

2024 Jim Slater Memorial Tournament Rules

Registration:

Teams must register 30 minutes prior to scheduled kickoff of their first match.

There will be a \$3 dollar charge for entry of non-players and coaches at the Hudson Valley Sports Dome.

Teams absent at the start of a scheduled match will be forfeited and be charged with a loss with zero goals scored.

Teams winning by forfeit will be awarded three (3) goals and three (3) points for a win.

Players Passes:

Only registered players with valid player passes will be allowed to participate. A GotSport Team Roster with player photos, player passes (if roster with no photos), medical release forms and approved Guest Player Release forms, if appropriate, must be uploaded prior to tournament. Please use the link provided below to assist with uploading rosters.

Provided is a link with a step by step tutorial, from GotSport, entitled "How do Upload Documents for Online Check-in?"

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

Players may not play for more than one team per session (AM, PM or Evening) at the same time.

A maximum of three (3) Guest players are allowed per team. Exceptions may be granted at the discretion of the Tournament Director. Requests must be made by 12:00pm ET January 12, 2024. No requests will be considered after that time.

Rosters are frozen after the first match played.

Weather:

The tournament will be held snow, rain, or shine. There will be no refunds for nonappearance due to weather.

Laws of the Game/Tournament:

All rules are F.I.F.A. rules except where stated otherwise.

Hudson Valley Sports Dome does not allow cleats. Please wear Turf shoes or sneakers

Casts of any type and ALL jewelry are strictly prohibited. Long pants are allowed.

Each team will play a maximum of four (4) matches. All matches are twenty-five (25) minutes in length, with continuous clock (no stoppage time for any reason) and there are no haltime breaks. There will be a minimum of two (2) minutes in between matches.

All matches will start and end with a horn by the Tournament's timekeeper.

Coaches are responsible for having their team ready to play within one minute of the finish of the previous match.

The home team is the team listed on the left side of the schedule. **In the event of a conflict of colors, the home team must change jerseys.**

The visiting team will kick off.

ALL AGE GROUPS WILL BE PLAYING 7 V 7 (6 FIELD PLAYERS WITH A KEEPER)

Substitutions shall be unlimited and may be on the fly from the center line.

Substitutes may not enter the field of play until the exiting player is off the field. There is no offside.

Balls over the touchline will be a throw in.

On all restarts the opposing team must be at least five (5) yards from the ball.

Keeper Play:

After taking possession of the ball in the penalty area, a goalkeeper **may not** play the ball over the midfield line. An infraction of this rule will result in an indirect free kick to the opposing team at the center midfield spot. The goalkeeper is free to play the ball anywhere on the field when playing the ball outside the penalty area.

Goal kicks **may not** be played over the midfield line. An infraction of this rule will result in an indirect free kick to the opposing team at the center midfield spot.

Balls hitting the ceiling or fixtures which are within the boundaries of the field of play are in play and play will continue.

Slide tackling is prohibited and will be considered Dangerous Play, and result in an indirect free kick for the opposing team. However, if sliding is used, for example, to keep a ball in play, and it is not near an opposing player, this would be allowed.

Heading, by any U8, U9, U10 and/or U11 player will be considered Dangerous Play, and result in an indirect free kick for the opposing team.

Tournament Scoring:

Scoring - For round robin and preliminary rounds the ranking will be determined by the total number of points earned. The team with the highest number of points will be ranked first, the second highest second, and so forth. Points will be earned as follows:

Win = 3 points
Tie = 1 point
Loss = 0 points

If teams are tied, ties will be broken in the order listed below:

1. Winner of the head-to-head game. (If more than two teams are tied, this Tie Breaker is eliminated.)
2. Most Wins
3. Fewest goals against
4. Most Goal Differential (Max 3 Per Match)
5. Coin Toss

In the case of a three-way tie, after a determination has been made with respect to first place, second place will then be determined by using the same order listed above, starting with the first tiebreaker for the remaining 2 teams.

4 Team Divisions:

If due to registrations it is necessary to create a division with four (4) teams, the following special rules will apply:

- Each team will play three (3) scheduled matches for points.
- After three (3) matches, the teams will be ranked using the point system above.
- The third (3rd) and fourth (4th) place teams will play a consolation match, which may end in a tie.
- The first (1st) and second (2nd) place teams shall play a championship match. The winner of this match shall be the division champion regardless of points earned in the earlier matches. If, at the end of full time, the championship match is tied, the teams shall bypass overtime periods and go straight to kicks from the mark. All players shall be eligible to take kicks regardless of whether they were on the field of play at the end of the match. After five (5) kicks have been taken by both teams and no winner has emerged, Coin toss will be used to determine the winner.

Decisions of the referee are not subject to appeal.

A player or coach who receives a RED CARD is AUTOMATICALLY EJECTED FROM THE ENTIRE TOURNAMENT, and the team must play short for the remainder of that match.

Two (2) YELLOW CARDS to any player or coach during a match will result in a RED CARD.

The Tournament Director shall have final say over anything not covered in these written rules.

All participants and spectators will be expected to observe the game in progress from the stands and not block entrances, exits, etc.

Each team and player participating in the tournament does so on his/her own risk and agrees to accept all responsibility for any injuries. The Hudson Valley Youth Soccer League, its directors and officers and any tournament official and the Hudson Valley Sports Dome accept no responsibility for any injuries.

Additional information, material and/or corrections may be issued on tournament day.

Smoking, outside food and outside drink are strictly prohibited throughout the facility. Coaches are responsible for team/spectator behavior.