

Natick Soccer Club Fall Classic Tournament 2023

Tournament Rules

Spirit of the Tournament: This tournament has been organized to promote healthy competition among players. It is sincerely hoped that all participants, including players, coaches and supporters will join in positive support for referees and tournament officials. Coaches are reminded that they are responsible for the behavior of both their players and supporters. The Referee Committee reserves the right to disqualify a team from the tournament for the gross misconduct of its coaches, players or supporters.

Except as provided below, FIFA rules and regulations are in effect. FIFA Law VI (assistant referees) will not be in effect for all round robin games.

Registration

All teams must be registered prior to the tournament. At registration, each team must present an approved team roster and medical release forms for each player. 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 ineligible player participates.

Position of Players, Coaches and Supporters:

Players and up to three coaches per team shall take a position on one side of the field at the direction of the referee. Supporters shall take a position on the opposite side of the field. No players, coaches or supporters shall take a position behind the goal line.

Player's Uniform and Equipment

All players' equipment is subject to the referee's approval. A player must not use equipment or wear anything which is dangerous to himself or another player (including all jewelry). Please note that no player will be allowed to play with a plaster cast or hard splints - no exceptions. Players must wear a number on the back of their jersey. The home team is the team listed first on the schedule. In an event of a uniform color conflict, the home team is required to change jerseys. However, if mutually agreed upon, the visiting team may wear an alternate color jersey to resolve the color conflict.

Disciplinary Actions, Cautions and Ejections:

Cautions and ejections under FIFA rules are in effect. Disciplinary actions are limited to this Tournament only. Any player ejected from a game will not be allowed to play in the next consecutive Tournament game. The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by our organization and this information will be reported immediately to the home state association and the home club/league of the player, coach, team, or supporters involved, except that all matters involving a referee assault will, in accordance with USSF Rule 3.2.8, be referred immediately to the Massachusetts Youth Soccer Association. The home state association and the home club and league of the player, coach, team, or supporters involved will, should the circumstances warrant, have responsibility for imposing additional sanctions.

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Protests/Appeals:

There shall be no protest or appeal of any game. Any questions that may arise which are not covered by the Tournament rules shall be subject to a decision by the Tournament Committee, which shall be final.

No Shows:

In the event that a team does not appear by the scheduled time, that team will forfeit and a 1 - 0 win shall be awarded to its opponent, at the discretion of the Referee Committee. Any team forfeiting a game cannot advance to semi-final or championship play.

Teams should be at the scheduled field at least fifteen minutes before scheduled game time. This time may be extended if, in the opinion of the Referee Committee, extenuating circumstances caused the delay.

Game Duration and Ties

- All preliminary games consist of two 25-minute halves with the exception of U8 games, which will be two 20-minute halves.
- All semi-final and championship games consist of two 30-minute halves.
- Half time for all games will be 5 minutes for all games.
- In preliminary round games, ties are not broken.
- If semi-final and championship matches end in a tie, no more than two (2) five minute golden goal overtime periods will be played.
- If the score remains tied at the end of the overtime periods, a penalty kick shoot-out in accordance with FIFA rules will be used to determine the winner.

Ball Size

Teams in Grades 2 – Grade 6 (U8 - U12) use a #4 size Ball.

Teams in Grade 7/8 (U13-U14) use a #5 size Ball.

Substitutions:

Substitutions shall be allowed *with the consent of the referee* as follows:

1. By either team
 - A. Prior to a goal kick
 - B. After a goal
 - C. At half time
 - D. After regulation play
 - E. Between overtime periods
 - F. When play is stopped for an injury
 - G. After a caution is issued
2. By the team in possession prior to a throw-in. If the team in possession substitutes, the other team may also substitute.

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Rules for Grade 2 (U8) 5v5, Grades 3/4 (U9/10) 7v7 and Grades 5/6 (U11/12) 9v9:

- There is NO OFFSIDES for all 5v5 and 7v7 matches (Grades 2-4).
- The offside rule WILL be in effect for 9v9 matches (Grades 5-6)
- The standard field markings (penalty area etc.) shall be appropriately reduced for play on small (5v5/7v7) and intermediate (9v9) sized fields.
- The goal size will be appropriate for small and intermediate sized fields.
- For 5v5 and 7v7 matches only, goal kicks and goalie punts must land, either by bounce or by touching a player on either team, on the kicking team's defensive half of the field. An infraction will result in an indirect kick from midfield.
- For 5v5 and 7v7 matches only, on a goal kick, the team not in possession of the ball must withdraw to its defensive half of the field and may not enter its offensive half until the ball is kicked. Should the team in possession put the ball in play before the opposing players have taken position in their defensive half, play will continue.
- For 5v5, 7v7 and 9v9 formats, heading the ball will be prohibited. Any deliberate heading of the ball or attempt at heading a ball, will result in an indirect kick. If the infraction occurs within the goal box, the indirect kick will take place from the goal line parallel to the goal (ex. header occurs within the 6 yrd box of a 9v9 game, the kick would be taken from the 6 yd line). The referee has sole judgment as to the heading or attempted heading of the ball being deliberate, resulting in an indirect kick.
- Penalty kicks will be taken from the eight-yard (5v5 and 7v7) and ten-yard (9v9) mark from the midpoint of the goal.

Advancement Rules:

In preliminary rounds which may include crossover games the standings shall be determined based on the following point system.

RESULT	POINTS
Win	8 Points
Tie	3 Points
Loss	0 Points
Shutout Win	2 Points
Goals	1 Point per Goal (3 Point Maximum per Game)

In case of ties in point totals, the following tie-breakers will be used to determine final standings:

1. Head-to-head competition
2. Fewest goals against
3. Most shutout victories
4. Most wins
5. Goal differential (to a maximum of three per game)
6. Shoot-out according to FIFA rules

In the situation where three (3) or more teams are tied and two will advance, once the winner of the first tiebreaker is determined, we start over at the top of the list (item #1 above) with the remaining teams.

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A team unable to appear at a semi-final or championship game shall forfeit their standing and be replaced by the next closest qualifying team determined by the Advancement Rules.

Grade 2 to Grade 4 (U8-10) divisions are non-results oriented. There will be no standings. Medals will be awarded to all participants in these age groups.

Advancement to semi-final & championship play (grades 5-8 (9v9 and 11v11) only)

- *In a one section division with 4 or 5 teams:* The winner and runner up will advance to the championship game.
- *In a one section division with 6 or 7 teams:* The top 4 teams will advance to the Semifinals.
- *In a two section division:* The winner and runner up in each section will advance to the semi-finals.
- *In a three section division:* The section winners and one (1) wildcard team (which will be selected based on the Advancement Rules) will advance to the semi-finals. For the semi-finals, the winner of Section A will face the wildcard team except when the wildcard team is from Section A. In this situation, the winner of Section B will face the wildcard team and the Section A winner will face the Section C winner.
- *In a four section division:* The section winners will advance to the semi-finals. The winner of Section A will face the winner of Section D, and the winner of Section B will face the winner of Section C.

The winners of each semi-final game will advance to the championship game.

Weather & Cancellation

In the event of inclement weather, games may be shortened to a length to be determined by the Referee Committee. Games may also be relocated or rescheduled due to weather. If inclement weather forces the cancellation of games, winners and runner-ups will be determined according to the Advancement Rules.

Should a game in progress be terminated due to weather, if at least 20 minutes has been played the game will be considered official. The score at the termination shall stand.

If the Tournament is canceled in its entirety, we will refund the entry fee paid less fixed costs incurred. There will be no refunds if a portion of the tournament is canceled due to weather.

The Tournament cannot guarantee the full number of games scheduled if a team withdraws within 72 hours of the Tournament.