

SPECIAL OLYMPICS NEW JERSEY
UNIFIED CUP SOCCER CHAMPIONSHIP
TOURNAMENT RULES

GENERAL TOURNAMENT GUIDELINES

Teams must report to their games 15 minutes prior to the start of the game.

- Once the preceding game has concluded, coaches are responsible for confirming their roster and players' jersey numbers.
- If a team arrives more than 5 minutes after the scheduled start of their game, it will be declared a forfeit.
- The tournament will continue with the team who forfeited the game receiving a loss and the opposing team will receive a win.

Only the players and coaches on the competing team during the scheduled game may sit on the team benches.

- All others must sit in the bleachers/seating area on opposite the sideline.
- Head Coaches cannot have assistant coaches coach from the opposite side of the field.
- Only ONE coach may stand at a time. All others must be seated on the bench.
- All coaches must stay in the coaches box defined as 15 meters long, located on the designated sideline, 10 meters from the midfield stripe.

If a coach has a question/conflict with an official, please approach a Special Olympics staff member or a Sports Director at the site. Do not interrupt the flow of the game with inquiries.

League rules for athlete and coach misconduct will be enforced during the tournament.

A ratio of 3 athletes and 2 partners must be maintained on the field at all times.

No game will end in a tie. If a game is tied at the end of regulation the following protocol will be followed:

- There will be two 5-minute, sudden death overtime periods.
The first team to score during this time is the winner
- If no goals are scored during the overtime, penalty shots will be used to break the tie.

Penalty Kick Rules:

1. The highest score after five penalty kicks is declared the winner
 - a. If the game is still tied after 5 kicks, the penalty kicks continue on a "golden goal" basis using the remainder of the team's players (including goal keepers), and going back through the original lineup if necessary, until a winner is decided.

2. The referee chooses the goal at which kicks will be taken
3. The referees tosses a coin and the team whose captain wins the toss decides to take the first or second kick
4. Only players who are on the field at the end of the overtime period are eligible to take the penalty kicks.
 - a. If after 5 kicks, the score is still tied, players on the bench now must take kicks before any player can take a second kick
5. Only eligible players and match officials are permitted to remain on the field when penalty kicks are being taken

If a team forfeits a game, it will be considered a 1-0 win for the opposing team.

Record Tie Breaker Rules (for divisions playing a round robin tournament)

IF THERE IS A TIE IN TEAM RECORDS, THE FOLLOWING WILL BE USED TO BREAK THE TIE:

1. Head to Head competition
 2. Least goals allowed (total)
 3. Most goals scored (total)
- If 2 teams have identical records use Step 1 to determine top finishing position.
 - If 3 teams have identical records, use Step 2 to determine top place.
 - i. Once one team has been decided as the top finisher among the three tied teams using step 2 listed above, the place of the remaining two teams will be decided by the results of their head to head competition.
 - ii. If two of the three teams remain tied after step 2 (Least goals allowed), eliminate the team allowing the most points, then utilize head to head between the two tied teams to declare a winner.
 - If 3 teams remain tied after using step 2 (Least goals allowed), Use step 3 (Most goals scored) to determine top place
 - i. Once one team has been decided as the top finisher among the three tied teams using step 3 listed above (Most goals scored), the place of the remaining two teams will be decided by the results of their head to head competition.
 - ii. If two of the three teams remain tied after step 3 (Most goals scored), eliminate the team scoring the least points, then utilize head to head between the two tied teams to declare a winner.