



## **2026 RULES AND REGULATIONS**

*Tournament games will be played under FIFA rules unless otherwise indicated in these instructions.*

### **TEAM REGISTRATION/CHECK-IN**

- *An official roster and valid 2025-26 player/coach passes (including guest players) must be uploaded in Gotsport.*
- *Players may only play with a single team during the tournament.*
- *Teams may not mix player passes. All passes must be from the same sanctioning organization, i.e. US Club Soccer, USYS, or EPYSA. This also applies to guest players.*
- *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.*
- *Where required, out of state teams must present an authorized "permission to travel" form.*
- *Coaches MUST have in their possession valid player & coach passes at all tournament games for all players participating in the game. Failure to present passes upon request by tournament staff or match officials may result in a forfeit.*

### **AGE GROUPING**

U18: 1/1/2008 - 12/31/2018

U12: 1/1/2014 - 12/31/2014

U17: 1/1/2009 - 12/31/2019

U11: 1/1/2015 - 12/31/2015

U16: 1/1/2010 - 12/31/2010

U10: 1/1/2016 - 12/31/2016

U15: 1/1/2011 - 12/31/2011

U9: 1/1/2017 - 12/31/2017

U14: 1/1/2012 - 12/31/2012

U8: 1/1/2018 - 12/31/2018

U13: 1/1/2013 - 12/31/2013

U7: 1/1/2019 - 12/31/2019

### **GUEST PLAYERS**

- *A maximum of 4 guest players are permitted per team.*
- *Any team with mixed age players must play in the oldest applicable age bracket.*
- *It is a coach's responsibility to ensure that their team is entered in the correct age grouping.*
- *Teams found to have an illegal player will be disqualified from the tournament and any games played will be forfeited.*

## **GAME**

- U7 - U12: Size 4 ball, (2) 25 minute halves with a 5 minute halftime
- U13 - U18: Size 5 ball, (2) 30 minute halves with a 5 minute halftime.
- The home team listed on the official schedule must provide the match ball.
- The home team listed on the official schedule will start the game with the ball.
- The away team listed on the official schedule will choose sides.
- All games will start promptly at the scheduled time.
- Referees have the authority to shorten the halftime break or duration of each half as required to be sure that all games stay on schedule.
- No time will be added to any games.
- All warm-ups must be completed off of the field and teams MUST be ready to play as scheduled.
- The winning team must return the game card to the main tent.
  - In the event of a tie, the home team will return the game card.

## **PLAYER EQUIPMENT**

- In the event there is a conflict in jersey colors, the home team listed on the official tournament schedule will be required to change colors.
- All players must have proper equipment including the wearing of shin guards.
- A player found on the field with illegal equipment will be sent off by the referee. The player will be permitted to re-enter the game at the next regular substitution, provided the illegal equipment is removed.
- Properly wrapped and/or padded casts will be permitted at the discretion of the referee.
- Players with earrings or jewelry of any kind will not be permitted to play.
- Metal cleats are NOT permitted.

## **BUILD OUT LINE**

- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play.
- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:
  - The goalkeeper changes possession from their hand to play the ball with their feet, or a second touch is made by another player on the goalkeeper's team, or the ball comes to a complete stop, or the ball leaves the penalty area.

### **SUBSTITUTIONS**

- With permission of the referee, substitutions will be permitted at any stoppage of play.
- Coaches are advised to have their players ready and waiting at the mid-field line to be substituted at the next available stoppage.
- The referee has the discretion to deny any substitutions if a team is abusing this rule in an attempt to disrupt or slow play.
- If a player is injured and play is stopped, the injured player must be taken off and both teams are permitted unlimited substitution.
- Players receiving a yellow card do not have to be substituted.

### **CAUTIONS & EJECTIONS**

- Referees will electronically report any yellow or red cards by scanning the qr code posted on the game card.
- All player/coach/parent ejections, red cards, yellow cards and any poor conduct issues will be reported to the appropriate league, NJ Youth Soccer, US Club Soccer or state association sanctioning the team.
- Two (2) cautions to the same player or coach during a game constitute a red card and will result in a send-off.
- A player or coach receiving a red card will normally be suspended for one game. Violent conduct; using offensive, insulting, or abusive language/gestures; and spitting/biting may subject a player to multiple game suspensions or ejection from the tournament.
- A player receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty.
- Suspended players and/or coaches will not be permitted within the team technical area during the next match(es). They are permitted on the opposite side of the field and may watch the game as spectators, unless notified otherwise.
- Additional penalties may be imposed by the Tournament Committee.

### **SPECTATOR CONDUCT**

- Improper parent conduct and abuse of referees will not be tolerated.
- The referee or tournament officials may eject parents from the sideline if necessary.
- A spectator removed from the field must leave immediately. Failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.
- Spectators are to be seated along the sidelines only, no spectators of the active game are to be behind either goal or along the goal lines at any time.

### **PROTESTS**

- The referee's decisions during the game will be final.
- No protests will be allowed unless the infraction involves the use of an ineligible player.
- Appeals and protests may be filed with the Tournament Committee immediately after the incident in question and before the next game involving the team in question is played.
- The determination of the Tournament Committee, should a review be granted, is final.

### **STANDINGS**

- *All teams will play a minimum of three (3) games.*
- *Standings will be determined by using the following point system:*
  - *Win: Three (3) points*
  - *Draw: One (1) point*
  - *Loss: Zero (0) points*
- *There is no overtime. A draw will be recorded as a draw.*
- *All Championship games will go directly to a shootout if tied at the end of regulation.*
- *All 1<sup>st</sup> and 2<sup>nd</sup> place finishers will receive an award.*

### **TIE BREAKERS**

- If two or more teams are tied at the end of tournament play:
  - Two teams tied
    - Head to head play
    - Most wins
    - Goal differential +/- 5 per game
    - Most shutouts
    - Shoot-out
- If three or more teams are tied at the end of tournament play: (The following tie breakers will be used until at least one team is eliminated and then revert to the two team tie breaker rule. (More than one team can be eliminated at the same time).
  - Least wins
  - Goal differential +/- 5 per game
  - Least goals against
  - Most shutouts

### **SHOOT-OUT**

#### **(only used if tiebreaker system above does not break the tie)**

- Each coach will select five (5) primary shooters.
- The winner of the coin toss will have the choice of shooting first or second.
- If the teams are tied after five (5) shots, the shootout continues with each team alternating shooters in a golden goal format. No player may shoot twice until all players (including goalies) have shot once.
- If a team does not show, the tiebreaker will be awarded to the team that is present.

## **FORFEIT**

- Teams must be present and ready to play at the scheduled time or potentially forfeit the game.
- A five-minute grace period will be allowed from scheduled kickoff time.
- Tournament officials have the option to shorten, reschedule or otherwise create circumstances to allow a game to be played on the field in the event of unforeseen circumstances.
- A forfeit will be recorded as a 2-0 loss.
- A minimum of seven (7) players constitutes a team for a 11v11 match.
- A minimum of six (6) players constitutes a team for a 9v9 match.
- A minimum of five (5) players constitutes a team for a 7v7 match.
- No team that forfeits a game will be eligible to win any championship awards at the event.

## **DELAYS AND CANCELLATIONS**

- The tournament committee reserves the right to change, cancel or reschedule any game and/or its format.
- change times and locations in the event of inclement weather or other unforeseen circumstances.
- Regardless of weather, all coaches and players will report to their game site at the appropriate time unless notified by the WT Easter Classic Committee. Failure to appear may result in a forfeit.
- Only the referee can stop play once a match has started.
- All games will take place unless the Tournament Committee (or, after the start of the game, the referee) determines that the playing conditions are hazardous to the players.
- Matches that are halted before the end of the first half due to weather conditions may be resumed the same day at the discretion of the referee and/or tournament officials. In this case the game will restart with the same time and score as it was when the game was paused.
- If a game is suspended after the first half, the game will be considered complete and the score at the time that play is suspended will be official.
- The Tournament Committee will attempt to reschedule games that are suspended due to weather only if they have not completed the first half.
- Canceled games which cannot be rescheduled, will be declared a 0-0 tie by the Tournament Committee, regardless of the score at the time of termination.
- If a game does not reach halftime and is able to be rescheduled during the tournament, then the game will start from the beginning at 0-0.
- In accordance with NJYS regulations, if the entire tournament is canceled prior to the start of play, registered teams will be refunded a minimum of 80% of their registration fees.
- The determination of the Easter Classic Tournament Committee is final.

### **GENERAL INFORMATION**

- All referees will be USSF certified (Grassroots minimum) and will be assigned by the designated USSF certified assignor.
- All small sided 7v7 games (U7 to U10) will have a center referee only. All 9v9 games (U11/12) will have a 3-person crew (as availability permits). All 11v11 games (U13 & up) will utilize a 3-person referee crew.
- At the discretion of the tournament director, teams may be asked to play up one age group if required to form competitive brackets. High school aged brackets may be created if needed.
- No refunds will be awarded once a team has been accepted to the tournament.
- Coaches and Team Managers: it is your responsibility to thoroughly read these rules and regulations prior to the tournament.
- Washington Township forbids the consumption of alcoholic beverages at any of its parks.
- The township is strict in enforcing the 15 MPH speed limit and pedestrian crossings within Washington Lake Park.
- Parking allowed only in designated areas.
- Smoking is prohibited on all tournament sites.
- Dogs or pets are not permitted at any of the tournament fields.

**THANK YOU FOR PARTICIPATING!**