



2024 Summer Kickoff Tournament Rules

RULE I: Tournament Rule Governance

F.I.F.A. rules will govern play with as modified here per US Youth Soccer ("USYS"), NJ Youth Soccer ("NJYS"), Monmouth Ocean Soccer Association ("MOSA"), and/or Neptune Soccer Association ("NSA") requirements.

RULE II: Team and Player Eligibility

1. All teams participating must have valid US Youth Soccer or US Club Soccer team passes.
2. All players participating must have a valid US Youth Soccer or US Club Soccer player passes.
3. Tournament rosters submitted at registration for u13-u19 11v11 teams may include up to twenty-two (22) players who will be deemed eligible to play for the team during the events, including any combination of both USYS/USCS team-rostered players and up to five (5) guest players. Up to eighteen (18) tournament rostered players may be in uniform and present on the team's sideline technical area for any single game.
4. Tournament rosters submitted at registration for u11-u12 9v9 teams may include up sixteen (16) players who will be deemed eligible to play for the team during the events, including any combination of both USYS/USCS team-rostered players and up to five (5) guest players. Up to sixteen (16) tournament rostered players may be in uniform and present on the team's sideline technical area for any single game.
5. Tournament rosters submitted at registration for u08-u10 7v7 teams may include up fourteen (14) players who will be deemed eligible to play for the team during the events, including any combination of both USYS/USCS team-rostered players and up to five (5) guest players. Up to fourteen (14) tournament rostered players may be in uniform and present on the team's sideline technical area for any single game.
6. Players may only play with a single team during the event. Should a player appear on more than one tournament team roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should the player participate with more than one team, the player will be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game(s) where such ineligible player was used and the NSA Tournament Committee may fashion other remedies as are deemed appropriate under the circumstances.
7. **Players with casts will NOT be allowed to play.** No exceptions.

RULE III: Divisions, Tournament Games and Rankings

1. Divisions are as defined by MOSA:
Division I: u17-19
Division II: u15-16
Division III: u13-14
Division IV: u11-12
Division V: u09-10
Division VI: u08
2. The number of teams and brackets in each division is based on overall tournament registrations at the discretion of the Tournament Director.
3. Three-Team Divisions: Double Round Each team plays 4 games. Champion and 2nd Place: Division ranks.
4. Four-Team Divisions: Round Robin, each team plays 3 games. Champion and 2nd Place: Finals.
5. Five-Team Divisions: Round Robin, each team plays 4 games. Champion and 2nd Place: Division ranks.
6. Six-Team Divisions: Two three-team Intra-division play Saturday. Top two finishers in each bracket advance to semi-finals. Third place finishers play consolation game. Winners of semi-finals advance to finals. Champion and 2nd winners: Finals.
7. Eight-Team Divisions: Two four-team brackets, Round Robin within bracket, winner of each bracket will play in final. Champion and 2nd winners: Finals.
8. There is no Championship or 2nd Place for u08-u10 (Div V-VI). All participants receive participation awards.

RULE IV: Length/Timing of Games

1. Full Sided (Div I-III - 11v11, u13-u19): 30-minute half
2. Small Sided (Div IV-VI - 7v7, 9v9, u08-u12): 25-minute half
3. A grace period of ten minutes from start time may be granted before forfeit is

RULE V: 2024 Tournament Application Fees

1. Full Sided u13-u19: \$825
2. Small Sided u11-u12: \$675
3. Small Sided u08-u10: \$650
4. Teams not accepted will have application fees refunded. The application fee is non-refundable after acceptance.

RULE VI: Refunds and Cancellations

1. In the event the Tournament is cancelled in its entirety for any reason prior to the first day of the event, a minimum of 80% of the teams' entry fees shall be refunded by the NSA.
2. In the event the Tournament is rescheduled, all teams that applied by the original date will be given the opportunity to withdraw from the revised date with a full refund of their entry fee.
3. In the event Tournament games are postponed or canceled in whole or in part due to lightning, inclement weather, or other hazardous conditions beyond NSA control, the NSA is not responsible for any refunds or expenses/losses incurred by participating clubs, teams, or players.
4. In the case of a team forfeiture, the NSA is not responsible for any refunds or expenses/losses incurred by participating clubs, teams, or players on either team.

RULE VII: NSA Tournament 7v7 (U08-U10) Rules of Play

1. All games will be final with no overtime or shootouts.
2. All players will receive participation awards. There are no rankings. Standings are not reported to NJYS or USYS.
3. Build-out Line:
 - i.) The build-out line will be marked equidistant between the penalty area line and the midfield line.
 - ii.) On a (Team A) goal kick, direct or indirect kicks within the Penalty Area, or when the goalkeeper has possession of the ball with their hands, the ball is not "in play" and the opposing team (Team B) must move behind the build-out line.
 - iii.) Once the opposing team (Team B) is behind the build-out line, the (Team A) goalkeeper can pass, throw, or roll the ball into play. Punts and drop kicks are not allowed. If there is an infraction, restart is indirect free kick taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.
 - iv.) After the ball is put into play, the opposing team can cross the build-out line and play resumes as normal.
 - v.) On a goal kick or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:
 - a. The goalkeeper changes possession from their hand to play the ball with their feet, or
 - b. a second touch is made by another player on the goalkeeper's team, or
 - c. the ball comes to a complete stop, or
 - d. the ball crosses the build-out line.
 - vi.) The goalkeeper will wait to put the ball into play once all opponents are past the build-out line. If the goalkeeper puts the ball into play sooner, they accept the positioning of the opponents and the consequences of how play resumes.
4. Offside:
 - i.) The build-out line will be used to denote where offside offenses can be called.
 - ii.) Players cannot be penalized for an offside offense between the midfield line and the build-out line.
 - iii.) Players can be penalized for an offside offense between the build-out line and the opposing goal line.
5. Enforcement:

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build-out line prior to the ball being put into play.

i.) Coaches are responsible for addressing these types of issues with their players.

- ii.) Referees can manage the situation with misconduct if deemed appropriate.
- iii.) Referees should be flexible when enforcing the six second rule and counting the time of possession should only begin when all opponents have moved behind the build-out line.

RULE VIII: NSA Tournament 9v9 (U11-U12) Rules of Play

1. All games will be final with no overtime (in any games) or shootouts (except in final or semi-final.)
2. 1st and 2nd place awards will be given to all winning teams. Standings are reported to NJYS or USYS.
3. Offside: Offside starts at mid-field.
4. Punting: Punting is allowed but once punted (by Team A), the ball cannot land in the penalty area of the opposing team (Team B) from the air. If it does, an indirect free kick will be taken (by Team B) on the penalty area line from where the ball crossed into the penalty area.

RULE IX: NSA Tournament 11v11 (U13-U19) Rules of Play

1. All games will be final with no overtime (in any games), or shootouts (except in final or semi-final.) See Rule III.
2. 1st and 2nd place awards will be given to all winning teams. Standings are reported to NJYS or USYS.

RULE X: Substitutions

Substitutions may be made on any stoppage of play at the discretion of the referee.

RULE XI: Technical Area

No coaching will be done from outside the technical area: ten yards on either side of the centerline and two yards back from the touchline.

RULE XII: NSA Tournament 9v9 and 11v11 (U11-U19) USYS Points and Division Tie Breakers

Division and Brackets champion and second place will be determined by total points and tie-breaking rules.

1. USYS Points

Three points will be awarded for wins. One point will be awarded for ties. Zero points will be awarded for losses. Three points will be awarded for a forfeit (1-0) to the non-forfeiting team.

2. Forfeits

Any team forfeiting a match during the tournament will not be allowed to advance to the semi-final or final matches or be eligible for rankings or trophies unless a reason for the forfeit is judged to be valid by the Tournament Director.

3. Division Tie Breakers

Ties will be broken by applying the following in this order:

i.) If one team has won in head-to-head competition.

ii.) Goal differential (maximum of 3 per game). Higher total gets the higher finishing position.

iii.) Fewest goals allowed. Lower total gets the higher finishing position.

iv.) Most shutouts. Team with the most shutouts gets the higher finishing position.

v.) Lowest number of Disciplinary Points.

vi.) If a forfeit has an impact on the teams that are tied advancing to Semi-final or Final rounds and the tie still exists, the following rules for breaking the tie will be applied in the order indicated:

a. No bonus points will be considered for the tiebreaker.

b. Head-to-head competition.

c. The Coaches involved will flip a coin, the odd coin will advance.

vii.) If, after applying the above tiebreakers, a three-way tie still exists, the tie will be broken via Kicks from the Penalty Mark (KPM) to the bracket 2nd place round. The other two teams will shoot out via KPM, with the winner advancing to the Bracket Championship round.

viii.) If a tie exists at the end of regulation time for a semi-final or final game, proceed to F.I.F.A. Penalty Kick from the penalty mark.

RULE XIII: Yellow and Red Cards

1. Any player or coach receiving a red card will be required to sit out a minimum of one game. The pass of the player receiving the red card must be turned into the Site Coordinator immediately following the game. The Tournament Site Committee shall have the authority to add additional game suspensions as deemed appropriate.
2. Any player or coach receiving a red card for fighting will automatically be ejected from the tournament.
3. All Red and Yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by the Neptune Soccer Association Tournament Director and Referee Assignor and reported immediately to the home state association and the home club/league.
4. Disciplinary Points will be assigned to each Yellow Card (1 Point) and Red Card (2 Points.) The accumulated total of Disciplinary Points may determine whether or not a team advances. (Refer to RULE XII)

RULE XIV: No Protests

The Tournament Director and Committee's interpretation of the rules is binding and final.

RULE XV: Harassment

Harassment of the referees will not be tolerated from players, coaches, or spectators. Caution the coach for any spectator and ask the coach to remove said offenders from the playing area. The Tournament Site Coordinators or Director may award forfeits on the advice of the referee if the harassment continues. Any matters involving referee harassment, assault or abuse shall, in accordance with USSF Rule 3042, will be referred immediately to the host state association.

RULE XVI: Delays and Cancelations Due to Lightning/Inclement Weather/Extreme Heat

1. The NSA Tournament is held on Neptune Township and/or Neptune Board of Education property. The properties are monitored with a Lightning Detection System (LDS) which will sound an alarm if lightning is detected within 10 miles of the location. Per Township and BOE rules, all fields at all tournament locations must be cleared for 30 minutes following the last alarm. Parents and players should seek shelter and will not be permitted to remain on any part of the fields. Activity cannot resume until the "All Clear" signal is sounded by the central LDS. Neither the NSA, its Tournament Director or Site Coordinators, nor the game officials have the authority to override this rule. **Team coaches and managers MUST facilitate compliance by their players and spectators.**
2. The Referee, Tournament Director and/or Site Coordinator may stop play in the event of other inclement weather, extreme heat or other hazard. The Tournament Director and/or Site Coordinator, in consultation with the Referee Assignor, will determine when or if play resumes.
3. In the event of a stoppage, the Referee will note the time remaining in the match at the time the match is stopped.
4. In the case of the stoppage or cancellation of games due to lightning, inclement weather, extreme heat, or other hazard, the tournament committee reserves the right to modify the schedule, duration and/or number of games to best accommodate the situation.

RULE XVII: Golf Carts

Only authorized NSA members may operate tournament golf carts. A valid New Jersey Driver's License is required to operate a Golf Cart at the tournament. No exceptions.

RULE XVIII: No Smoking or Vaping

Smoking and vaping are prohibited at all Tournament sites.

RULE XIV: No Pets

NO PETS ARE ALLOWED AT ANY TOURNAMENT LOCATIONS. **Team coaches and managers MUST facilitate communication and compliance by their players and spectators.** Documented service animals are allowed.