted for an ejected player. Teams receiving a red card must re-register with the tournament officials at the Tournament Headquarters Tent, prior to their next game. (Field marshals shall retain red-carded player/coaches' pass and turn in to the tournament officials). The tournament director will have the option to impose a more restrictive penalty, including expulsion from the tournament.
- Coaches are responsible for their fans' conduct.
- Only CARDED coaches and trainers INCLUDED ON THE TEAM ROSTER are permitted on the team sideline. Further, a maximum of THREE carded coaches/trainers are allowed on the team sideline during the game. Coaching from the spectator side of the field is PROHIBITED. Anyone violating this will be directed to leave the competition area.

- In a case of a team having a coach or coaches ejected which causes a game to be cancelled prior to the end of play due to no carded coaches remaining at the sidelines at time of infraction, irrespective of score at time of expulsion, that team may not become a flight winner. In this case the teams below them will move up in order. They may play remaining games if applicable with approval of the tournament officials and providing there is another carded coach available. If the team is not able to play the subsequent opponents will win their game by forfeit and it will be scored as noted above.
- All Division 5 players will be awarded participation medals and shall not play for trophies. No scores are posted for U9/U10 games.
- Trophies will be awarded to first and second place finishers in flights for all full sided teams. Flight winners will be determined based on the following. Teams will be awarded 3 points for a win, 1 point for a tie, and 0 points for a loss. If two or more teams are tied with the most points, the deadlock will be broken in the following order:
  - A. Head to head competition (In the case of a tie between more than 2 teams this tie-breaker is passed over).
  - B. Team with the most wins in all games
  - C. Highest number of NET goals (goal differential) MAXIMUM goal differential is 3 per game!!
  - D. Team with the fewest goals allowed in all games
  - E. Team with the fewest cards given (1 red = 2 yellows)
- Four team flights will play three or four games at the scheduler's discretion and 1<sup>st</sup> and 2<sup>nd</sup> place winners will be decided as follows: After the initial three games are played points will determine the placement of the teams. The two teams with the highest point totals are to be designated as 1<sup>st</sup> and 2<sup>nd</sup> place and will play off for the 1<sup>st</sup> place trophy and 2<sup>nd</sup> place trophy. The 3<sup>rd</sup> and 4<sup>th</sup> place teams will play a consolation game.
- Five and seven team flights will play four games and 1<sup>st</sup> and 2<sup>nd</sup> place winners will be decided on points.
- Six and Eight team flights - each team will play three preliminary round games. The winners of the A & B flights in that group will play a final to determine the first and second place flight winners, with the winner of the final being first place.
- Final games that remain tied after regulation time will result in penalty kicks taken as per FIFA rules for the taking of kicks from the penalty mark (only players on the field at the end of regulation allowed to participate in penalty kicks).
- No game protests will be heard. The tournament committee has the right to decide on all matters pertaining to play during the course of the tournament.
- USYSA rules regarding the use of USSF currently certified referees (Grade 8 minimum) will apply. A three-referee system will be used on all full sided fields. One referee will be used on the small sided fields for U09 and U10.
- Unless otherwise stated, all FIFA rules apply. The following amended substitution rules for youth soccer will apply: teams may substitute at (1) their own throw in; (2) on either team's goal kick; (3) after a goal by either team and/or (4) after an injury substitution the opposing team may substitute the same amount as the injured players who were replaced on the field by the affected team.
- No one will be allowed to operate a golf cart unless they have a valid NJ drivers license, as per NJYS policy.

All coaches and players will receive BLAST 2009 Tournament patches. The traditional exchange of club patches is encouraged.