



2024 Nor'Easter Youth Soccer Tournament Rules

- REGISTRATON

1. Coaches must submit rosters, team passes, medical releases, and guest player forms at least 30 minutes prior to their first game.
2. If any of the items are missing, your player will not be allowed to participate, no exceptions.
3. Premier or select level teams are expected to play up atleast 1 level when possible.

-ELIGIBILITY

4. No player is allowed to register with more than one team within an age group, and no player may switch from one team to another during the tournament.
5. Any team found to be playing with an ineligible player will result in a forfeit of ALL games played.
6. Up to 3 Guest Players allowed per team. A copy of player pass with photo must be provided for each guest player.

III. UNIFORMS & PROPER EQUIPMENT

7. Coaches and players are responsible before the games to ensure that players are properly equipped (socks over shin guards, proper jerseys, etc) and are not wearing any jewelry or long pants on field players.
8. Each team should bring 2 sets of jerseys.
9. NO CLEATS PERMITTED. Sneakers or turf shoes only. Any players found wearing cleats will not be permitted to play.
10. No player may play with a hard cast

IV. HOME AND AWAY TEAMS

11. Home team is required to change jerseys or forfeit game.
12. Home team attacks on opening kickoff

V. GAME LENGTH, ROSTER SIZE AND NUMBER OF PLAYERS ON FIELD

13. All matches are 27 minutes in length. Please move quickly on and off the field since time will not be made up.
14. Number of players on field:
 - *U8-U12: 8v8 (includes keeper)
 - *U13-HS: 7v7 (includes keeper)
15. Maximum roster size:
 - *U8-U12: 14
 - *U13-HS: 16

VI. GENERAL RULES

All rules are FIFA rules except the following outlined below:

16. Substitutions are unlimited and may be made when the ball is out of play or on any stoppage.
17. Kickoffs can be played in any direction. Home team will kick off. Home team is the first team listed on schedule
18. If the ball strikes the ceiling the ball remains in play at the referee's discretion.
19. If the referee determines a restart is required, it will be an indirect kick from the half line.
20. The ball must be put into play from a restart within 5 seconds. If not, at the referee's discretion, the ball will be given to the opposing team for delay of game (throw-in or free kick to opposing team, corner/goal kick switch)
21. On free kicks, goal kicks, corner kicks, penalty kicks and kick-offs, opposing team must be 5 yards away from the ball.
22. The goal area and penalty area are the same area.
23. Penalty kicks are taken from the penalty mark area.
24. There is no off-side rule.
25. Slide tackles are prohibited and result in an indirect kick. May result in red card.

VII. CONDUCT

26. Players, coaches, and spectators are expected to act in a responsible and respectful manner. Abusive language and dissent will not be tolerated. Anyone involved in a fight will be ejected from the tournament.
27. Any player receiving a yellow card will sit out the remainder of that game
28. 2 yellow cards accrued will result in an automatic red card.
29. A player or coach receiving a red card or (2) yellow cards will be ejected from the game and at a minimum, will sit out the next game.
30. EJECTED PLAYERS MAY NOT BE SUBSTITUTED.
31. Coaches and players who are sitting out due to a red card or 2 yellow cards are not permitted on the field or sidelines during the game they are sitting out on. Failure to adhere to this rule will result in their team forfeiting the game and subject the individual or team to further disciplinary action.
32. Exception: A player red carded for handball violations sits out the remainder of the current game Only.
33. Any further carding of a coach or player previously suspended may result in ejection from the tournament.

VIII. FORFEITS

34. Non-Appearance at the start of your scheduled game will cost your team a forfeit. The team will receive 0 points. The opposing team will receive 2 goals and 3 points.

IX. SCORING AND STANDINGS

35. Scoring: Points will be awarded as follows:

Win: 3 points

Tie: 1 point

Loss: 0 points

36. Forfeits: A team winning a game by a forfeit shall be credited with a 2-0 win and 3 points.

37. Tiebreaker: In case of a tie in the final standing within a division group:

A. Total Points

B. Wins

C. Losses

D. Ties

E. Head-to-Head

F. Goals Against

H. Goals For

I. Coin Flip

38. Semi-final and final games that end in a tie: a sudden-death shootout will begin IMMEDIATELY at the end of regulation. At least 3 different shooters must shoot before a shooter goes a 2nd time.

X. OTHER NOTES AND DISCLAIMERS

39. There will be no refunds for nonappearance due to inclement weather or any other reason.

Refunds will be provided only in the event the Tournament Committee cancels a division due to lack of participation.

40. The tournament committee has the sole responsibility of interpreting the rules. The committee's decision is final. No protests will be accepted.

41. Food and drink are prohibited on turf areas.

42. Only food and drink purchased at the Hudson Valley Sports Dome are allowed in the facility.

43. Smoking, spitting, any type of seeds are strictly prohibited throughout the facility.

44. Coaches and players are responsible for the cleanliness of their team areas.

45. All garbage is to be placed in appropriate garbage receptacles.

