



**2026 Jersey Shore  
Champions Cup  
Tournament Rules**

**1. REGISTRATION**

Each participating team must be registered for competition in a soccer league affiliated with the USSF or National equivalent. Teams from outside New Jersey must provide Permission to Travel Form approved by a USSF representative. Team rosters must be submitted to the Tournament Director prior to the tournament. Up to four (4) guest players will be permitted. If your guest player is from a different club you will need to have the proper Player Loan Forms completed and must use a player pass from the same governing body. These forms will need to be uploaded to Gotsoccer. Player passes will be collected prior to each game. No player will be allowed to participate without a valid player pass.

**2. FIFA RULES**

FIFA rules will govern play except as modified herein.

**3. SUBSTITUTIONS**

Substitutions, without limit, **may be made with the permission of the referee** at any stoppage of play. **\*\* SUBS MUST BE UP AT MIDFIELD\*\***

**4. LENGTH OF THE GAME AND ROSTER SIZES**

- U8-U10 - 7v7 are limited to 14 players identified at registration and will play 2 X 25 min halves with a size 4 ball
- U11-U12 - 9v9 are limited to 16 players identified at registration and will play 2 X 30 min halves with a size 4 ball
- U13-19 are limited to 22 players identified at registration and will play 2 X 30 min halves with a size 5 ball
  - Only 18 players may dress for each game, and must be identified to the referees prior to kickoff of each match. Players not identified prior to kickoff may not participate in that specific match.

## **5. DELIBERATELY HEADING THE BALL (U11 Age Groups and Younger)**

Players in U11 and younger age groups may not deliberately head the ball in soccer matches.

- If a player deliberately heads the ball and the ball remains in play, the referee will immediately stop play and restart with an indirect free kick as per Law 13.
- If a player deliberately heads the ball and the ball immediately goes out of play, the referee will restart in accordance as to how the ball went out of play (throw-in, goal kick, corner kick)
- If a player is inadvertently struck in the head with the ball, there is no rule infraction. However, if the referee follows current practice and if the player is deemed injured, the referee will immediately stop play, have the player removed and restart with a drop ball.

In all cases the referee will assess the player to determine if the player is injured.

### **Notes:**

A goal may not be scored by any player that deliberately heads the ball. Denying an Obvious Goal Scoring Opportunity does not apply to heading the ball as this action is not a foul.

Referees will enforce these rules for the U11 age groups and younger. It is the responsibility of the team's coach/manager to ensure any player aged 10 or younger who may be "playing up" on a U12 or older team, will not head the ball during the game.

## **6. BUILD OUT LINE RULE (7v7 games)**

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:

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, the ball comes to a complete stop, or the ball crosses the buildout line.

## **7. COACHING**

Coaches must restrict themselves to the coach's area, ten yards from either side of midfield and two yards back from the touchline. They must have a valid coaching pass and appear on the team's roster that is verified at registration.

## **8. CONDUCT**

Players, coaches and spectators are expected to conduct themselves properly. There will be NO harassment of the referees or assistant referees. The officials of this tournament are empowered to eject any offenders from the playing area. The Tournament Director may award a forfeit on the advice of the referee if the harassment should persist.

We have enacted a zero tolerance policy for alcohol consumption during our tournament. Anyone found drinking will be removed by OTPD.

## **9. EJECTION**

A player that has been ejected from the game must sit out the following game after the ejection. A player ejected for fighting (violent conduct) will be suspended for the remainder of the tournament.

Any team whose bench players or spectators go onto the field during the game without the permission of the referee will forfeit their remaining games and be ejected from the tournament. All players suspended from play will be reported to the NJYSA. The referee coordinator will hold the players pass during the suspension period or until the end of the tournament, whichever comes first.

## **10. FORFEITS**

In the event of a forfeit, the final score will be 3-0. A forfeit may be awarded by the Tournament Director as indicated in rule seven (7). A forfeit will be invoked in the case of a team failing to show up for a scheduled game. There will be a 15 minute grace period after the scheduled kick off before a forfeit is invoked. A team forfeiting a game will NOT be allowed to advance.

## **11. PROTESTS**

All officiating and administrative decisions are final and NO protests will be considered.

## **12. DETERMINATION OF TEAM WINNERS**

Each team will be awarded (3) points for a win and one (1) point for a tie. Scores that have a score differential of greater than six will be posted as a differential of six. (For example, if the score is 9-1, the score will be posted as 7-1. If the score is 8-0, the score will be posted as 6-0).

In the event of a tie for a group (pool) winner, the following criteria will be used to break the tie:

- A. Most Wins.
- B. Head to head competition.
- C. Fewest goals against.
- D. Goal differential to a maximum of (6) per game.
- E. FIFA penalty kicks - to be taken at least 30 minutes prior to the start of the scheduled game.

**13. FINAL GAMES** - If a game ends in a tie, kicks from the penalty mark will follow to determine the winner.

#### **14. CANCELLATION/Disaster Preparedness Plan**

In the event of inclement weather or for reasons beyond their control, the Tournament Director will have the authority to:

- A. Relocate or reschedule any game.
- B. Change the duration of any game.
- C. Cancel any game. In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed. The tournament director will have the final decision on field closure.
- D. Every effort will be made to play all scheduled games. The Tournament Committee may cancel the tournament or any part of the tournament for reasons beyond their control. In the event of a cancellation prior to the start of the tournament, all teams shall receive a refund of 50% of the team entry fee. If the tournament is postponed or rescheduled prior to its start, a new permission to host application will be submitted to NJYSA and all teams that applied to the original date will be given the opportunity to withdraw from the revised date of the tournament with a full refund of their entry fees.
- E. In case of inclement weather (lightning) the Tournament Director will ensure the safety of all players and coaches by SOUNDING an air horn for 3 quick bursts. This will signal that the games are suspended until the weather has passed. All games will not resume until the last LIGHTNING strike and it has been cleared without a strike for 30 minutes. During the inclement weather ALL participants are encouraged to seek immediate shelter.

#### **15. REFUND POLICY**

Upon acceptance, the fee is non-refundable. If your team is accepted and later withdraws, the entry fee is non-refundable. Refunds will only be made if the tournament is canceled as described in previous rules.

#### **16. PLAYER PASSES**

Coaches must have the player's passes in their possession at all times. Player passes will be collected prior to each game. No player will be allowed to participate without a valid player pass.

#### **17. AUTHORITY**

The Tournament Director shall have the authority to rule on any situation not specifically listed above.

#### **18. GOLF CART POLICY**

Operators of Golf Carts or any type of ATV shall have a valid NJ Drivers License at the Jersey Shore Champions Cup.