

FCUSA Coastal Cup-Cape Cod

RULES & PROCEDURES

I. General

A. Application Procedure

1. All teams must apply online.
2. The application process is **not** considered complete until the entry fee has been received by the GTE Tournament Director.
3. No team will be accepted until the application process is complete.

B. Acceptance

1. The tournament committee and Tournament Director reserve the right to accept or reject any team application.
2. A team will not be accepted until the application procedure is completed.
3. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This will be done by email.
4. Once accepted the **application fee is non-refundable**.
5. If a team withdraws after the schedule is published, they will also forfeit their Performance Bond.

C. Registration – Team Check-in

1. All teams **must** have a representative check-in the team a minimum of 1 hour prior to the first match.
2. Team check-in is at the location of the first match for the team:
 - **Monomoy High** – teams playing at Monomoy, Harwich Community Center & McPhee
 - **Nauset High** – for all Nauset HS matches
3. Failure to do so will result in a 1 point deduction in the standings.

D. Roster – NO DUAL ROSTERING. A PLAYER MAY PLAY FOR ONLY ONE TEAM AT THE TOURNAMENT

1. Official State USYSA, US Club Soccer Roster, USSF player passes, medical release forms and permission to travel (not required with US Club Soccer Rosters) must be presented at team check-in.
2. Up to 5 guest players will be allowed in all age groups. The guest player names are to be added to a copy of the roster. Guest players must have a current valid player pass, medical release and permission to travel (where applicable).
3. **A player may only be on one roster and participate with only one team at the tournament unless approved by the Tournament Director. No dual rostering is allowed.**
4. All teams must have current US Youth Soccer or approved organizational Player Passes, or the appropriate National Association passes for all players. All teams must provide an official roster that includes all traveling players and team officials, signed or stamped by the appropriate registrar. Birth Certificates and Passports will not be accepted at this tournament.

E. Miscellaneous

1. The Tournament Director reserves the right to decide on all matters relative to the tournament. All decisions of Tournament Director are final. There are no protests!
2. The Tournament Committee, Tournament Director, FCUSA Coastal, Global Team Events or Rock Harbor Sports Group Inc. will not be responsible for any expenses incurred by tournament participants if the tournament is canceled for any reason.
3. During games, coaches and players shall remain on one side of the field and the spectators shall remain on the other side. The teams and coaches will stay within the designated bench area, if marked, or on one half of the side of the field from the 5 yards from the halfway line down to the top of the penalty area.
4. If in the opinion of the Tournament Director, the conduct of a team, its coaches or supporters do not meet the standards of sportsmanship that are expected, a team may be barred from further participation in the tournament. There will be no refunds of fees or costs in the event of expulsion. A full report of the reason for the barring will be sent to the State Association and League of any team so expelled.

II. Tournament Format

A. Flights of 4 teams: The teams will play each other in group play. Team top two teams with most points may play in a final or the group play winner will be declared champion.

B. Flights of 5 teams: Teams will play two group play seeding matches on Day 1. Teams will be seeded 1-5 after Day 1. First place team receives a bye and advances to the semi-final. **Seeding of teams 2-5 will be adjusted to make sure that the 3rd match for every team is a new opponent. Whenever possible.**

- C. Flights of 6 teams:** Teams will play in 2 brackets of 3. The top two teams, on points, in each bracket on points will advance to the semi-final. The 3rd place team in each bracket will play each other for their third match.
- D. Flights of 7 teams:** Teams will play two matches on Day 1 of the event. Teams will be seeded 1-7 after Day 1. First place team receives a bye in the quarter-finals and advances to the semi-final. **Seeding of teams 2-7 will be adjusted to make sure that the 3rd match for every team in the quarter-finals is a new opponent.**
- E. Flight of 8 Teams:** Teams will play in two brackets of 4 teams. The winners of each bracket will play in a final for the championship.
- F. Friendship Flights:** The format will be organized to have teams of similar level play each other. No standings or results will be public.
If the 2 teams are not evenly matched, coaches are expected to condition the match and their players, that may include players may be added or players being removed from one side.

III. Tournament Rules

All games shall be played in accordance with FIFA laws, except as noted in these rules.

Friendship Games: **If the 2 teams are not evenly matched, coaches are expected to condition the match and their players, that may include players may be added or players being removed from one side.**

- A. Point System: Group or Division standings will be based on total points from the results of preliminary matches.**

Results: Win = 6 points Tie = 2 points Loss = 0 points

Bonus Points: Shutout = 1 (including 0-0 shutouts)

Goals = 1 for each goal (maximum of 4 per match)

Point Deductions: A deduction of 1 point will be made if a coach is dismissed or a player is red carded.

B. Tie Breaking Procedure

The tie-breaking procedure to determine group or division standings will be used in the order below:

1. Results of head to head competition with team(s) that are tied.
2. Most wins
3. Greatest bonus points
4. Goal Differential (maximum of 4 per match)
5. Most goals scored all matches (maximum of 4 per match)
6. Least goals against
7. Penalty shootout/coin toss

In the event of a **3-way tie**, the tie breaking rules will be followed in order until:

- a.1 team advances and declared the Group/Division winner. The other team to advance will be decided by the head to head result. If this does not resolve the tie, tie breaking procedure beginning with rule #2 will determine runner-up
- b.1 team is eliminated. The remaining 2 teams qualify for the play-offs and will be placed by starting at #1 of the tie breaking procedures.

C. Resolving ties in Knock-out Round, Quarter-Final, Semi-Final and Championship Matches

All excluding Championship matches - If the match is tied at the end of regulation time, the winner will be decided by using the FIFA penalty kick procedure with a best of 3 kicks format.

Championship matches - If the match is tied at the end of regulation one 10 minute overtime period will be played. If the match is still tied after the two overtime periods the winner will be decided by using the FIFA penalty kick procedure with a best of 3 kicks format.

D. Substitutions: Substitutes must be at midfield and notify the assistant referee.

NO SUBSTITUTE CAN COME DIRECTLY FROM THE BENCH AREA ACCEPT FOR AN INJURED PLAYER.

With the permission of the referee unlimited substitutions may be made by either team, **if the substitutes are at midfield.**

E. Length of the Game and Ball size:

<u>Boys & Girls</u>	<u># of Players</u>	<u>Roster Size</u>	<u>Length of Match</u>	<u>Ball Size</u>
U8 & U9 Friendship	7	14*	50 Minutes (5 min. half-time)**	4
U10 Friendship	9	14*	50 Minutes (5 min. half-time)**	4
U11 & U12 Championship	9	14	50 Minutes (5 min. half-time)**	4
U13 & U14	11	18**	60 Minutes (5 min. half-time)**	5

*** A player man not dual roster.** Leagues and associations where the allowed roster size is greater, all players on the roster are allowed to participate in the tournament. The roster size limit in this case refers to how many may play in a particular match.

**** All Finals will be 5 minutes shorter per half.**

F. Players Equipment:

1. Player's having splints or casts will be permitted to play if deemed safe by the referee assignor.
2. All players must wear shin guards that are age and size appropriate.
3. If a uniform conflict occurs, the **Home Team** must change jerseys, unless the visiting team offers to do so.

G. Conduct:

1. Any player receiving an accumulation of 3 yellow cards will not be allowed to participate in his team's next match. Cards carry over into the play-offs.
2. Any player dismissed/sent off (red card or second yellow in same match) will not be allowed to participate in his team's next match. Cards carry over to the play-offs. The team will have **1 point deducted** from their point total.
3. Any player dismissed for fighting or violent conduct will not be allowed to participate further in the tournament.
4. A Coach who is dismissed will not be allowed to participate further in the tournament. The team will have **1 point deducted** from their point total.
5. A report will be sent to the State Association and League/Club of teams whose players or coaches receive yellow/red cards. A case of referee assault will be referred immediately to the Massachusetts Youth Soccer Association in accordance with USSF Rule 1108.
6. If in the opinion of the Tournament Director, the conduct of a team, its coaches or supporters do not meet the standards of sportsmanship that are expected, a team may be barred from further participation in the tournament. There will be no refunds of fees or costs in the event of expulsion. A full report of the reason for the barring will be sent to the State Association and League of any team so expelled.

H. Forfeits:

1. Teams playing 11v11 that do not have 7 players ready to play at the designated start time of the scheduled match time will have a forfeiture declared for the match. The score of a forfeited match will be 4-0 in favor of the team ready to play.
2. Teams playing 9v9 or 7v7 must have a minimum of 5 players ready to play at the designated start time of the scheduled match time will have a forfeiture declared for the match. The score of a forfeited match will be 4-0 in favor of the team ready to play.
3. Any team forfeiting a match will not be allowed to advance to the play-offs.
4. Forfeiture of a match violates the Performance Bond Agreement and results in the team forfeiting their Performance Bond.

I. Inclement Weather:

1. Regardless of weather conditions, coaches and their teams must appear on the field of play and be ready to play their scheduled game. Failure to appear will result in forfeiture of the game. Only the Tournament director can cancel or postpone a match.
2. Inclement weather before the game: In the case of severe weather conditions before play begins, the Tournament Director may reduce the length of the game by 50%.