14th Annual
Spooktacular Halloween Tournament
October 16(Fri) – 17(Sat) – 18 (Sun), 2026
Tournament Guidelines and Rules of Competition
Issued: Monday 10/5/26

Pre-Tournament Requirements

- Each team must submit 1 electronic copy of their team roster prior to the start of tournament play (*Submission Due Date: Monday 10/2*. Rosters can be uploaded to Playmetrics via upload or manually entered

- **Process for Uploading Roster to Playmetrics**
  - Log into your Playmetrics Account
  - From your Dashboard click on "Accepted Teams"
  - Click Manage Roster
  - Upload Roster/Add Player/Admin Click Save

Note: Once submitted, there will be no player additions accepted. All players and coaches must possess, and have available to present, a roster copy along with valid and current USYS or US Club Soccer passes at team check-in prior to Tournament play.

- **Age and Eligibility**
  - The Tournament is open to accepted teams who are registered for competition in a league affiliated with USSF.
  - Brackets will be offered based on birth year age groups and no players of an older age are allowed to play down to a younger age group.

- **Maximum Roster Sizes (Including Guest Players):**
  - U8: 12 Players
  - U9: 14 Players
  - U10: 14 Players
  - U11: 16 Players
  - U12: 16 Players
  - U13: 18 Players
  - U14: 18 Players

- **Guest Players:** Teams are allowed up to 3 guest players who are not on their regular roster. The total number of team players, including guest players, must not exceed the maximum roster sizes listed above. If any additional guest players are required due to special circumstances, this is subject to review and approval by the Tournament Directors. Any such request must be presented to and approved by Tournament Directors prior to the first day of play. All guest players must be listed on the Team's roster which should be electronically submitted to LYSC on/before 10/2/26. No different or additional guest players will be allowed to be added to the rosters after this time. Guest players will be required to present their USYS or US Club Soccer Passes during team check in.

  NOTE: Coaches should bring 2 paper copies of their roster each day of the tournament to keep for their records and to support player check-in as needed.
- In keeping with Halloween tradition, teams are encouraged (but not required) to wear costumes. All costumes must not interfere with the ability to play or contain hard objects that could injure players. Teams are encouraged to take team photos in their costumes in front of one of our Spooktacular Tournament Banners.

Facility Location, Parking and Amenities:

- **Parking for Games at Lyndhurst Recreation Center (862 Valley Brook Ave, Lyndhurst, NJ 07071):** Primary Parking in the Recreation Center Lot. Overflow Parking will be on the street along Valley Brook Avenue to the East of the Rec Center ONLY (NO PARKING on the hill). There is to be ***NO PARKING in the Sika Parking Lot (up-hill West of Rec Center) and NO PARKING in the Franks GMC Parking Lot (down-hill East of Rec Center). Please park in designated spots ONLY or vehicles will be towed.*** For further information, see ***Attachment 1: Lyndhurst Spooktacular Field Maps and Directions.***
- **Parking for Games at Lyndhurst Middle School (619 Page Ave, Lyndhurst, NJ 07071):** Parking will be available at the Upper Middle School Parking Lot (619 Page Ave) and/or along Page Avenue and surrounding streets. **Parking at field level from Sparta Drive Entrance will only be available to Team Coaches, Referees and Tournament Volunteers**. ***NO PARKING will be allowed at the Sparta Drive Parking Lot for team supporters. The field level may be accessed from the Upper Middle School Parking Lot via elevator and staircase located behind the building.*** For further info, see ***Attachment 1: Lyndhurst Spooktacular Field Maps and Directions***.
- **Restrooms**: Indoor restroom facilities are available at all field complexes. For exact locations, see ***Attachment 1: Lyndhurst Spooktacular Field Maps and Directions***.

- **Concessions/Food/Vendors:** A Concession Stand along with Grill will be available at both the Lyndhurst Recreation Center and the Middle School Field. Tournament Spirit Wear vendor will be onsite at the Recreation Center Complex (862 Valley Brook Ave) adjacent to the Concession Stand. For exact locations, see ***Attachment 1: Lyndhurst Spooktacular Field Maps and Directions.***

General Guidelines and Facility Use Protocols

- Any injuries or cases of illness (on-field or off) during the tournament should be reported to the First Aid Station and Tournament Directors as soon as possible. First Aid treatment will be available onsite via Athletic Trainers and/or Lyndhurst EMS. Emergency services can be contacted as needed.
- All Coaches are encouraged to bring their own first aid kits for their general team use.
- NO PETS are allowed at any tournament venues. This is a Town Ordinance and must be complied with.
- Trash receptacles will be present at all facilities. Please be responsible and place any trash into these receptacles and do not leave garbage or trash at the field or Team Staging Areas. Additionally, any equipment that may be damaged during the tournament (tent canopies, chairs, etc.) must be removed from the facility and not placed in or near trash receptacles as they will not have the capacity to accept these larger items.
- All equipment (tents, chairs, coolers, etc.) and/or supplies are to be removed from the facility and taken with teams as they egress following their games. Lyndhurst Youth Soccer Club and/or the Township of Lyndhurst will not be responsible for any items left behind following the conclusion of the Tournament.
- No alcohol or illicit drugs are allowed at any tournament venues. If anyone is found to be in possession of or under the influence of alcohol or drugs, they will be required to leave the facility and a formal report will be made to local police. Tournament Directors may also choose to remove Teams associated with these individuals from further Tournament play.

Team Check-In Requirements

- **CHECK IN LOCATION:** All tournament check-in activities can be completed at the Tournament Headquarters/Registration area at your playing venue (Lyndhurst Rec Center – Registration Tent/Tournament Headquarters; or Lyndhurst Middle School Field – Concession Stand Building). The registration locations will be labeled with signage at the Fields and are shown in ***Attachment 1: Spooktacular Field Maps and Directions***. Check-in MUST occur prior to teams moving to playing fields for active game play. If you have games at two locations or on two different days, please have your approved (checked) roster available at the field of play for inspection by Field Marshals upon request. Please arrive early to leave sufficient time for this to occur as games MUST start on time.
- **CHECK IN AS A TEAM:** Coaches and Players should be present and check-in together as a team. Only Coaches and Players are required at check-in. It is not necessary for parents/guardians to be present at check-in in order to avoid crowding. If a Player is not present at team check-in, this Player will not be able to play until checked in by a Coach or official team representative. Please arrive early and allow for additional check-in time.
- **ROSTER/PASS VERIFICATION:** Coaches should proceed to Registration location along with Players. At check in, all valid and current USYS or US Club Soccer player and coach passes shall be presented to Tournament Directors and Registration Tent Staff. Passes will be verified against Team Rosters (previously submitted electronically by Coaches). Coaches should bring additional hard copy rosters at this time to speed check in as necessary. All guest players are to be listed on the rosters submitted electronically by 10/18/23 as well as any hard copies provided at check in.
- **TEAM STAGING AEAS (TSA):** Designated Team Staging Areas have been established around the outer perimeter of the Recreation Complex as well as adjacent to the Lyndhurst Middle School Field (See ***Attachment 1: Spooktacular Field Maps and Directions*** for locations). Teams may use ONLY these designated TSAs where they and their spectators can setup a team tent and stage equipment and supplies. All tents MUST be properly weighted/anchored. NO tents or teams are to be staged on fields or turf areas. If teams are found to setup team space outside of the designated TSAs, they will be asked by Tournament Personnel or Directors to relocate.

- ***ONLY ONE TENT WILL BE ALLOWED PER TEAM. UNDER NO CIRCUMSTANCES ARE THERE TO BE SPIKES USED TO SECURE A TENT…NO TENTS ARE TO BE SET UP BEHIND GOALS.*** Please immediately egress from TSAs following your teams' final game to make room for incoming teams.

During Play Protocols at Fields

- During games, all Coaches and Players from BOTH teams will be setting up along ONE sideline on opposite halves. Distance of at least 15ft from the halfway line shall be maintained. Spectators of both teams will be along the other sideline on opposite halves of the field. Distance of at least 20ft from the halfway line shall be maintained by all spectators. See ***Attachment 1: Spooktacular Field Maps and Directions*** for field complex layout and areas designated for use by Teams and Spectators at each individual field of play. See ***Attachment 2: Field Sideline Setup Guide*** for diagram of required sideline setup. These *guidelines and diagrams should be communicated by Coaches to all team parents/spectators prior to the tournament*.
- Spectators shall maintain additional distance of at least 15ft from the sidelines and 20ft from the halfway lines during play to allow appropriate distancing from players and referees during games and to allow players sufficient room for throw-ins and re-start of games. Cones will be placed along sidelines by tournament organizers to guide this process. Please *stay behind the cones*. Tournament Field Marshalls and Referees will enforce these guidelines.
- SPECTATORS ARE NOT PERMITTED BEHIND THE GOALS…ALL SPECTATORS ARE TO WATCH THE GAME ON THE SIDELINES.
- For sportsmanship, it is recommended that following each game, teams line up to exchange handshakes and/or clap-out to each other at the end of games.
- There will continue to be a patch exchange tournament for those interested to participate. Coaches are asked to complete the patch exchange at the completion of games.
- Upon completion of games, all coaches, players and spectators MUST IMMEDIATELY EGRESS from the field and proceed to their assigned Team Staging Areas. Post-Game team discussions must occur away from the playing field at Team Staging Areas only. Strict adherence to this is necessary to maintain a safe transition of teams on and off the playing fields and ensure games start/end on schedule.

- There will only be 5 minutes between each game to allow for teams to transition. Before games, Teams (coaches, players and spectators) shall arrive at/adjacent to their field of play approximately 10 minutes prior to game start time. Please allow on field teams time to clear the field area. Arriving teams and spectators should not setup along the sidelines until previous teams and spectators have cleared. *To save time, Coaches are encouraged to set up and communicate their starting lineup to players prior to arriving at the field*.

Tournament Rules of Competition:

- **Games and Durations:** Teams will play three games.
  - U9, U10, U11, U12, U13 and U14 will play 50-minute games (two 25-min halves) plus a 5-min half time.
  - U8 will play 40-minute games (two 20-minute halves) with a 5-minute break between halves at the discretion of the referee.
- **Rec Center Games**: *Game Start, Half Time, Start of Second Half and Game End will be signaled by Air Horn* activated by Tournament Directors.
  - **1 Horn will start the games**
  - **1 Horn will start the 2nd half**
  - **2 Horns will END the games**
- Referees will strictly adhere to the start and finish times of games to ensure the safe transition of teams and so that game schedules are maintained throughout the day. There will be no extra or injury time added.
- **U8 Games**: *Game times will be managed by on field referees and NOT by Air Horn*.
  - **1 Horn will start the games**
- **Middle School Field Games**: *All games times at Lyndhurst Middle School will be managed by on field referees and NOT by Air Horn*. Game start/stop times will be strictly adhered to in order to maintain schedule. No extra time will be added for injury or late start.
- **Team Playing Formats and Game Balls:**
  - U8: 4v4; Size 3 Ball
  - U9 and U10: 7v7; Size 4 Ball
  - U11 and U12: 9v9; Size 4 Ball
  - U13 and U14: 11v11; Size 5 Ball

- **Rules of Play:** All games will be played in accordance with IFAB Laws of the Game along with age-specific modifications suggested by US Soccer, US Youth Soccer, and NJ Youth Soccer:
    - U9 and U10: Buildout Lines will be used (as marked by cones along the sidelines).
    - U8, U9, U10, U11: Age-appropriate heading (No intentional Heading for U11 and lower age groups).
    - U8: Kick-In restarts when the ball is out of play over the end line or sideline. On re-starts opposing players will be asked to move back at least 5 yards; Unlimited Free subbing at any time. **Coaches will NOT be allowed to assist players on the field.**
- **Player Equipment:**
    - All uniforms/costumes must not interfere with ability to play or contain hard objects which could injure players. If Field Marshalls, Tournament Directors or Referees identify a component of the uniforms/costumes that may be detrimental during play, those players will be asked to remove that particular object or component of the uniform/costume.
    - All players must wear shin guards and appropriate soccer cleats or athletic footwear.
    - No metal cleats/studs are allowed.
    - No jewelry including earnings, chains, hard hair ornaments/headbands are allowed.
    - Players who are participating with a cast or brace must have the cast/brace sufficiently wrapped as not to cause harm to the player or others. The cast/brace and its wrapping must be inspected by Tournament staff and/or the referee prior to being allowed to play the team's first game. Once cleared for use, the cast/brace must be wrapped sufficiently each game. If Tournament staff and/or the referees determine that an unsafe condition exists, then that player will not be allowed to participate.
- **Substitutions:** For U9, U10, U11, U12, U13 and U14, unlimited substitutions can be made during any stoppage of play subject to approval by the referee. For U8 unlimited free substitutions will be allowed at any time during the play of the game or at stoppages. This process should be confirmed acceptable to referees prior to the start of games.

- **Team Forfeit: Teams must be present at the field of play at the designated start time. A 5-minute grace period will be observed. If games are started late, they will NOT be extended or have any additional time added. After 5-minute grace period is over, the team not present will forfeit. Any forfeited games will be declared a 2-0 score favoring the participating team.**

- **Weather:** In case of inclement weather, play will continue unless weather conditions are deemed by Tournament Directors or Referees to be unsafe. In the event games are suspended and cannot be rescheduled or completed, the score will stand if the first half was completed. In other cases, Tournament directors will attempt to reschedule or will decide on game results.
    - **Referees -**Must note score, time/half at time of stoppage…if delay goes past the hour mark the game will end as is at the time of stoppage.
- **Infractions and Discipline:**
    - Yellow cards will be issued at referee discretion as a caution for a playing infraction, descent, or poor behavior.
    - Two yellow cards to the same player/coach/spectator within the same game will require removal from the game and that individual will not be allowed to participate in the remainder that game. Further, a one game suspension will be issued mandating that person does not take part in the team's next game.
    - ***If a Red Card is issued to any player/coach/spectator, that person must be removed from facility and will not be able to take part in the remainder of the tournament.***
    - ***No protests involving player/coach/spectator expulsion will be entertained by Tournament Officials. The referees ruling is final.***
    - Referees have full authority to officiate during games and we ask that ALL participants respect their decisions. Any team participants (Players/Coaches) or Spectators who display inappropriate behavior or use of inappropriate language, as observed or deemed such by Field Marshalls or Tournament Directors, will be asked to leave the Fields and Soccer Complexes. Further, the Team they are affiliated with could face sanctions or point deductions. Please be respectful to others and represent your Teams/Clubs in a positive way. Players Play…..Coaches Coach…..Parents Cheer!!

- **Game Results and Score Reporting:**
    - Match Day Forms for each game will be present and in the possession of Field Marshalls at each field complex. Upon the completion of each game, the Referees, in conjunction with Field Marshalls, will confirm and record the score on the Match Day Forms. Following the game, the scores will then be electronically recorded by the Field Marshall for reporting into Play Metrics.

- **Point System and Differentiators:** Standings for U8 Teams will not be kept. A point system will be used to record match results for U9, U10, U11, U12, U13, and U14 games. Bracket winners will be determined by the criteria below.
    - Most Points accumulated during tournament bracket gameplay.
        - 3 Points for each Win.
        - 1 Point for each Tie.
        - 0 Points for each Loss.

    In the event of a tie based on points at the completion of all scheduled games within a bracket, the following tie-breaking rules shall apply:

    - Winner in Head-to-Head play
    - Most Wins
    - Goals Against
    - Most Shutouts
    - Goal Differential (maximum of 6 goal difference per game)
    - Co-Champions if still tied after the above criteria are considered

    If a team wins by 7 or more, they forfeit their victory, and the opposing team will be granted a 2-0 victory.
- **Awards:** All bracket winners within U9, U10, U11, U12, U13 and U14 age groups will be presented with TEAM TROPHIES.

  Winning teams can pick up trophies from the Tournament Venue Registration tent after they play their final game (Rec Center). Coaches can then distribute trophies to their players and take photos.
    - All U8 Teams participating in the Tournament will receive player participation medals regardless of their team's record. No bracket winners will be declared at the U8 Level. U8 Teams can pick up their team's player medals from the Tournament Venue Registration tent after they play their final game from the Tournament Headquarters/Registration Area at the Recreation Center at the conclusion of their games.
- **Schedules and Standings:**

  NOTE: Live Tournament Results and Schedules can be viewed on the Spooktacular Tournament https://playmetrics.com/signup?clubToken=U2lnbnVwLkdCLlYyLTEyMDYtTHluZGh1cnN0IFlvdXRoIFNvY2NlciBDbHViLS0xNzkzOTA5NjcyfHRQcWdWVUZNN1NGaHppbC9yZ1djdWdLSHFSK0VBL3pMbVJzT2NFNXFuejQ9&program_id=2720

On behalf of The Lyndhurst Youth Soccer Club, we thank you for your participation in the 2024 Spooktacular Halloween Tournament. We are excited to host this competitive and fun seasonal tournament this year and look forward to some exciting games and wonderful costumes!!

Happy Halloween!!

We will see you…..out on the fields…..IF YOU DARE!?!

Lyndhurst Youth Soccer Club Board
and
Spooktacular Tournament Directors

Website: www.lyndhurstsoccer.com

Instagram: @lyndhurstsoccerclub

Facebook: www.facebook.com/LyndhurstSoccer

Attachment 1: Spooktacular Field Maps and Directions

(Note: Identifies all Field Locations; Parking Areas; Restroom Facilities; Concession Locations; Registration Stations; First Aid Stations/AEDs; Vendor Booths; and Team Staging Areas available for use by Teams/Clubs)

Attachment 2: Field Sideline Setup Guide

(Note: Please review this with your team players and parents so all are aware of the appropriate locations for players/coaches and spectators during games)