



MORRIS ELITE CUP



OVERSIGHT

The Tournament Director's interpretation of all rules shall be final and binding. The Tournament Director reserves the right to decide on all matters pertaining to the tournament including matters not covered explicitly by the rules.

ACCEPTED TEAMS

When teams are accepted, they will be posted on the tournament information page on the Morris Elite SC website

SCHEDULES

There will be a link on the home page when the schedules are posted. Schedules will be finalized shortly before the date of the tournament.

REFUND POLICY

If your team is accepted to play in the Morris Elite Cup and later withdraws, the registration fee is non refundable, and sanctions may be placed against your team for participation in future tournaments. If the tournament is canceled after games have been played, no refunds will be given. Morris Elite Soccer Club will not be responsible for any losses, expenses or other liabilities of any type incurred by any team, club or individual if the tournament is canceled in the whole or part for any reason whatsoever. A portion of your registration fee includes the cost of cancellation insurance. In the event the tournament is canceled before the first game being played, you will be entitled to a 70% refund of the entry fee. The refund amount will not include any processing fees billed by the credit card/e-check processor incurred during the registration of your team.

FORMAT

In the opening round games, teams are placed into flights based on the number of accepted applicants. Each team is guaranteed a minimum of three games. Flight winners will advance to a final stage, and 4th game of the tournament where one team is crowned champion.

INCLEMENT WEATHER OR EXTRAORDINARY CIRCUMSTANCES

- In the event of extraordinary weather conditions or field circumstances, the Tournament Director shall have the authority to change the format as follows:
 - Relocate and reschedule any game
 - Reduce by up to 50% the scheduled duration of any game
 - Consider a game complete that has been called by the official with 50% or less remaining unplayed
 - Cancel any preliminary game(s) having no bearing on flight winner selection

ELIGIBILITY, REQUIRED FORMS, AND REGISTRATION

All participating USYSA teams must be currently registered with their state association.

All participating US Club teams must be currently registered with US Club Soccer.

Players must have been born during, or subsequent to, the divisional year. For purposes of this tournament, the divisional year age groups are determined based on players born between January 1 and December 31. Players are allowed to "play up" or play in an older age group.

If a team has no guest players, USYSA teams may roster up to the maximum permitted for their age and US Club Soccer teams may roster up to 26 players. A maximum of three (3) guest players will be allowed on a team but only to bring the number of players on the approved roster for the tournament to a maximum of 18 for 11v11, 15 for 9v9, and 13 for 7v7. That is, no guest players are permitted on any team with a tournament roster of more than 18 or 15 respectively. E.g. if an 11v11 team has three guest players, it may have no more than 15 regularly rostered players.

A "guest player" is a player who is not on the official current roster of the USYSA or US Club team registering him/her for the Morris Elite Cup, who has a player pass from a team other than the one that will compete in the tournament, and who has the proper release from the team with which s/he is currently rostered.

All players must be registered and carded by their state association or with US Club Soccer.

At registration all teams must present 1) an official roster (USYSA or US Club) listing each player and their jersey number, 2) a pass for each player, 3) a release for each guest player. Passes must be duly authorized by their respective organizations and must include a photo.

Additionally, USYSA teams may be required to present a Permission to Travel Form based on their State Association rules

Rosters may not be changed during the tournament.

Players may only play for one team during the tournament

Authorized player passes will be checked and verified against the official team roster at online registration. All registration is done online and will not be done field side. However, **PLAYER PASSES MUST BE PRESENT AT THE FIELD FOR THE DURATION OF EACH GAME.**

Regardless of the number of players on a roster, for each game, a maximum of 18 for 11v11, 15 for 9v9 and 13 for 7v7 players may dress and be rostered per game. All US Club teams and any USYSA team with a roster of more than 18/15/13 players must give a copy of their official roster to the referee for each game identifying which rostered players are eligible. Players not on the game roster are allowed to sit on the bench in the team's opposite uniform or in street clothes.

Each team is limited to three (3) registered coaches on the bench.

The tournament reserves the right to check player cards and rosters during the tournament. A team found at any time to be in violation or attempting to violate the guest player provisions will forfeit all matches played with the improper player and sanctions may be placed against the team for

participation in future tournaments.

GAME REPORTS

The center referee is responsible for confirming the game result. Officials from each team must also sign the game card confirming the game result. Results must be promptly reported by the referee to the field marshal who will report to the site headquarters.

LIABILITY

All teams are responsible for their own insurance. Morris Elite Soccer Club and its Tournament Director(s) will not be liable for an injury incurred at any time during the tournament including during games or warm-up, nor in travel to or from the tournament.

PROTESTS

No protests will be accepted. All referee decisions are final.

RULES OF PLAY

THE LAWS OF THE GAME

All games shall be played in accordance with the current FIFA Laws Of The Game, except as specifically modified by the tournament rules. As stated in Law 5, "each match is controlled by a referee who has full authority to enforce the Laws Of The Game in connection with the match to which he has been appointed."

NJ Youth Soccer 'Build-out-line' rule shall apply to all 7v7 games with the addition of NO PUNTING from the Goalkeeper.

Build Out Line Rule:

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.

The goalkeeper can pass, throw, or roll the ball to put it back into play (punts and drop kicks are not allowed).

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:

- o The goalkeeper changes possession from their hand to play the ball with their feet, or
- o a second touch is made by another player on the goalkeeper's team, or
- o the ball comes to a complete stop, or
- o the ball crosses the buildout line.

HOME TEAM

Reading left to right, or top to bottom, the home team appears first on the game schedule. The Home team will select the end to defend. The Home team should make that choice BEFORE the end of the prior game. The Visiting team (the team listed second) will kick off.

The home team will be responsible for providing the match ball

UNIFORMS AND EQUIPMENT

Teams must carry alternate jerseys or pinnies to accommodate color conflicts. The Home team is expected to switch colors at the instruction of the referee if there is a conflict. In some cases, the Visiting team may be asked by the referee to switch.

All uniforms must be numbered and adhere to FIFA Laws Of The Game, specifically Law 4. All players listed on the roster must have different numbers. In the event of cold weather, it is permissible for field players to wear gloves, soft, brimless headgear, and sweatshirts and/or sweatpants under their team uniform.

U13 to U14 age groups will use a size 5 ball.

U12 and under will use a size 4 ball.

11v11/9v9/7v7 in accordance with their regular season sizes.

OPPOSITE SIDES

Both teams must position their equipment and players on the team sideline and on opposite sides of the midfield line so that there is no delay in beginning the game.

Each team is limited to three (3) registered coaches on the bench.

All spectators and persons not listed on the team roster for that game must occupy the side of the field opposite to the teams while the match is being played.

A team's coaches and players are restricted to their half of the team sideline between the penalty box and midfield. No one (coach, player, or spectator) may sit or stand behind either goal line.

The Field Marshal shall manage the positioning of the teams and spectators if not done by the referee crew for the game.

DURATION OF THE MATCH

- U13-U17 divisions will consist of two 30-minute periods.
- U11-U12 divisions will consist of two 25-minute periods.
- U8-U10 divisions will consist of two 25-minute periods.
- At halftime, it shall be no more than five (5) minutes from whistle to whistle. For all games, there will be 5 minutes from the end of one game to the start of the next. Teams must be ready to take the field immediately after the end of the previous game.
- Finals games – if tied – will go directly to penalty kicks.
- Referees are directed not to add any injury time to matches. The tournament director may relax this rule for playoffs occurring as the last match of the day on a field.

SUBSTITUTIONS

A) Unlimited substitutions may be made upon any stoppage of play, from the mid-field line on the team side, with the permission and at the discretion of the referee, including:

- For a yellow carded player
- For an injured player (including one bleeding) who must leave the field for treatment. (The opposing team may also substitute a player.) The injured player may return only after being checked by the referee or assistant referee.
- There will be no substitutions for a player who has received a red card and has been ordered from the field by the referee.
- During the last 5 minutes of a match, the referee may restrict substitutions if s/he considers the substitution to be time wasting.

CONDUCT

Players, coaches, and spectators are expected to conduct themselves within the spirit of the game as well as the letter of the Laws Of The Game, specifically Law 12. Coaches are responsible for their conduct and for the conduct of their players and spectators.

It is expected that each team will participate in the customary handshake.

Coaches who are ejected from a game and spectators ordered away from the pitch by the referee must leave the field area until the next match begins. Players who are ejected shall be removed from the team side of the field provided a responsible adult can supervise the player. If an adult is unavailable, the player shall remove their jersey – to be clear they are no longer eligible players - and may remain in the bench area.

Any player receiving a straight red card or any coach who is ejected from a game will be ineligible for the next scheduled game.

For players receiving a second yellow card or spectators removed from the grounds, the Tournament Director or his/her designee will determine the sanction.

One bonus point will be deducted for each red card issued including for any coach ejected from the game or from the event. The Tournament Director may take further action against the individual(s) or the team(s) receiving red cards. The behavior of spectators, coaches and players will be considered in regard to the participation of the team in future tournaments.

MISCELLANEOUS

Dogs are not permitted on any field nor within any tournament field area.

Alcoholic beverages and smoking are strictly forbidden at game sites.

Golf Cart Rule: Anyone operating a golf cart, or any type of ATV is required to have a valid driver's license.

RULES GOVERNING COMPETITION

DETERMINING BRACKET WINNERS

Teams will be awarded points on the following basis:

Six (3) points for each win

Three (1) points for each tie

Zero (0) points for each loss

MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED

In the event of a tie in points at the end of flight play, the winner for advancement to Final will be determined as follows:

1. The winner in the head-to-head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Fewest goals against.
3. Goal differential
4. Most total wins.
5. Most shutouts.
6. Goals for
7. If a tie still exists after steps 1 through 6, FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of Finals games.

FINAL ROUND

In a 4-team flight, the finalists will be the first and second place teams.

FINAL ROUND TIES

In a final game, if the score is tied at the end of regulation time, the match will be determined by kicks from the penalty mark under FIFA rules for Procedures To Determine The Winner Of A Match. Because of time constraints, the referees will be instructed to complete the taking of PK's as rapidly as possible.

Only players on the field at the end of full-time may take a kick. Therefore, players may not leave the field at the end of regulation time. The visiting team will call the toss of a coin. The winner of the toss will decide whether to kick first or second.

If one team has more players on the field, that team must reduce their number on the field to equal that of their opponent.

Each team designates five players and the order in which they will kick. If, after both teams have taken five kicks, the score is tied, kicks continue to be taken until one team has scored a goal more than the other from the same number of kicks. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick