

**NEW ENGLAND SOCCER CLASSIC on CAPE COD
RULES & PROCEDURES**

I. General

A. Application Procedure

1. All teams must apply online.
2. The application process is **not** considered complete until a **copy of the application or confirmation email, the entry fee and a performance bond have been received by the Tournament Director.**
3. No team will be accepted until the application process is complete.

B. Acceptance – teams are accepted on a rolling basis upon completing 1-3 below.

1. The 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 (see above).
3. A condition of acceptance for teams requiring lodging is compliance with the housing policy by using RoomRoster to secure reservations.
4. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This will be done by an automatically generated email.
5. Once accepted the **application fee is non-refundable.**
6. 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 at the designated site and time. A minimum of 1 hour before the kick-off time of their first match.
2. Failure to do so results in a 1 point deduction in standings and forfeiture of the Performance Bond.
3. The following is required to check a team in by the representative;

A. Three (3) copies of your Official Stamped Roster/Tournament Roster with Guest Players

B. Player Pass Cards in the order of the names on the Roster

C. Proof of age for all guest players

D. Club Medical Release Forms or Tournament Medical Release Form (required for guest players)

D. Roster – *Players may not dual roster – Players may only play for and appear on one team roster.*

1. Only **two coaches will be allowed on the team bench area** with the players. No additional coaches will be allowed to coach from anywhere around the field.
2. Official State USYSA approved rosters or 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. Approved roster will be shown to referee prior to the start of the first match.
3. Roster Size – all players on the roster, submitted at registration, are eligible to play all matches. Players may not switch to another team during the event and be added to the roster
 - A. 7 v 7 – Recommended roster size maximum is 13 players.
 - B. 9 v 9 – Roster maximum is 16 players with a maximum of 3 guest players.
 - C. 11 v 11 – If using your official roster and no guest players, all players are eligible.
 1. Roster maximum is 18 players if using guest players.
 2. A maximum of 5 guest players are allowed.
4. **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 or have their information filled out on the NESC Medical Release Form and proof of age.
5. **A player may only be on one roster and participate with only one team at the tournament**
Players may not dual roster.
6. 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.

E. Performance Bond Agreement

1. A Performance Bond of \$150 must be submitted by **ALL** with a copy of the application form or confirmation email and the entry fee for all U11 teams and older.
2. The Performance Bond is to be a separate check from the entry fee and must have the club, age group and gender noted on it. This check will be held and forfeited only if there is a violation of the Performance Bond Agreement.
3. The Performance Bond check will be either returned or destroyed in accordance with the PB Agreement.
4. If you wish to have your Performance Bond check returned, please provide a self addressed stamped envelope. If an envelope is not provided and there is no violation of the Performance Bond Agreement the check will be destroyed.

5. The Performance Bond will be forfeited by a team if;
 - the team withdraws after the schedule has been published
 - U15 and older team doesn't have roster updated online in GOTSoccer 1 week prior to the event.
 - the team does not have a representative at registration check-in team a minimum of 1 hour before
 - the team forfeits any game (also disqualified from play-offs)
 - the team allows the participation of an unregistered or illegal player
 - in the opinion of the Tournament Director the conduct of the team, its coaches or supporters do not meet the standards of sportsmanship that are expected
 - any other violation of the NESC Tournament Rules and Procedures

F. 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 Director, the Crusaders United Soccer Club, 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:** Teams will play 3 group matches. The top 2 teams on points will advance to the final.
- B. Flights of 5 teams:** Teams will play 4 group play matches on Saturday & Sunday. The top 2 teams on points will advance to the final on Monday.
- C. Flights of 6 teams:** Teams will be divided into 2 brackets of 3. Teams will play 3 qualifying matches, 2 in the bracket and 1 crossover. The top team in each bracket will advance to the final on Monday.
- D. Flights of 7 teams:** Teams will play 2 preliminary matches on Saturday. The results will seed the teams #1-7 for play on Sunday with the first place team receives a bye in the quarter-finals. **The seeding will be adjusted to guarantee a different opponent in the quarter-finals for all teams.** The winners will advance to the semi-finals.
- E. Flights of 8 teams:** Teams will be divided into 2 brackets of 4 teams for group play. The top 2 teams in each bracket will advance to the semi-finals on Monday.
- F. Flights of 9 teams:** Teams will be divided into a bracket of 4 teams and a bracket of 5 teams. The top 2 teams advance to the semi-finals on Monday,
- G. Flights of 10 teams:** Teams will be divided into 2 brackets of 3 teams and 1 bracket of 4 teams. All teams will play 3 group play matches. The brackets of 3 will play one crossover match. The winner in each bracket and a wildcard team (2nd place team with the most points) will advance to the semi-finals on Monday.
- H. Flights of 12 Teams:** Teams will be divided into 3 brackets of 4 teams. The winner in each bracket and a wildcard team (2nd place team with the most points) will advance to the semi-finals on Monday.
- I. Friendship Festival:** All teams will play four matches with no play-offs. The matches will be on Saturday and Sunday only.
- J. Friendship Games:** **If the 2 teams are not evenly matched, players may be added to one side. This may be done by the coaches from the beginning of the match but will be mandatory at a 4 and 6 goal differential. That is, a player will be added at a 4 goal differential and another if it goes to 6 goal differential. The team that puts the extra player(s) on can stay that way until the score gets tied.**

III. Tournament Rules

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

A. Friendship Games: If the 2 teams are not evenly matched, players may be added to one side. This may be done by the coaches from the beginning of the match **but will be mandatory at a 4 and 6 goal differential.** That is, a player will be added at a 4 goal differential and another if it goes to 6 goal differential. The team that puts the extra player(s) on can stay that way until the score gets tied.

B. 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)

***A maximum of 4 goals for or against will be counted. That means a 4-0 score is the best you can do. Additional goals for aren't used at anytime in the calculation for placement.**

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

C. Tie Breaking Procedure: The tie-breaking procedure to determine flight or bracket 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. Least goals against
5. Most goals scored all matches (a maximum of 4 per match)
6. Most shutouts
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 Flight/Bracket 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.

D. 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 time, two 5-minute overtime periods 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.

E. Substitution Procedure:

- The name of the substitute must be on the official roster.
- The Referee or Assistant Referee must be informed of any proposed substitution.
- The substitute only enters the field from the halfway line and during a stoppage in the match.
Substitutes won't be allowed to enter from the bench area unless for an injured player.
- The substitute only enters the field of play after the player being replaced has left the field of play at the halfway line and after receiving a signal from the referee.
- Players may re-enter the match at a later stoppage in play.

F. 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>
U10 & U11 Friendship	7	---	50 Minutes (5 min. half-time)	4
U11/12 Competitive	9	16**	50 Minutes (5 min. half-time)	4
U13 – U15	11	18**	60 Minutes (5 min. half-time)	5
U16 – U19	11	18**	70 Minutes (5 min. half-time)	5

**Leagues and associations where the allowed roster size is greater, all players on the official roster are allowed to participate in the tournament, provided there are no guest players (see D.3 above - Roster Size).

The roster size limit in this case refers to how many may play in a particular match.

There will be no time allowance for substitutions and injuries or other compensating time. The referee will start the clock at the beginning of each half and run it continuously until the conclusion of that half. The only time the referee will stop his clock for an injury is if the game has to be stopped because a player on the field may not be moved while the rescue squad is summoned.

G. 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** (team listed 1st on the schedule) must change jerseys, unless visiting team offers to do so.

H. 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. The team will have **1 point deducted** from their point total.
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. The team will forfeit their Performance Bond.

I. 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 3-0 in favor of the team ready to play.
2. ***Any team forfeiting a match will not be allowed to advance to the play-offs.***
3. Forfeiture of a match violates the Performance Bond Agreement and results in the team forfeiting their Performance Bond.

J. 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%.

K. Heading Protocol - In accordance with the new restrictions on heading the ball, the new rule is in effect for all U9, U10 and U11 matches. If in the opinion of the referee, a player intentionally heads the ball, the player will be penalized and the other team awarded an indirect free kick.