



2405 South 62<sup>nd</sup> Street  
 Philadelphia, PA 19142  
 Phone: 610.809.5985  
 Fax: 484.497.5526

E-mail: [info@juniorlonestarfc.org](mailto:info@juniorlonestarfc.org)  
 Web: [www.juniorlonestarfc.org](http://www.juniorlonestarfc.org)  
 Facebook: [www.facebook.com/juniorlonestarfc](https://www.facebook.com/juniorlonestarfc)  
 Twitter: [www.twitter.com/juniorlonestar](https://www.twitter.com/juniorlonestar)

# JUNIOR LONE STAR FC

"Unity in Diversity"



## The 5<sup>th</sup> Annual Battle of the East Soccer Tournament (August 18-20, 2017)

### TOURNAMENT RULES



All tournament matches will be played in accordance with the Laws of the Game as issued by FIFA except as modified in these "Tournament Rules."

**Player Registration:** Each team shall be allowed a maximum of 22 players, and a **PLAYER MAY ONLY BE REGISTERED ON ONE TEAM.** No changes to team rosters will be allowed after the team has started its first match of the tournament.

**Start of Play:** If a team cannot field seven (7) players at the scheduled start time, at the discretion of the opposing team, the late team will either forfeit the match, or the match start time can be delayed up to 5 minutes. If a team is more than 5 minutes late, either that team forfeits the match or the opposing team agrees to play and is awarded one (1) goal at the start of the match. A match should not continue if either team goes below seven players after the match has started. In the event of a forfeit, the team forfeiting the match shall be declared the loser by a score of four (4) goals to none (0). It is the duty of the coaches to ensure that players report to the field 15 minutes prior to the start time of each match for verification of identity by the Referee or an Assistant Referee.

**Duration of Matches:** Duration of halves will be **30 minutes** with intervals between halves of five (5) minutes each. The Referee is the official timekeeper of the match.

**Cautions and Send-offs:** If a player is sent off from the match – shown red card by the Referee – that player must leave the vicinity of the field and sit out the remainder of that match. In addition, **the player sent off is suspended from his team's next tournament match UNLESS he pays \$25.** No substitution may be made for a player who was sent off during the match in which the red card was issued. If the goalie is sent off, the team is required to assign a new goalie before resuming play. Note: **Yellow Card costs \$5** for a player to participate in the next match.





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**Substitutions:** Teams are allowed *unlimited substitutions* which shall be carried out in accordance with the Laws of the Game. Player substituted cannot return on the field during the same match.

**Tournament Overtime:** All preliminary matches will remain a tie if score is tied at the end of regulation time. In the quarterfinal, if regulation play ends in a tie, the winner will be determined by kicks from the penalty mark to be carried out in accordance with the Laws of the Game (including the number of kicks to be taken). In the semifinal and final matches, if regulation play ends in a tie, there will be a single 15 half played and if it's still tied, the winner will be determined by kicks from the penalty mark. Only players on the field during the second half will be allowed to participate in kicks from the penalty mark for the quarter-final, semi-final and final matches.

**Tournament Standings:** Division bracket standings will be decided by the following point system – Win: 3 points; Tie: 1 point; Loss: 0 points. If teams are tied on points in a group, winner of the group will be determined by the following order: 1) Goal differential; 2) Goals scored; 3) Goals allowed; 4) Repeat 1–3 for matches between teams still tie; 5) Lots drawn by B.E.S.T. Organizing Committee.

