ALBY CUP Tournament Rules

1. FIFA Laws
All tournament matches will be played in accord with the Laws of the Game as issued by FIFA. The following rules supplement the Laws of the Game.

2. Team Acceptance
a) The tournament committee reserves the right to accept or reject any team application
b) Any incomplete application will be returned to sender and not processed for consideration. Application is not considered complete until entry fee is received. All applications must be completed online- no paper applications accepted!
c) No team shall be deemed accepted unless notification has been sent by the Tournament Director.
d) All accepted teams are required to send a coach to the HQ desk/Marshall before the start of the first game.
e) Upon acceptance all teams will be given a timeline for on-line paperwork submission. Any team not meeting the appropriate deadlines may be disqualified from tournament play.
f) Accepted teams are required to have laminated player passes, rosters and current medical release form at games.

3. Roster and Player Documentation
You must participate with **Fall 2026** roster. You may add up to 8 guest players; however, the maximum roster size is 25. All teams must comply with the **Fall 2026** Tournament rules and Tournament Director decisions are final. Documentation is required to support the age of the player. **Laminated, current validated player passes are required for all players.** Roster and player documentation may be inspected at any time during the tournament. Exceptions to these requirements must have written approval of the Tournament Director. Exceptions are subject to review by the tournament committee for a final ruling.

4. Guest Players
Guest players have to be added to bottom of roster, have a player pass and a valid medical form for each guest player. All teams will comply with the 2026 Tournament Rules and the Tournament Director's decisions are final. Guest players must meet all requirements for individual team players. Any guest players with incomplete/incorrect information at registration will not be allowed to participate.

5. Eligibility
All players are born in the year of their age group classification, or in a later group. Teams must be properly registered and in good standing with their state, national and regional associations. Each player shall possess a laminated, current, valid player pass or proper pass from their national association and an official tournament and current medical release form. **ALL** teams and players must meet the following criteria:
a) The player must be registered and possess a laminated current valid pass from the same club or league and a current medical release form.
b) There cannot be more than 8 guest players on any team.

6. Player Equipment
a) Where the color of the jersey is similar or identical, the designated home team (the team listed first in the schedule) will change jerseys.
b) All players must have a uniform with individual numbers on the jersey.
c) No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
d) Players wearing a cast are allowed to play with the proper approval of the Tournament Director and or Referee Assignor.
e) Shin guards must be worn at all times by all players.
f) All referee decisions are final regarding player equipment.

7. Substitutions
a) Substitutions shall be unlimited.
b) Substitutions can be made on any stoppage of play at the discretion of the referee.
c) An injured player may be substituted for at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee's acknowledgment).

8. Player, Coach, Spectator Ejection
Any player ejected from a match will NOT be replaced and will NOT be allowed to participate in his/her team's immediate next match. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining tournament matches. Any coach ejected from a match will not be allowed to coach his/her team in its immediate next match. Each coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's conduct may be cautioned and/or ejected.

Abusive Behavior:
While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be ejected from the tournament as well if appropriate. This type of behavior is not acceptable at this event and will not be tolerated.

9. Team Field Positions
Each team's players, coaches will be on one sideline. Spectators are not allowed on the field and must watch from the bleachers / spectator areas. A maximum of 3 coaches are allowed on the team bench.

10. Duration of Play, ball size and age specific rules
The duration of each match is indicated below. Two equal halves will be played with five-minute half-time interval. Matches may be shortened or canceled at the discretion of the Tournament Director in the event of inclement weather.

U9 - U10 (7v7): 2 X 25 MINUTE HALVES
U11 - U12 (9v9): 2 X 30 MINUTE HALVES
U13 – U14 (11v11): 2 X 35 MINUTE HALVES

The tournament does not require the referee to add time for substitutions. The official clock WILL NOT stop for any reason:

FIFA Inspected/Approved size 5 balls shall be used at ages U-13 through U-19, and FIFA Inspected/Approved size 4 balls shall be used at ages U-8 through U-12, to be supplied by the Tournament.
Heading Rules for U11 and Younger: Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with their head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

11. Protests None allowed.

12. Forfeits
A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. Ten-minute allowance shall be made for semi-final and championship matches. Any team forfeiting a match will not be allowed to play in a semi-final or championship game. It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team.

13. Inclement Weather
Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match only. In the case of severe weather, in his/her discretion, Tournament Directors may cancel all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field managers will

not consider beginning or continuing matches when a lightning storm exists. No refunds will be given in the event of cancellation.

14. Disclaimer
Neither the Tournament Committee, or the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is canceled in whole or part or in the event games are discontinued or canceled due to inclement weather or adverse field conditions, nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. All referee decisions and final and binding.

15. Team Contact
Be sure your team contact is someone who can be reached at any hour.

16. Tie Breakers
Winner will be determined by the team with the most points (3 win, 1 tie, 0 lose). Tie Breakers:
1. Head-to-Head
2. Goal Differential (max 5 per game)
3. Goals against
4. Goals for
5. Most wins
6. PKs
Any forfeit will be a 3-0 win.
1st place finals for all brackets will go into penalty kicks if tied after regulation.

16. Standings and Championships
a. All game scores are recorded and will be posted on the website during the Tournament. During the event. Any concerns about posted scores should be brought to the attention of the scorekeepers at each venue's HQ as soon as possible, and certainly before the start of any subsequent game.
b. Game cards will be used by the field marshals to record game results and disciplinary actions. Field marshals will collect the game cards and take them to the HQ scorekeeper desk.
c. Where brackets are created for championship play, the following rules apply to Playoff and Consolation Rounds:

Teams will normally only be scheduled for a maximum of one playoff or consolation game during the tournament.

In a four-team bracket, it will be a round robin with 3 games per team. The top two teams will advance to the final

In a five-team bracket, teams play a four-game round robin schedule without playoff rounds. First and Second places are determined solely by standings after Group Play.

In the event of a tie playoff game, only the Final will go directly to penalties.

Where brackets are created for championship play, the following rules apply to Group Play:

1. In Group Play, team standings are based on won-lost record.
2. Wins count for three points, ties for one point.
3. Forfeits are recorded as a 3-0 score.
4. In the event of a tie between two teams, head-to-head results determine placement.
5. In the further event of a tie, goal differential determines placement, with up to plus-5 or minus-5 units awarded per game.
6. In the further event of a tie, accumulated goals scored with a limit of 5 per game determines placement.

ALBY CUP - EMERGENCY ACTION PLAN

IN THE EVENT OF AN EMERGENCY the EMERGENCY ACTION PLAN must be implemented immediately.

1. CALL 911 If any person collapses on the field, assume it is a Cardiac Arrest Emergency call to 911 immediately.
2. TELL 911 YOUR SPECIFIC LOCATION
3. SEARCH FOR A QUALIFIED MEDICAL PERSON ON SITE WHILE RESCUE HELP IS ON WAY
4. ALL ACTIVITY ON THE FIELD IS STOPPED UNTIL PERSON REMOVED
5. REPORT THE INCIDENT TO ROBIN LEE via phone 516-835-4324 and email a report to rlee@albertsonsoccer.com

Do not attempt to move the person unless a qualified rescue or health professional can determine that this can be done without causing further injury.

During inclement weather the patient must be protected from the elements and kept warm by using blankets. Do not attempt to cover someone who appears to have collapsed due to hot weather and may be suffering from heat emergency. DO NO HARM!!

FACILTY RULES:

Orlin and Cohen Sports Complex
267 Carleton Ave.
Central Islip NY, 11722

- **No Pets Allowed**
- **No Smoking Allowed**
- **ONLY COACHES AND PLAYERS ON THE FIELD (TURF).**
- **Please drive slowly in the parking lot**
- **No gum allowed on the field**
- **No tents**
- **Video equipment is allowed (Veo, Trace, etc). Tripods must be anchored. The facility reserves the right to disallow video equipment in the event conditions (wind) are dangerous**