

2019 TOURNAMENT RULES

The “**Memorial Day Classic**” is dedicated and strives to showcase top quality play with a strong emphasis on good sportsmanship. We promote that all participants, players, coaches and spectators abide by the “**Zero Tolerance**” policy. The Tournament Committee and referees expect that all participants adhere to this policy so that we may create a safe, enjoyable and competitive atmosphere that makes the tournament fun for all of the players.

1. FIFA Laws are in effect, except as noted below and modifications sanctioned by MYSA or BAYS (Boston Area Youth Soccer) organizations.

2. REGISTRATION

All teams must be registered and paid before Thursday May 23, 2019. **All teams must register one of three ways: On-line, Friday night, or Saturday at the field site no later than 1 hour prior to their first scheduled game. For online registration, approved rosters and medical forms can be uploaded. If registering at the field a copy of the approved roster and two copies of the medical release form must be provided for each player. If there is no medical release form, that player cannot participate; no exceptions.** Any team traveling from a state within Region 1 does not need a "permission to travel" form. If an ineligible player is used, that team shall automatically forfeit all games in which the player is used. No player may be on a roster of two teams at the same level of play.

3. COACHES, PLAYERS, AND SPECTATORS

Each team may have up to three coaches per team on their sideline. Both teams shall take position on one side of the field (as directed by referee) and all other spectators will be on the other side of the field. No coach, player, or spectator may take position behind either goal line.

4. ROSTER SIZE

Maximum roster size / minimum number of players needed for match are:

- U14 (11v11) divisions 19 players max / 7 players min
- U11/U12 (9 v 9) divisions 15 players max / 6 players min
- U9/U10 (7 v 7) divisions 13 players max / 5 players min
- U8 division 13 players max / 5 players min

5. GAME TIME, UNIFORMS, AND EQUIPMENT

All teams must be ready for play 15 minutes prior to their starting time. The home team is designated as the first team listed on the schedule and must change uniforms or wear pullovers in case of a uniform color conflict (unless visiting team chooses to change their uniform). All team uniforms must have a number on the back of the jersey. All players' equipment is subject to the referee's approval and the referee director. A player must not use equipment or wear anything which is dangerous to themselves or another player. No jewelry is allowed and **no plaster casts or hard splints** – no exceptions.

6. EJECTIONS & CAUTIONS

Any coach or player ejected from a game will not be allowed to play or coach in the team's next game. He or she is also subject to disqualification from the tournament after review by the Referee Director and the Tournament Director. The issuance of all red cards will be recorded by our referee director and reported to the Massachusetts Youth Soccer Association – Post Tournament Report, Section F. For any yellow card infraction, that player must be substituted immediately. The offending player can come back in on the next available substitution.

7. LENGTH OF GAMES

The U8 are “non outcome based” divisions. The U8's will play 20-minute halves with a 5-minute half time. The U9 and U10's are also “non outcome based” and will play 25-minute halves with a 5-minute half time. All preliminary matches for U11-14's will have two 25-minute halves, with a 5-minute half time. ***Semi-finals and finals will be 30-minute halves, with overtime if needed.*** Overtime will consist of two 7-minute periods (golden goal/sudden death) followed by penalty kicks, if required. No overtime matches will be held in round robin play or preliminary rounds. In the event that penalty kicks are necessary, only players on the field at the conclusion of the overtime will be permitted to kick, and no one may kick a second time until everyone on the field has kicked once, including the goalie. Substitutions are not permitted, except in the event of an injury to the goalie. The substitutions can only come from those players on the field. The goalie defending the penalty kicks may be anyone on the field at the end of the overtime.

8. BALL SIZE

U8, U9, U10, U11 and U12 divisions will use a #4 size ball
U14 divisions will use a #5 size ball

9. FIELD OF PLAY

U8 fields (6 v 6) will measure ~ 35 yards wide x 45 yards in length
U9, U10 fields (7 v 7) will measure ~ 40 yards wide x 60 yards in length
U11, U12 (9 v 9) will measure ~ 50 yards wide x 70 yards in length
U14 (11 v 11) will measure ~ 60-70 yards wide x 90-100 yards in length

10. RULE MODIFICATIONS FOR 6 V 6 and 7 v 7:

- There will be NO OFFSIDES
- **Bylaw 20.B.2 is revised to read:**
Goal kicks shall be taken from within six yards of the goal line. The team not in possession shall withdraw to its defensive half of the field and may not enter its offensive half of the field until the ball is played. Should the team in possession put the ball in play before the opposing players have taken position in their defensive half, play will continue.
- On Goal Kicks, or on goalkeeper saves followed by a throw out or punt, the ball must touch the ground or be touched by any player in the defensive half of the field. Infringement of this rule will result in the loss of the ball to the other team. Play shall restart with an indirect kick at the mid-field line nearest the point of contact.
- Penalty Kicks will be taken from a point 8 yards directly in front of the mid-point of the goal. All the players other than the keeper and the kicker must stand beyond the mid-field line.

11. SUBSTITUTIONS

Substitutions may be made prior to all goal kicks, prior to your own throw-in (if opposing team substitutes on their throw-in, other team may substitute also), after a goal, at half time, and after a referee has stopped play for an injury or a caution. Injured or cautioned player(s) must be substituted for, and the opposing team will be entitled to the same number of substitutions in the case of injury only.

12. PROTESTS

No protests are allowed. All Tournament Director decisions are final.

13. FORFEITS

A forfeit will be awarded if a team is not ready to play five minutes after the published game time. A forfeit will be considered a 3-0 win.

14. MEDICAL/GENERAL RELEASE FORMS AND PASS CARDS

No player is allowed to play without a tournament medical/general release form. A state approved roster or acceptable temporary roster *issued by the tournament*, available on line www.fusc.org, is required for all teams. Player pass cards are not required but recommended in case of a player challenge.

15. PATCH EXCHANGE FOR U8, U9 and U10 TEAMS

This is a patch exchange tournament for all U8, U9 and U10 teams. Teams are expected to have an adequate number of team patches, pins or other memorabilia to exchange with opposing team players and coaches after each game. For U8 teams who play 3 games, 39 patches are recommended. For U9 and U10 teams who play 4 games, 52 patches are recommended.

16. INCLEMENT WEATHER

In case of inclement weather, the tournament directors reserve the right to change location, delay, or reduce the length of the game. If a game is terminated in progress due to weather after one half is completed, the game will be considered official, and the score will be final. Lightning and thunder is an automatic **30-minute delay** after the last sighting. If the game is suspended, coaches and players are to remain in the area at the field complex ready to play unless advised otherwise by the tournament committee. Only the referee or the tournament director may cancel or postpone a game.

17. REFEREE PERMISSION ON FIELD OF PLAY

Coaches, managers, and team officials are not permitted on the field of play without the permission of the referee. Anyone in violation of this rule is subject to action by the referee.

18. SCORE VERIFICATION

For the U11 through U14 age groups, after each of your last preliminary games are played, it is your responsibility as a coach to check and verify your team scores. The official scores for each field site are kept at the field site, and all scores are centrally on line at www.fusc.org. These scores are the basis for advancing to semi-finals (where applicable) and finals. Any disagreement with the scores should immediately be addressed to the Site Field Director, Referee Director or the Tournament Director.

19. E-MAIL ADDRESS (MANDATORY)

We will be communicating via e-mail as we approach the tournament date. When you are filling out your application – please fill in your appropriate e-mail address. If you do not have an e-mail address, please designate one of your assistant coaches or parents to be the e-mail address contact on your application form.

20. STANDINGS AND TIE BREAKERS

- a) **Points** from regular play; three points for a win, one point for a tie.
- b) Results of **head to head** play between tied teams.
- c) Best **“Goals Against”** record.
(Team with the least number of goals scored against them wins).
- d) Number of **“Shutouts”**. (Team with highest number of “shutout” games wins).
- e) Bonus **points** from regular play: For each game, goals scored minus goals against equal bonus points, with a maximum of three bonus points for any one game. Example: a team wins a game 7 - 2; bonus points = 3 (not 5).
- f) **FIFA penalty shots**.

In the event of tie that involve more than 2 teams, continue along the tie breaking criteria (a, b, c, d, e and f) until a winner is determined.

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