

Your team is invited to participate in our ...



## 43<sup>rd</sup> Annual Piscataway Fall Classic Soccer Tournament

**WHEN & WHERE** September 7<sup>th</sup> and 8<sup>th</sup> 2024, Saturday and Sunday. Directions to the Piscataway Soccer Club Green Acres Soccer Complex can be found at [PiscatawaySoccer.org](http://PiscatawaySoccer.org)

Games will consist of two 25-minute halves, with a 3-minute halftime.

Age	Format	Build-out Line	Max Roster	Min Players	Ball Size	Fee	# Games
U07-U08	7v7	Yes	14	5	4	\$275	4
U09-U10	7V7	Yes	14	5	4	\$600	4
U11-U12	9v9	No	16	6	4	\$625	4
U13-14	11v11	No	18	7	5	\$650	4

Games start on the hour, with the game clock starting whether teams are ready or not. Time will not be added for injuries or late starts.

**TO REGISTER** Complete the online application form that can be accessed via our website at [www.PiscatawaySoccer.org](http://www.PiscatawaySoccer.org). Team registration will ONLY be done electronically via your team's GotSport account before 8/31. Team registration includes:

1. Official State roster (PDF file upload)
2. Player passes (PDF file upload)

**PAYMENT** Checks must be made payable to "Piscataway Soccer Club," and must accompany all applications. Deadline for applications is August 15th, 2024. Note that the Tournament sold out the last 6 times by Mid July!

**ELIGIBILITY**

- Only USYSA & US Club Soccer affiliated teams and players will be accepted. No all-star or select teams will be allowed to participate.
- Only the players listed on your team's state roster. Any other player is considered a guest player. Each team is allowed 3 guest players. "Secondary passes" and "club pass players" are guest players.
- A player can only play with one (1) team during the tournament.

**RANDOM CHECKING** We will be randomly checking team player passes during the tournament. Coaches MUST have their player passes with them at each game. Any team using an inappropriate player (example: too old) will forfeit that game, and will be reported to NJYS office for cheating.

GENERAL	FIFA rules shall prevail except as specifically modified in these tournament rules.
PLAYERS EQUIPMENT	It is the Referee’s discretion to determine the safety and suitability of player equipment, including the wearing of orthopedic casts or hard braces. Shin guards are mandatory for all players. No jewelry (including earrings) may be worn. No metal studs allowed on cleats. All players must have a unique uniform number on their jersey. Any religious items on hands must be taped or the player will be ineligible to play.
NO HEADING (in 7v7 and U11 9v9 games)	Per US Soccer, all U7-U11 teams, when a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If it occurs within the goal area, then indirect free kick should be taken on the goal area (“6 yard”) line.
NO PUNTING (in 7v7 games)	Per US Soccer, for all U7-U10 teams, when the goalkeeper has the ball in his or her hands during play from the opponent, the goalkeeper can pass, throw or roll the ball into play. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
BUILD-OUT LINE (in 7v7 games)	Per US Soccer, for all U7-U10 teams, when the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build-out line until the ball is put in play. If the goalkeeper chooses to put the ball in play quickly prior to a full retreat of the opposing team, then opposing players may pressure the ball, whether or not they retreated behind the build-out line. For goal kicks, the ball is in play after the goalkeeper kicks the ball and a 2 <sup>nd</sup> player of the same team touches the ball, or the ball has crossed the build-out line.
MISCONDUCT (cautions & ejections)	<ul style="list-style-type: none"> <li>● Coaches, players and spectators are expected to conduct themselves within the spirit of the game, and associated laws. The display of offensive language or conduct will not be tolerated.</li> <li>● Coaches will be held responsible for the conduct of all parents and/or those supporting the team.</li> <li>● Any coach or player who receives a red card (or anyone affiliated with the team that is ejected) will be suspended for that game and 1 additional game. No protests of any kind will be permitted. Any player or coach who assaults a referee will be expelled from the Tournament, and the Police will be called.</li> </ul>
SUBSTITUTION	There shall be unlimited substitutions, by either team, with the permission of the referee at any stoppage.
OFFICIALS	Only USSF licensed referees will be utilized as this tournament is sanctioned by NJYS. The 3-referee system will be utilized for Full Sided Games when possible.

PROTESTS	No protests will be allowed. Decisions of the tournament director are final.
SCORING	<p>Two (2) points for a win  One (1) point for a tie  Zero (0) points for a loss  <b>Negative one (-1) point for each RED card</b>  <b>Negative one (-1) point if your goal differential is greater than 6.</b> Example:</p> <ul style="list-style-type: none"> <li>• A team winning with a 7+ goal differential will only get 1 point. Calculated as 2 points for a win, -1 point for excessive scoring.</li> </ul>
AWARDS	Individual 1 <sup>st</sup> and 2 <sup>nd</sup> place awards will be given to players U11+ in each flight. Participation awards will be given to each player U7-U10.
FORFEITS	A forfeit shall be declared if a team is not prepared to play within 5 minutes of the scheduled start time. Any team that forfeits a game will not be eligible for awards. A forfeit will be recorded as a 1-0 win. The referee will start the clock exactly at game time, even if a team is running late
TIE BREAKERS	<p>Flight ties (1<sup>st</sup> + 2<sup>nd</sup> place) will be broken by:</p> <ol style="list-style-type: none"> <li>1) Head to head</li> <li>2) Goals against (up to 4 per game)</li> <li>3) Most Shutouts</li> <li>4) Goals for (up to 4 per game)</li> <li>5) Goal differential (up to 4 per game)</li> </ol> <p>In the event of a three-way tie, skip to tiebreaker #2.  If still tied after the last tiebreaker, duplicate awards will be given.  In a 4-team flight, the top two teams play each other after three games for 1<sup>st</sup> and 2<sup>nd</sup> place, the other two will play a consolation game.</p>
HOME TEAM	When the color of both team's jerseys is similar or identical, the designated home team (the 1st team listed on the schedule) will change jerseys.
COACHING	<p>All coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the team's sideline is permitted, provided that:</p> <ul style="list-style-type: none"> <li>• No mechanical devices are used</li> <li>• The tone of the voice is instructive and not derogatory</li> <li>• Coaches/subs remain within 10 yards of their side of the halfway line</li> <li>• No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators.</li> </ul>
TERMINATION of a GAME PRIOR to its COMPLETION	In case of severe weather that begins after the start of play, or due to an injury during a game, or for any other reason deemed to affect the normal course of the game, tournament officials, in consultation with referees may reduce the length, suspend, terminate, reschedule, relocate or cancel any game. Games terminated after the 1st half is completed will be considered a finished game and the score

will stand. Games terminated during the 1st half will be considered a 1-1 tie regardless of the current score.

**PETS** For safety reasons, pets must be on a leash & owners must pick up after their pets

**NO SMOKING** For health reasons and the volume of players and spectators, no smoking is allowed on the sidelines.

**REFUNDS** The closing date for all applications is 8/15/2024 (or sooner if the Tournament sells out), after which registration fees will only be refunded in the event of a cancellation, postponement or rescheduling of the tournament. In the event this tournament is canceled for any reason prior to the start of the tournament, a refund equal to 80% of the team's entry fee will be issued. If the entire tournament is postponed or rescheduled, all teams that applied to the original date will be given the opportunity to withdraw from the revised date with a full refund of their entry fees.

**LODGING** Radisson Hotel - 21 Kingsbridge Road (732) 980-0400  
Embassy Suites - 121 Centennial Avenue (732) 980-0500  
Extended Stay - 410 S. Randolphville Road (732) 235-1000

**LIABILITY** Neither the tournament committee, the Piscataway Soccer Club, nor any sponsor will be liable for any expenses incurred by tournament participants if the tournament is canceled for any reason. Furthermore, the Tournament Committee's interpretation of the foregoing rules and regulations shall be final and the Tournament Committee reserves the right to rule on all matters pertaining to the tournament. The Tournament Committee assumes no responsibility and/or liability for the merchandise and/or services provided or sold by vendors or any other person. Finally, all players, coaches and team officials must be insured by their own club while participating in this tournament.

**TENTS** All tents must be appropriately anchored, as the tournament grounds can be very windy. This applies to "beach umbrellas" as well.

**GOLF CARTS** Golf carts are for use by tournament staff only. In addition, you must have a valid New Jersey driver's license to operate a golf cart at Tournaments.

**CONTACT** For questions, please contact:  
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Piscataway Soccer Club [www.PiscatawaySoccer.org](http://www.PiscatawaySoccer.org)