



U.S. PARMA Soccer Club
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"Passione - Dedizione - Unione"

Rules and Code of Conduct

U.S. PARMA Spring Kickoff Tournament

All tournament games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein. The following statements of Rules and Regulations supplement the laws of the game.

Age and Eligibility

Age and Eligibility Competition is open to teams composed of not more than twenty (20) players for full-sided, including guest players, who are registered with their respective state/provincial or national association. Birth dates must be in accordance with the latest USYSA ruling. Teams from outside NJ must have permission to travel form signed by their association (if applicable). Player passes authorized by their respective state/provincial or national association will be verified at team registration. Any team found using or utilizing a player born before the divisional year will forfeit all games.

Conduct

- **Players, Coaches or Spectators:**
 - Coaches are responsible for the conduct of spectators from their team. The Tournament Committee reserves the right to suspend any player, coach or team from the tournament for unruly behavior. Any physical or verbal abuse towards a referee or a tournament official during and after game play may be subject to review by the Tournament Committee and may result in the forfeiture of game.
 - Players, Coaches or Spectators ejected from a game by the Referee must leave the field area. Play will be suspended until this happens. If there is a refusal, the game will be forfeited by the team who has made the refusal.
 - Regardless of age/division, players and coaches from both teams will occupy the same side of the field, and parents and spectators from both teams will occupy the opposite side of the field.
 - Alcoholic beverages and pets are not permitted at any game site.
- **Red Cards:**
 - Players are expected to conduct themselves within the spirit of the game as well as the letter of the law. Players and coaches ejected from a match (Red Card) must sit out the remainder of the match plus his/her team's next tournament match. No substitutions may be made for an ejected player during the match in which the ejection occurred.
 - Red Cards issued after the end of regulation play are subject to review by the Tournament Committee and a more serious penalty may be imposed. Incidents of misconduct will be reported to the New Jersey Youth Soccer Association.

Fields and Game Equipment

- The size of the field will be whatever the physical arrangements permit.
- Spectators must remain behind specifically designed lines which will be drawn on the field a minimum of 3 yards from the touch line. No spectators will be allowed to remain behind or near the goal lines.
- Soccer shoes must meet FIFA specifications. Shin guards must be worn by players or they will not be allowed to play. Socks must be pulled up to cover shin guards.
- All teams must wear uniforms with numbers and the numbers coincide with the game card.
- No two players on the same team wearing the same number may play on the same field at the same time. If such a situation occurs, both players will be sent off the field and a substitution will be permitted until the numbers are changed.
- In the event of a color conflict, the home team will change jerseys. The home team is the team listed first on the schedule.
- No jewelry will be worn. This includes, but is not limited to, earrings, watches, necklaces, bracelets and rings. Medical Alert notification is permitted.
- Eyeglasses should be either sports goggles type or made of safety glass or plastic and must be held in place with some type of elastic band.
- A player will not wear anything that is considered dangerous to another player in the opinion of the referee.
- A player wearing an orthopedic cast must be fully covered and will only be allowed to participate at the discretion of the referee at conclusion of inspection.

Failure to Show and Forfeits

- A team will be allowed a 5 minute grace period after the scheduled kick-off. Thereafter, the match is awarded to their opponent. A minimum of 7 players constitutes a team, and if 7 players are present the match will not be delayed. If during the course of a match a team falls below the minimum 7 players, the game will be forfeited to their opponent. The score at the time of the forfeiture will stand.
- A forfeit will be awarded as 3 points for a win

Inclement Weather

In the event of inclement weather the Tournament Committee will have the authority to change or cancel games as follows:

1. Relocate or reschedule any games
2. Change the duration of any game
3. Cancel any game which has no bearing on the selection of division winners or second place finishers

In the event of cancellation before the start of the tournament, teams will be refunded 100% of the registration fee.

Goalkeeper

The keeper must adhere to the six-second rule. There will be no charging the goalkeeper.

Length of Match

- Running clock – no stoppage.
- Each team will play 3 guaranteed games.
- 50 minute games. 25 minute each half.
- Teams will switch sides mid-way point (25 minutes).

- The Tournament Committee reserves the right to shorten any game.

Substitutions

Free substitution with a referee's permission may be made at the following times:

- After a goal by either team
- Before a throw-in by either team
- Before a goal kick by either team
- Half-time
- To replace a cautioned player (Yellow Card)
- After injury stops play, by either team

Match Stoppage

The referee may suspend play due to misconduct by players, coaches or spectators of that team. A victory will be awarded to the opposing team with a final score of 0-3. See Conduct section of the Rules and Code of Conduct.

If a match is suspended due to weather, the following conditions apply:

Prior to the end of the first half:

- The game will be result in a 1-1 tie

At or after half-time:

- The score at the time of stoppage will be the final score

The games will be played with running time – the Referee will not add time for injury.

Game and Score Reporting

Coaches will be responsible to see that games scores are reported correctly at the conclusion of each game. Coaches of both teams will sign the game card.

Refund Policy

After a team is accepted to the tournament, refunds will only be made if the tournament is cancelled due to adverse weather conditions or Acts of God. Refunds will be 85% of the registration fee as determined by the sole discretion of the Tournament Committee.

Determination of Winners

1. Won/Loss/Tie Points are awarded as follows:

- a. Win = 3 points
- b. Loss = 0 points
- c. Tie = 1 point

In the case of a forfeit, the winning team will be awarded 3 game points. To be awarded point for a forfeit, the team must be present at the field and ready to play.

2. The winner is the team with the most points. The following tie-breakers will be used only if a tie exists:

- a. Head-to-Head
- b. Most Wins
- c. Fewest Goals Allowed
- d. Bonus Points

Bonus Points:

Bonus points are only considered in the event of a standings tie after all game points are awarded and tie breakers are exhausted.

- Awarded for goal differential to a maximum of 3 points in a game.
- Loss of 1 point for goal differential of greater than 6 goals
- Loss of 1 point for issuance of each Red Card

Protests

There will be no protests. The Tournament Committee will rule on all matters pertaining to this tournament.

General

- All decisions of the Referee are final
- The Tournament Committee reserves the right to decide all matters pertaining to the tournament and their decisions are final.
- The Tournament Committee and the U.S. PARMA Soccer Club will not be responsible for any expenses incurred by any team or spectator in relation to the tournament.