



2020 Bridgewater Challenge Cup Soccer Official Tournament Format & Rules

NON CLUB A, B, C, & D DIVISIONS

Club teams are not permitted to enter in the A, B, C, & D divisions. They must enter in the premier division.

U8, U9 & U10 TEAMS

All U8, U9 & U10 teams will play a minimum of three matches within their respective division. ALL participants on each U8, U9 & U10 team will receive a participation award.

Per Mass Youth Soccer rules all teams U10 and younger must play only in a "Festival-Style Format" (standings are not kept or reported).

NO heading of the ball will be allowed. Any heading of the ball will result in an indirect kick for the opposing team.

U11, U12, U13, U14 & U16 TEAMS

NO heading of the ball will be allowed for U11 and U12. Any heading of the ball will result in an indirect kick for the opposing team.

Teams are guaranteed three (3) games.

Teams making it to the finals will receive first or second place awards.

All semi-finals and finals will be played under the **Elimination Rules** in the case of a tie in regular play.

A. Sixteen (16) Team Bracket

1. Each Division will be subdivided into four (4) Sections of four (4) teams each (A, B, C & D).
2. Each team will play three (3) games.
3. The four (4) Section Winners advance to the semi-finals.
4. The winner of A plays B, and C plays D.

B. Twelve (12) Team Bracket

1. Each Division will be subdivided into three (3) Sections of four (4) teams each (A, B & C).
2. Each team will play three (3) games.
3. The three (3) Section Winners and one (1) Wild-Card team with the highest number of points based on the Selection Process advance to the semi-finals.
4. A plays B, C plays the Wild Card. If the Wild Card is from Section C, Then A plays C and B plays the Wild Card.

C. Eight (8) Team Bracket

1. Each Division will be subdivided into two (2) Sections of four (4) teams each (A & B).
2. Each team will play three (3) games.

3. The two (2) Section Winners and the Second Place team from each Section advance to the semi-finals.
4. The winner of A plays the second place team in B and the winner of B plays the second place team in A.

D. Six (6) Team Bracket

1. Each Division will be subdivided into two (2) Sections of three (3) teams each (A & B).
2. Each team will play two games and the top two (2) teams of bracket A and B will move on to a playoff. The 1st place team of bracket A will then play a crossover semi-final match versus the 2nd place team of bracket B. The 1st place team of bracket B will play a crossover semi-final match versus the 2nd place team of bracket A. The two winners will advance to the finals.
3. Both 3rd place teams of bracket A and B will play a consolation match.

E. Five (5) Team Bracket

1. Each team will play three (3) games the First and Second Place teams advancing to the finals.

F. Four (4) Team Bracket

1. Each team will play three (3) games.
2. The First and Second Place teams advance to the finals.

SELECTION PROCESS

Six (6) points for a win, three (3) points for a tie, and no points for a loss. One (1) point for each goal scored up to a maximum of three per game. One (1) point for a shutout. Any team that forfeits a game will not be eligible to advance to the next round and/or receive an award and a score of 3-0 will be recorded.

In case of tie in point totals, the following criteria will be used:

1. **Result of Head-to-Head Competition.** (If still tied or not applicable, go to 2.)
2. **Most Wins** (If still tied, go to 3.)
3. **Goal Differential** (If still tied, go to 4.)
4. **Goals Against** (If still tied, go to 5.)
5. **Knockout Competition according to FIFA Penalty Kick procedure under the supervision of the Referee's Committee.**

ELIMINATION RULES SEMI-FINALS AND FINALS

1. If a game is tied after regulation play, two (2) Five (5) minute Overtime Periods will be played.
2. If a game is still tied after Overtime periods, Penalty Kicks shall be taken in accordance with FIFA Rules to determine a winner.

RULES – (11 v 11)

FIFA laws shall apply with the following modifications sanctioned by FIFA or the BRIDGEWATER CHALLENGE CUP SOCCER TOURNAMENT (BCCST) Committee for players of school age:

1. **Size of Ball:** U-13, U-14 and U-16 will use a #5 size ball.
2. **Game Length:** Fifty minutes (two (2) twenty-five (25) minute halves) with a five (5) minute halftime.
3. Shin Guards are Mandatory.
4. No Jewelry of any kind will be allowed.
5. No Casts of any kind will be allowed.
6. Both Teams (Coaches and Players Only) at each game shall share one side of the field and all spectators shall remain on the opposite side of the field, outside of the spectator lines. A Maximum of two (2)

coaches per team will be permitted. The coaches shall remain within fifteen (15) yards of the halfway line.

7. Protests will not be considered.
8. The Maximum number of players on any team shall be Twenty Two (22).
9. Up to 4 players may double roster on 2 teams as long as the teams are not in the same bracket. However, if the 2 teams are combined into one bracket because of shortage of teams in that age group, the double rostered player(s) must choose one team to be rostered on. Tournament committee approval is needed for more than 4 players.
10. The Minimum number of players is Seven (7). Failure to place seven (7) authorized players on the field within fifteen (15) minutes of the scheduled starting time will result in a game forfeit to the opponent with a score of 1 to 0.
11. The first team listed in each game pairing on the schedule will be the home team and will be responsible for wearing alternate colored jerseys when and if they are required.
12. Substitutions may be made, after proper notification to the referee, at the following times:
 - a. Prior to a goal kick or corner kick by either team or after a goal is scored by either team.
 - b. At halftime or Prior to a throw-in.
 - c. After a caution or injury (Player-for-Player substitution and only for the player(s) involved).

RULES – (9 v 9)

All rules for 11 v 11 play apply with the following exceptions:

1. **The Field:** The Field shall be seventy (70) yards long by fifty (50) yards wide.
2. **Goals:** The Goals shall be six (6) feet high by eighteen (18) feet wide.
3. **Number of Players:** The *Maximum* number of players on any team shall be Fifteen (15). The *Minimum* number of players shall be six (6).
4. **Game Length:** Fifty minutes (two (2) twenty-five (25) minute halves) with a five (5) minute halftime.
5. **Size of Ball:** Size #4

RULES – (7 v 7)

All rules for 11 v 11 play apply with the following exceptions:

1. **The Field:** The Field shall be sixty (60) yards long by forty (40) yards wide. The Goal Area shall extend six (6) yards from each goal post and six (6) yards into the field of play. The Penalty Area shall extend fourteen (14) yards from each goal post and fourteen (14) yards into the field of play. The Penalty Mark shall be fourteen (14) yards from the goal.
2. **Goals:** The Goals shall be six (6) feet high by twelve (12) feet wide.
3. **Number of Players:** The *Maximum* number of players on any team shall be Fifteen (15). The *Minimum* number of players shall be Five (5).
4. **Off-Sides:** There will be **off-sides in U10 games only**.
5. **Dead Ball:** Opponents must remain eight (8) yards away from a penalty kick and out-side the penalty area when a kick is taken. A ball put into play from a Goal Kick, a Free Kick inside the defensive penalty area or by a Kick or Throw from the Goalkeeper's Hands must be touched by a player or the ground before it crosses the halfway line. If it does not, an Indirect Free Kick will be awarded at the point the ball crossed the halfway line.
6. **Game Length:** Forty minutes (two (2) twenty (20) minute halves) with a five minute halftime.
7. Opposition players will retreat into their own half of the playing field on goal kicks.

8. **Size of Ball:** Size #4

ROSTERS

Roster sizes are the following:

1. U10 and under a maximum of fifteen (15) players
2. U11-U12 a maximum of fifteen (15) players
3. U13-U16 a maximum of twenty-two (22) players

DUAL ROSTERING

A player may be rostered to two (2) different teams within the tournament provided these teams are not playing in the same competitive division (U11-U16 age groups; U10 and younger divisions are non-competitive)

TOURNAMENT RULES

1. A player ejected from any game shall be ineligible to appear in his/her team's next game. The ejected player shall not be substituted for. The Tournament Director determines if any additional action is warranted
2. Any coach or team official asked to leave by the referee shall immediately leave the playing field area for the remainder of the match. The Tournament Director determines if any additional action is warranted.
3. Open Fires or Grills are NOT Permitted on the BYSA grounds per order of the local Fire Marshall. Violators will be required to extinguish all fires immediately.
4. Alcoholic Beverages are NOT Permitted at any of the tournament venues. Violators will be asked to leave by the Field Marshals or Police to leave the Tournament.
5. Dogs (leashed or unleashed) are NOT Permitted on the BYSA grounds with the exception of service dogs. Violators will be required to remove the animal/animals from BYSA grounds immediately.
6. In the event of conditions beyond the BCCST Committee's control, final decisions with respect to game cancellations, terminations, reduction in the length of games, shall lie solely with the BCCST Committee. Any game terminated in progress after one half (½) is completed will be considered official and the score final. Regardless of weather conditions, coaches and players must appear at the field ready to play unless advised by the BCCST Committee. Only the Referee or the BCCST Director may cancel or postpone a game.
7. Patches shall be exchanged by players and coaches after each game.
8. Code of Conduct: This tournament has been organized to promote a healthy competition between players in the game of soccer. It is sincerely hoped that all participants, including players, coaches and fans will join in positive support for the referees and the Tournament Officials. Coaches are reminded that they are responsible for the behavior of their players and their fans. The BCCST Committee reserves the right to disqualify a team from competition for gross misconduct on the part of any or all of its coaches, players and/or fans.
9. The referee and tournament committee make all final decisions.

PREMIER DIVISIONS

Club teams are not permitted to enter in the A, B, C, & D divisions. They must enter in the premier division.

U8, U9 & U10 TEAMS

All U8, U9 & U10 teams will play a minimum of three matches within their respective division. ALL participants on each U8, U9 & U10 team will receive a participation award.

Per Mass Youth Soccer rules all teams U10 and younger must play only in a "Festival-Style Format" (standings are not kept or reported).

NO heading of the ball will be allowed. Any heading will result in an indirect kick for the opposing team.

U11, U12, U13, U14, U15& U16 TEAMS

U11 & U12 teams will play in a 9v9 format.

NO heading of the ball will be allowed for U11. Any heading will result in an indirect kick for the opposing team.

All teams guaranteed 3 games.

Teams making it to the finals will receive first or second place awards.

All semi-finals and finals will be played under the **Elimination Rules** in the case of a tie in regular play.

A. Sixteen (16) Team Bracket

1. Each Division will be subdivided into four (4) Sections of four (4) teams each (A, B, C & D).
2. Each team will play three (3) games.
3. The four (4) Section Winners advance to the semi-finals.
4. The winner of A plays B and C plays D.

B. Twelve (12) Team Bracket

1. Each Division will be subdivided into three (3) Sections of four (4) teams each (A, B & C).
2. Each team will play three (3) games.
3. The three (3) Section Winners and one (1) Wild-Card team with the highest number of points based on the Selection Process advance to the semi-finals.
4. A plays B, C plays the Wild Card. If the Wild Card is from Section C, Then A plays C and B plays the Wild Card.

C. Eight (8) Team Bracket

1. Each Division will be subdivided into two (2) Sections of four (4) teams each (A & B).
2. Each team will play three (3) games.
3. The two (2) Section Winners and the Second Place team from each Section advance to the semi-finals.
4. The winner of A plays the second place team in B and the winner of B plays the second place team in A.

D. Six (6) Team Bracket

1. Each Division will be subdivided into two (2) Sections of three (3) teams each (A & B)
2. Each team will play two games and the top two (2) teams of bracket A and B will move on to a playoff.
The 1st place team of bracket A will then play a crossover semi-final match versus the 2nd place team

of bracket B. The 1st place team of bracket B will play a crossover semi-final match versus the 2nd place team of bracket A. The two winners will advance to the finals

3. Both 3rd place teams of bracket A and B will play a consolation match.

E. Five (5) Team Bracket

1. Each team will play three (3) games the First and Second Place teams advancing to the finals.

F. Four (4) Team Bracket

1. Each team will play three (3) games.

2. The First and Second Place teams advance to the finals.

SELECTION PROCESS

Six (6) points for a win, three (3) points for a tie, and no points for a loss. One (1) point for each goal scored up to a maximum of three per game. One (1) point for a shutout. Any team that forfeits a game will not be eligible to advance to the next round and/or receive an award and a score of 3-0 will be recorded.

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5. No Casts of any kind will be allowed.
6. Both Teams (Coaches and Players Only) at each game shall share one side of the field and all spectators shall remain on the opposite side of the field, outside of the spectator lines. A Maximum of two (2) coaches per team will be permitted. The coaches shall remain within fifteen (15) yards of the halfway line.
7. Protests will not be considered.
8. The Maximum number of players on any team shall be Twenty Two (22).
9. Up to 4 players may double roster on 2 teams as long as the teams are not in the same bracket. However, if the 2 teams are combined into one bracket because of shortage of teams in that age

group, the double rostered player(s) must choose one team to be rostered on. Tournament committee approval is needed for more than 4 players.

10. The Minimum number of players is Seven (7). Failure to place seven (7) authorized players on the field within fifteen (15) minutes of the scheduled starting time will result in a game forfeit to the opponent with a score of 1 to 0.
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All rules for 11 v 11 play apply with the following exceptions:

1. **The Field:** The Field shall be seventy (70) yards long by fifty (50) yards wide.
2. **Goals:** The Goals shall be six (6) feet high by eighteen (18) feet wide.
3. **Number of Players:** The *Maximum* number of players on any team shall be Fifteen (15). The *Minimum* number of players shall be six (6).
4. **Game Length:** Fifty minutes (two (2) twenty-five (25) minute halves) with a five (5) minute halftime.
5. **Size of Ball:** Size #4
6. In games where a town travel team plays in the premier division at U12, heading is permitted.

RULES - (7 v 7)

All rules for 11 v 11 play apply with the following exceptions:

1. **The Field:** The Field shall be sixty (60) yards long by forty (40) yards wide. The Goal Area shall extend six (6) yards from each goal post and six (6) yards into the field of play. The Penalty Area shall extend fourteen (14) yards from each goal post and fourteen (14) yards into the field of play. The Penalty Mark shall be fourteen (14) yards from the goal.
2. **Goals:** The Goals shall be six (6) feet high by twelve (12) feet wide.
3. **Number of Players:** The *Maximum* number of players on any team shall be Fifteen (15). The *Minimum* number of players shall be Five (5).
4. **Off-Sides:** There will be **off-sides**.
5. **Dead Ball:** Opponents must remain eight (8) yards away from a penalty kick and out-side the penalty area when a kick is taken. A ball put into play from a Goal Kick, a Free Kick inside the defensive penalty area or by a Kick or Throw from the Goalkeeper's Hands must be touched by a player or the ground before it crosses the halfway line. If it does not, an Indirect Free Kick will be awarded at the point the ball crossed the halfway line.
6. **Game Length:** Forty minutes (two (2) twenty (20) minute halves) with a five minute halftime.
7. Opposition players will retreat into their own half of the playing field on goal kicks.
8. **Size of Ball:** Size #4

ROSTERS

Roster sizes are the following:

1. U10 and under a maximum of fifteen (15) players.
2. U11-U12 a maximum of fifteen (15) players.
3. U13-U16 a maximum of twenty-two (22) players.

DUAL ROSTERING

A player may be rostered to two (2) different teams within the tournament provided these teams are not playing in the same competitive division (u11-U16 age groups; U10 and younger divisions are non-competitive)

TOURNAMENT RULES

1. A player ejected from any game shall be ineligible to appear in his/her team's next game. The ejected player shall not be substituted for. The Tournament Director determines if any additional action is warranted.
2. Any coach or team official asked to leave by the referee shall immediately leave the playing field area for the remainder of the match. The Tournament Director determines if any additional action is warranted.
3. Open Fires or Grills are NOT Permitted on the BYSA grounds per order of the local Fire Marshall. Violators will be required to extinguish all fires immediately.
4. Alcoholic Beverages are NOT Permitted at any of the tournament venues. Violators will be asked to leave by the Field Marshals or Police to leave the Tournament.
5. Dogs (leashed or unleashed) are NOT Permitted on the BYSA grounds with the exception of service dogs. Violators will be required to remove the animal/animals from BYSA grounds immediately.
6. In the event of conditions beyond the BCCST Committee's control, final decisions with respect to game cancellations, terminations, reduction in the length of games, shall lie solely with the BCCST Committee. Any game terminated in progress after one half ($\frac{1}{2}$) is completed will be considered official and the score final. Regardless of weather conditions, coaches and players must appear at the field ready to play unless advised by the BCCST Committee. Only the Referee or the BCCST Director may cancel or postpone a game.
7. This is not a patch tournament in the Premier division.
8. Code of Conduct: This tournament has been organized to promote a healthy competition between players in the game of soccer. It is sincerely hoped that all participants, including players, coaches and fans will join in positive support for the referees and the Tournament Officials. Coaches are reminded that they are responsible for the behavior of their players and their fans. The BCCST Committee reserves the right to disqualify a team from competition for gross misconduct on the part of any or all of its coaches, players and/or fans.
9. The referee and tournament committee make all final decisions.