

Jingle Bell Cup

Tournament Procedures and Rules

1. Coaches must submit official roster, team passes, medical releases, and guest player forms at least 30 minutes prior to their first game. If any of the items are missing, your player will not be allowed to participate...no exceptions. Premier or Select teams are expected to play in the A level Half field brackets.
2. Nonappearance at the start of your scheduled game will cost your team a forfeit. The team will receive zero points. The opposing team will receive 2 goals and 3 points for a win.
3. No player is allowed to register with more than one team within an age group, and no player may switch from one team to another during the tournament.
4. There will be no refunds for nonappearance due to inclement weather or any other reasons. Refunds will be provided only in the event the tournament committee cancels a division due to lack of participation. In addition, withdrawals from the tournament after November 15th will not receive a refund.
5. No player may play with a hard cast unless they are appropriately bubble-wrapped and receive referee approval.
6. Uniforms: Each team must bring an alternate set of shirts in case there is a conflict of colors. In case of a uniform conflict, the team listed first on the schedule is the home team and shall change uniforms. **The use of shin guards by all players is mandatory. All players must wear turf shoes or sneakers: NO CLEATS PERMITTED.** Players' uniforms must be similar and extra clothing will be allowed at the discretion of the referee. **NO earrings or taping of earrings or other jewelry will be allowed.** Any player not adhering to these rules will be asked to leave the field but may return after complying to the rules.
7. All rules are F.I.F.A. rules except these outlined herein.
8. The number of players on field:
 - U12 & U14 B level quarter field games are 6v6 including the keeper
 - U12, U14 & U16 A level half field games are 8v8 including the keeper
9. Teams are guaranteed no less than 120 minutes playing time.
10. The start and stop of games will be signaled by sound. There will be no time extension for substitutions, time wasting, injury, tied games, or any other cause. Each game is 30 minutes, giving all teams 3 minutes to exit and enter between games. Please move quickly on and off the field since lost time will not be made up.
11. Substitutions are unlimited and may be made when the ball is out of play or on any stoppage.
12. There will be no Offside Penalties.
13. Balls over the touch line will be thrown in. Corners will be taken.
14. Kickoffs can be played in any direction. Home team will kick off and is the first team listed on the schedule. There will be no coin toss.
15. On all restarts the opposing team must be at least 5 yards from the ball.

16. After taking possession of the ball, a goal keeper IS ALLOWED to throw or kick a ball past the center line that is struck from within his/her penalty area. This includes goal kicks taken by any player.
 17. If the ball hits the ceiling the ball remains in play at the referee's discretion. If the referee determines a restart is required, the restart is an indirect kick from the center line for the opposing team.
 18. On free kicks, goal kicks, corner kicks, penalty kicks and kickoffs, opposing team must be 5 yards away from the ball.
 19. The goal area and penalty area are the same area.
 20. Penalty kicks are taken from the penalty mark area.
 21. Scoring: Points will be awarded as follows:
 - Win....3 points
 - Tie...1 point
 - Loss...0 points
 - Each goal = 1 point (max of 3 per game)
- Forfeit: A team winning a game by forfeit shall be credited with a 2-0 win and 3 points.
In the case of a tie in the final standing within a division group:
- (a) Head to head play
 - (b) Goal differential
 - (c) Total goals scored
 - (d) Goals allowed
- Note: "(a)" will not be used if more than two teams are tied.
22. The tournament committee has the sole responsibility of interpreting the rules. The committee's decision is final. No protests will be accepted.
 23. Player passes will only be checked at registration. Up to 3 guest players will be permitted.
 24. Coaches are responsible for the behavior of their players. Only coaches and players are allowed on the playing field.
 25. A player or coach who receives a red card is automatically ejected from the entire tournament and may be asked to leave the facility. A player or coach who receives two yellow cards in a single game is out of that game AND the following game. A player or coach who received three yellow cards during the tournament is out of the rest of the tournament and may be asked to leave the facility.
 26. Decisions of the referees are final and not subject to appeal. The tournament committee shall have final say over anything not covered in these written rules.
 27. Each team and player participating in the tournament does so at his/her own risk and agrees to accept all responsibility for any injuries. CDYSL, its officers, tournament officials, the Adirondack Sports Complex, any and all sponsors and/or SWSC, its officers and tournament officials cannot be held responsible for any form of injury of any persons attending.
 28. Any team found not to be in compliance with the described definition of teams from the permission to host form and tournament application will be required to forfeit their games.

29. Food and drink are prohibited on turf area. Only food and drink purchased at the Adk Sports Complex are allowed in the facility. Smoking and spitting are strictly prohibited throughout the facility. Coaches and players are responsible for the cleanliness of their team areas. All garbage is to be placed in appropriate garbage receptacles.