



**NEFC Thanksgiving Showcase  
OFFICIAL TOURNAMENT RULES  
REGISTRATION AND CREDENTIALS**

All teams must register with the tournament prior to the start of the competition. Final MANDATORY REGISTRATION details will be communicated with accepted teams. Failure to register will result in automatic disqualification from the Tournament without a refund of the fee.

**TOURNAMENT DIRECTOR**

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**TOURNAMENT HEADQUARTERS**

SBLI Fields at Progin Park - Lancaster, MA

**CREDENTIALS**

The Tournament is Unrestricted and is Sanctioned by MYSA/USYSA. The event is open to all US Club Soccer, USYSA, USSF, USSSA and International teams.

At the Mandatory Registration, teams must provide the required credentials.

This includes:

- Two copies of the league or state approved roster, with all players (including guests) who will be participating for the team at the Tournament represented.
- Proof of date of birth for every player indicated on the roster.

Acceptable forms of documentation include:

- Approved and current player pass card
- Completed and signed NEFC medical release forms for every player indicated on the roster. No club forms, or other medical release forms, will be accepted. These forms will be kept by the Tournament.
- Guest player documentation (see Guest Players rule)
- Permission to Travel forms provided by the state association. USYS teams traveling from Region I States do NOT need to provide permission to travel documentation, with the exception of USYS teams playing out of New Jersey. USCS teams do NOT need to provide permission to travel documentation. Teams affiliated with other USSF (AYSO, Super Y, etc.) organizations MUST provide insurance and permission to travel documentation.

**For a team coming from a CONCACAF nation:**

- Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
- Teams are required to have and present player picture identification cards.
- The team must have a completed travel permit form from its Provincial or National Association approving the team's participation in the tournament.

A note on credentials: Team representatives must have the mandatory credentials at the mandatory registration, but also easily accessible at the fields of each tournament match.

**CLUB PASS**

A player who has been properly registered for the Tournament may play for any team at the Tournament that is affiliated with the same club as the player, provided they have an eligible birth date to participate in that team's age group. Club pass players do not need to be otherwise noted in the team's tournament roster. Players may play for more than one team during the tournament.

## **GUEST PLAYERS**

Guest Players shall be defined as players who are not regular, official members of the club whose team will be utilizing them in the tournament. All guest players must be members of an affiliated USSF organization. Proof of membership should be included with the credentials provided during the Mandatory Registration. Up to and no more than five (5) guest players may be utilized by any team during the Tournament. Guest players may be hand written into the approved Tournament roster. Accepted documentation includes:

- USYS/USCS, or other USSF approved player pass cards
- A copy of a USYS/USCA, or other USSF approved roster of the team where the player is registered, with the player indicated
- USYS/USCS or other USSF affiliate Guest Player/Loan Player forms/documentation

Per the Tournament Rules, teams must also have the other required credentials for every Guest Player

## **DUAL ROSTERING**

A player may be rostered to two different teams within the tournament.

## **ROSTERS**

Teams may register a maximum of twenty two (22) players for 11v11, Sixteen (16) for 9v9, (At this event, all roster players will be eligible to play in a given match); This number of players INCLUDES Guest Players.

## **RULES OF PLAY**

FIFA Laws of the Game will apply as modified by USYS and NEFC as described herein.

## **REFEREES**

Referees will be certified by USSF.

## **DURATION OF GAMES AND SIZE OF BALL**

-All 9v9 U12 tournament matches will be 60 minutes in length,

consisting of two 30 minute halves.

-All 11v11 U13 - U14 tournament matches will be 70 minutes in length, consisting of two 35 minute halves.

-All 11v11 U15 - U19 tournament matches will be 80 minutes in length, consisting of two 40 minute halves.

-Half time will be five minutes long; however, this period may be shortened at the discretion of the Tournament Director, in the event that the tournament schedule has fallen behind.

-All games will be played with a running clock. In consideration of our tight scheduling, time will only be added in very extreme circumstances. The referee is the official timekeeper, and all disputes shall be settled at the discretion of the Tournament Director.

9v9 age groups will utilize a size 4 ball.

11v11 age groups will utilize a size 5 ball.

## **PLAYERS AGE AND ELIGIBILITY**

This tournament is for players U12-U19.

## **CHECKIN, FIELD AND GAME EQUIPMENT**

All teams must check in with the appropriate Field Marshal 30 minutes prior to their kickoff time. Any team failing to checkin may be required to forfeit that match at the final discretion of the Tournament Director.

Uniform colors, the designated home team will wear a Light color uniform. Home team is listed first on the schedule. The away team will wear Dark color uniform and will begin each match with the ball, the home team will choose sides. For all age groups, players and coaches will take one side of the pitch, and supporters will take the other side of the pitch. No one will be allowed behind either end line. Covered Casts are permitted with the permission of the referee. All players are required to wear shin guards. Casts and knee braces will be reviewed on a case by case basis and permitted at the discretion of the referee with final decision of the Tournament Director.

Each team should also be prepared to supply FIFA approved game balls in the event the tournament game balls are not available.

## **SUBSTITUTIONS**

For all ages, a player may be substituted at a stoppage of play with the permission of the referee.

## **COACHING**

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains no less than 10 yards on their side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

## **CAUTIONS AND EJECTIONS**

A player receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.

A player who is ejected for violent conduct or serious foul play may be expelled from the tournament, at the discretion of the Tournament Director. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will not be allowed to participate in the next scheduled game, and may be expelled from the tournament at the discretion of the Tournament Director. During game suspension(s) for coaches, there can be NO contact between the team and the coach during the game and the coach must be out of site and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in an immediate ejection from the tournament for the coach. The tournament director will notify the appropriate federation regarding disciplinary actions taken.

## **SUSPENDED AND TERMINATED GAMES**

If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. If game needs to be suspended or terminated due to weather please refer to inclement weather section of rules.

## **OFFSIDE**

The offside law will be applied by referees in all games including, 9v9 and 11v11.

## **HEADING RULES**

U11 Players are not allowed to head the ball intentionally. The restart is an indirect free kick for the opposing team.

U11 Players playing in U12 or older age groups will abide by the age group heading rules. (i.e. younger player playing up may head the ball intentionally.)

## **TOURNAMENT COMPETITION AND ORGANIZATION DETERMINING WINNERS**

Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) points for each Tie

Zero (0) points for each Loss

At the end of a preliminary round, the group placements shall be determined by the number of points earned in preliminary matches. In the event of a tie within a group, the following criteria shall be used to determine final group placements, in order:

1. Head to head competition
2. Most Wins
3. Goal Differential (maximum (5) per game)
4. Goals For (maximum (5) per game)
5. Goals Against(maximum (5) per game)
6. FIFA penalty Kicks (to be organized at the discretion of the

Tournament Director)

Placement of bracket winners and determination of wild card winners for playoff rounds or for consolation match ups should be determined by the same criteria.

Where teams are in different groups, #1 above will obviously not apply. In the event of a tie between three (3) or more teams, #1 above will not be considered. The tiebreaker criteria will be used in numerical order until the tie has been resolved. The Tournament Director, acting within the parameters of these rules, will determine the teams to advance to the final rounds.

Tournament Director may change placements and match-ups to better conform to tournament goals: for example, if teams have already played at this event during group tournament play; if teams are familiar due to local/league play; or if teams are from the same club Field Marshals, in cooperation with the referees, will be responsible for score reporting.

### **Playoff and Bracket Advancement**

Bracket of 8 Teams - Will play a final consisting of the top team from each side of the group meeting in the final.

Bracket of 6 Teams - Will play a crossover format playing all teams in the opposite group. The final will consist of the top two "wildcard" teams from the total bracket of 6. This could mean that both "Wildcard" teams could be from the same group.

Bracket of 4 Teams - Will play a final consisting of the top two teams from the bracket of 4.

### **PLAYOFF ROUNDS (U12-U14)**

Should a playoff game remain a draw after the end of regular play, FIFA penalty kicks will be taken to determine the winner. The best of five penalty kicks taken alternately by each team will determine the winner. Only those players on the field at the end of the game may compete. If the penalty kick score is tied at the end of the five kicks, the teams will continue to take penalty kicks alternately until there is a winner. All players on the field must kick before any player may kick a second time.

## **FORFEITS**

All forfeits per the following rules can be overturned by the tournament director.

A team shall be allowed a five (5) minute grace period after the scheduled kickoff time before the match is awarded to their opponent. In 11v11 matches, a minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed. In no case shall a team, which forfeits a game, be declared a group winner or wild card team. If an apparent group winner forfeits a game, the group team with the next best record shall be named the group winner.

If a team is the cause for termination of a game, that team will be considered to have forfeited that game.

A forfeit in the preliminary rounds shall be awarded as (3) points  
For tiebreaking purposes, the score will be recorded as 30.  
Forfeits of a game in the playoff rounds shall be recorded as 30 game.

## **INCLEMENT WEATHER**

In case of inclement weather or other force majeure, the Tournament Director will have the authority to change games as follows:

1. Relocate or reschedule any game(s).
2. Change the duration of any game(s).
3. Cancel any preliminary game(s).
4. Scoring of preliminary games terminated by Game or Tournament officials will be ultimately decided upon by the tournament director depending the time of termination.
5. Determine format for advancement.

## **GUEST TEAMS**

The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 30 against the Guest Team.

## **PROTESTS**

A team wishing to protest must do so to the Tournament Director within 30 minutes of the game in question. The formal protest must



be made from the head coach of the team protesting, and must be made by email to [MJONES@NEFC.us](mailto:MJONES@NEFC.us). All decisions of the Tournament Director are final.

## **TOURNAMENT SITE RULES**

Following are rules that must also be adhered to. Many of the fields at this event are synthetic, and carry with it certain given restrictions. Teams not adhering to these rules, or those of Mass Youth Soccer that have been communicated to teams, may be expelled from the tournament at the discretion of the Tournament Director.

Alcoholic beverages are not permitted at game sites. Smoking is prohibited at all sites and is enforced. Dogs or similar pets are not allowed. The placing or erection of any structure or object which will cause the penetration of the synthetic surface is prohibited. The use of chewing gum is prohibited. The consumption of sunflower seeds or shelled nuts is prohibited. The use or possession of glass containers of any kind is prohibited. The use of roller blades, skateboards or bicycles is prohibited. The use of BBQ grills or any other open flame is prohibited. Metal cleats or spikes are prohibited. The marking of lines onto the synthetic surface with paint, tape or any other substance are prohibited.

## **GENERAL**

Under no circumstances whatsoever will the Tournament, NEFC (or any members of this organization), US Soccer (or any of its affiliates), or any of our Tournament Facilities be responsible for any expenses (including the Tournament entry fee and hotel fees) incurred by any team participating in the Tournament. This includes any circumstance where the Tournament must cancel any Tournament match, any part of a Tournament match, or the Tournament in its entirety.

Tournament entry fee is non refundable.

Any decisions regarding refunds will be made by the Tournament Director.

Any team accepted into the Tournament that withdraws will forfeit the entry fee in its entirety. The Tournament Director's interpretation of the rules shall be final. The Tournament Director reserves the right to decide on all matters pertaining to this Tournament.

**HOTEL**

Teams participating in the Tournament must (as a condition of acceptance) make all hotel accommodations using our tournament housing service. Teams not using our tournament housing service will be disqualified, and will not receive a refund.

**REFUNDS**

There are no refunds.