

NJ Surf Marlton Labor Day Classic Online Check Guidelines

We utilize the GotSport online check in system. Therefore, we need all teams to go onto their GotSport team account and upload the following by Friday August 23, 7pm.

1. Your teams 2024/25 Official Roster (if you have guest players right them on roster at bottom).
2. Your teams 2024/25 Official Player and Coaches Pass Cards (picture side). If you have guest players, we need copies of these too. Upload all your cards together as one document.

For a 'How do I upload documents for a Tournament' guide to help you with the GotSport online check in system visit:

<https://gotsport.zendesk.com/hc/en-us/articles/4408013292183-How-do-I-Upload-Documents-for-Online-Check-In->

The Tournament rules in full are also below.

Tournament Rules

Check In:

- **ALL Teams – MUST** check in online.
- Teams are allowed 5 guest players only – Must be on roster – club pass players count as a “guest” player.
- Rosters – You may write in guest players as long as players pass card/waiver documentation is provided
- **Roster** – the roster being used prior to game must match roster uploaded at check in online
- **Player pass: A player may only play on two teams** in the same club. Must be pre-registered on both rosters – can be written in as guest. However, a player **can not play be two teams in the SAME BRACKET**. NO PLAYER can play for two different clubs in the same event.
- **Must have a valid player pass – otherwise will not be permitted to play.**
- Disagreement in data: If there is a discrepancy in a player pass card, the player shall not be allowed to play in the match – the referee is to retain the player pass in question and report to tournament directors.
- Teams may be asked to verify player pass cards/rosters prior to any game, so coaches must have players pass cards and roster on hand at each game.

Reporting Scores:

Field marshals and referees will report scores.

Officiating

Qualified officials will officiate each game. All 11v11 games will be officiated by a central referee and 2 assistant referees although the availability of qualified referees might necessitate the use of fewer assistant referees on occasions. For 7v7 and 9v9 games you should expect only one official for the match.

Game Length

7v7 & 9v9 Games: 25 minute halves, with 5 minute half time.

11v11 Games: 30 minute halves, with 5 minute half time.

Clock is a running clock. Injury time will only be added in the event of a major/serious injury stoppage of more than 5 minutes. Otherwise, no injury time will be added.

In championship games, if the result is a tie, there will be no extra time. The game will be decided by FIFA penalty kicks.

Kick Off

The team listed as the home team shall take kick-off at the start of the game.

Uniform Color Clash

If team have the same color uniforms and the referees deems at to be a clash, the team listed as the home team will change into the alternate jersey color.

Heading Rules

U11 players and younger may NOT head the ball intentionally. If in the opinion of the referee a player heads the ball intentionally, the restart is an indirect free kick for the opposition. U12 players and older may head the ball intentionally. If a player plays "up" an age division, that player will play by the age group rule.

7v7 Play-Out/Build-Out Line

In 7v7 competition the opposing team must be behind the play-out/build-out line for goal kicks to promote playing the ball out of the back. Players may only cross the play-out/build out line once a second player has touched the ball after the goal kick has taken.

Offsides can only be given after the play-out/build-out line.

Substitutions

This event will follow FIFA rules where substitutions can be made at **ANY** stoppage with the consent of the official. This includes free-kicks, corners and opposition stoppages such as the other team's throw-in. Unlimited re-entries are allowed.

Weather

In the case of inclement weather every attempt will be made to play all scheduled games in the tournament. At the sole discretion of the tournament director/committee, some games may be declared a 0 – 0 tie and not made up. The following priority will be given to making up games:

1. Teams that have not yet played a game in the tournament.
2. Teams that have only played one game in the tournament.
3. Games that will have a material impact on the final standings.
4. All other games.

The lightning policy for the tournament is as follows: At the first visible sign of lightning (regardless of the estimated distance from the field) all play will be stopped, and players and spectators will be asked to move to a safe location. For all games that were in progress the game clock will continue to run. If time runs out and the game was at or past half time when play was stopped, the result at the time of play being stopped will stand.

When play is stopped, or resumed, due to lightning, it is at the sole discretion of the referees and the tournament director/committee. Both referees and tournament officials will enforce strict adherence to the above policy. No appeals will be allowed. Personal safety is the number one concern of the tournament, and it will supersede any game situation.

The Tournament Director/Committee will have the ultimate decision in any weather-related delay, make-up time/game, and game result.

Maximum Goal Differential

All games will have a maximum goal differential of 4. If the margin of victory was greater than 4 then it will be recorded on the website as the actual result. However, as per below, a 4 goal differential will be used to determine who advances, first and foremost.

Team withdrawals

If a team is fully responsible for the termination of a game due in part to poor sportsmanship towards a referee, opposing team/fans will result in a forfeit. The team responsible for the forfeit will incur a 0-3 loss.

No shows/forfeits: If a team does not show with the minimum number of players or fails to show – this will result in a forfeit of a 0-3 loss that will be recorded.

Advancement to Championship Play (if applicable)

Bracket winners are determined by the total points earned within their bracket (Win = 3 points, Tie = 1 point, Loss = 0 points). In the event of teams being equal in points within their bracket after the qualifying games, advancement to championship play or the championship/bracket winning will be determined according to the following:

- 1. Head to Head**
- 2. Goal Differential** (subject to the 4 goal maximum goal differential rule stated above)
- 3. Goals For** (number of goals your team has scored – NOT subject to maximum goal differential rule)
- 4. Goals Against** (number of goals allowed – NOT subject to maximum goal differential rule)
- 5. Most Shutouts**
- 6. Penalty Kicks**

In the case of a two-way tie the above rules will be applied until one team is eliminated. However, in a Three-way tie, the Head to Head criteria becomes moot and advancement rules will start at criteria 2.

Championship Games

Championship games will be regular in duration with a five-minute interval between halves - unless the tournament committee determines that championship games need to be shortened due to weather or other unforeseen circumstances.

In the event the game is tied, there will not be extra time, it will go straight to FIFA rules for the “Taking of kicks from the penalty mark” shall apply. Teams will alternate kicks at the same goal, with the goal selected by the referee. Best of five, (or more, if necessary), kicks shall prevail. All eligible players, including the goalkeepers, must kick before any player may repeat. Only players on the field at the end of extra time will be eligible to take kicks, these players must remain within the field of play after the conclusion of extra time.

If one of the two teams qualifying for the championship game declines to appear, at the discretion of the Tournament Committee, the next highest ranked team in that division, based upon tournament record may be substituted for the team declining to appear.

Player Safety

The following shall be permitted for player safety:

- A soft splint or cast shall be allowed per the referee has determined that the cast is not a danger to themselves or other players.
- A brace, joint, or prosthetic is allowed per the referee has determined that is not a danger to themselves or other players.
- Sport Spectacles/plastic prescription frames sports are allowed, however eyewear with glass, metal, or sharp edges are barred.
- Soft foam headgear is allowed per the referee has determined it is not a danger to themselves or other players. If a referee has determined a player is wearing articles that are not allowed – the referee shall order the said player to remove them. If the player fails to remove the article – they will not be allowed to return to the match.

Player Department

Shirt must be tucked inside shorts. Shin guards must be firmly in place and covered by socks. Nonstandard attire, accouterments, and apparel must be cleared prior to the Tournament with written U.S.S.F. approval: otherwise, Rule 4 of the FIFA rules applies. The Referees’ Committee will continue to be the sole arbiter as to what is legal and what is not legal.

The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded and reported immediately to the tournament directors.

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

A coach who has been ejected (sent off) will not be allowed to participate in the next scheduled game. Any player or coach ejected (Red Card) from a game shall be ineligible to take part in any further in action with the team during that match.

The referee, referee coordinator and tournament staff/director will assess the ejection and decided upon further suspension. The discretion will be solely down to the tournament director and referee coordinator. Assault or abuse by players, coaches, or supporters will result in immediate suspension for the balance of the tournament and notification will be sent to team's home state or USCS for further action.

Coach Presence

The team must have a coach or administrator from within the same club at all scheduled matches in which their teams participate. The coach/administrator must have a valid coaching pass. There must be a coach present throughout the entire match or match will be forfeited by the team without a coach present to a score of 3 – 0. A maximum of 3 coaches are allowed on the team's sideline.

If a coach is sent off – the team must replace the coach with another coach/administrator with a valid player pass card for that club.

Field Marshals

Field Marshals will be present at all fields. All participants should be aware that the Marshals have the authority and right to remove any unruly or uncivil spectators or coaches from the game field perimeter and/or the field complex area.

Tournament Committee

In the event of conditions beyond the Tournament Committee's control, final decisions with respect to game cancellations, shortenings or terminations shall lie solely with the Tournament Committee and director. The Tournament Committee/Director, in conjunction with the Referees' Committee/Coordinator, reserves the right to change field assignments. In addition, the Tournament Committee/Director reserves the right to change sectional and divisional assignments in the interest of fair and balanced competition.

Protests

No protests will be considered.

Refunds

If the entire tournament is cancelled due to weather prior to your first scheduled match, the tournament will partially refund your team once all tournament expenses have been fully covered. If weather curtails the tournament thereafter, every reasonable attempt will be made to assure teams play at least 2 games but no refunds will be given.