

GCJSL Soccerfest 2019 Tournament Rules

Number of Players

DIVISION	Number of players on Field (includes goalie)	Minimum Players to Start Game
Kindergarten-	3 (no goalie)	3
Girls 1 G	4	3
Girls 2 G	8	6
Girls 3 G	9	6
Boys 1B	6	5
Boys 2B	8	6
Boys 3B	8	6
Boys 4B	9	6

Start of the Match

If a team does not have enough players to start a game, they have until 5 minutes after the **scheduled playing time** to field at least the minimum number of players or a forfeit will be awarded to their opponent. If a game starts with a reduced number of players per side and more players become available after the start of play, the number of players can be adjusted at **halftime** up to the target number. **(Teams must always play with an equal number of players per side).** There is no Mercy Rule in SoccerFest.

Length of the Match

All Divisions play (2) two **12-minute** halves with a **1-minute** **halftime**.

Substitutions

Teams may have unlimited substitutions and may be made at any stoppage of play. The Referee must approve all subs and may deny a sub if, in the opinion of the referee, the flow of plays being manipulated. **NO PLAYER SHALL ENTER OR LEAVE THE FIELD OF PLAY WITHOUT THE CONSENT OF THE REFEREE.** All players must be **ROSTERED GCJSL PLAYERS!** A Team using an un-rostered player will forfeit the tournament.

Players Equipment

SHINGUARDS ARE MANDATORY and must be completely covered by socks. Each player must wear their uniform shirt and shorts. The uniform must be worn on the outside of any sweatpants or shirts. **NO JEWELRY** may be worn including earrings and rubber bracelets. **REMINDER. In Glen Cove Jr. Soccer there is absolutely NO SLIDE TACKLING. Remind your players as referees are instructed to make that call. Head balls are only allowed in Division 4B.**

*ALL GAMES **MUST** BEGIN ON TIME. Please enter the field as soon as the prior game ends.*

There is to be no warmup on the field and teams must be ready 10 minutes before game.

Referee will quickly check shin guards and players, then start.

ALL GAMES *MUST* END ON TIME

Rules of Play

Rules of play are the same as those during the regular season. In soccer, play ends the moment the final whistle blows. A ball in the air which crosses the goal line after the whistle ending the game is sounded **does not score a goal. GAMES WILL BE SHORTENED BY THE REF AS NECESSARY TO KEEP TOURNAMENT ON SCHEDULE (EXCEPT FOR FINALS).**

Tournament Scoring

WIN = 3 pts

TIE = 1 pt

LOSS = 0 pts

FORFEIT = 1-0 win

DOUBLE FORFEIT = 0 Points for either Team

Tiebreakers

- 1) Head to head competition
- 2) Most total wins
- 3) Least number of goals allowed
- 4) Total goal differential (maximum of 3 per game)
- 5) Coin Toss

Final Game

All Divisions (except K):

A final will be played between the top two teams based on points and tiebreakers. A tie at the end of regulation will be followed by two 3-minute overtime periods. If the game remains tied after the overtime periods, the tie shall be broken by Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark". There will be five kicks per team. In the event there is still a tie, then kicking continues, one attempt per team until one team scores and the other does not. (Only players that are on the field at the end of regulation are eligible for the "shootout".)