

# 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, 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

1. The tournament committee and 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. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This will be done by E-mail or U.S. Postal Service.
4. Once accepted the application fee is non-refundable.

### C. Registration

1. All teams **must** have a representative attend registration on Friday at the designated site and time. Failure to do so will result in forfeiture of Performance Bond. **Teams may not register Saturday.**
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 registration.
3. Up to 3 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 valid player pass, medical release and permission to travel (where applicable).
4. A player may only be registered and play with one team at the tournament.
5. 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. Birth Certificates and Passports will not be accepted at this tournament.

### D. Performance Bond Agreement

1. A Performance Bond of \$500 must be submitted with the application form and the entry fee.
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 not be deposited and will be either returned or destroyed unless there is a violation of the Performance Bond Agreement.
3. If you wish to have your Performance Bond check returned you must provide a self addressed stamped envelope with submission of your paperwork or at registration. If an envelope is not provided and there is no violation of the Performance Bond Agreement the check will be destroyed.
4. The Performance Bond will be deposited and forfeited by the team if; the team does not have a representative at registration, the team forfeits any game, the participation of an unregistered or illegal player or if 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 or any other violation of the NESC Tournament Rules and Procedures.

### E. 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. Neither the Tournament Committee, Director, Crusaders United Soccer Club, nor NESC,LLC will 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. Spectators will remain at least 3 yards from the touchline and in designated spectator areas.
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.



**D. Substitutions: Substitutes must be at midfield and notify the assistant referee.**

**NO SUBSTITUTES CAN COME DIRECTLY FROM THE BENCH AREA ACCEPT FOR AN INJURED PLAYER.**

**With the permission of the referee** unlimited substitutions may be made by either team, **if the substitutes are at midfield** at the following times;

1. halftime
2. goal kick
3. kick off
4. after an injury
5. prior to a throw-in only if the team in possession of the throw-in is substituting
6. when the referee stops play for any reason.

**E. Length of the Game and Ball size:**

<u>Boys &amp; Girls</u>	<u># of Players</u>	<u>Length of Game</u>	<u>Ball Size</u>
U10 & U11 FRIENDSHIP	8	50 Minutes (5 min. half-time)	4
U11 – U12	11	50 Minutes (5 min. half-time)	4
U13 – U16	11	60 Minutes (5 min. half-time)	5
U17 – U18	11	70 Minutes (2 min. half-time)	5

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.

**F. Players Equipment:**

1. Player's having splints or casts will be permitted to play if deemed safe by the referee assignor.
2. For player's wearing glasses, safety straps are required. Wire rim glasses are prohibited, no exceptions!
3. All players must wear shin guards that are age and size appropriate.
4. If a uniform conflict occurs, the **Home Team** (team listed 1st on the schedule) must change jerseys, unless visiting team offers to do so.

**G. Conduct:**

1. Any player receiving an accumulation of 3 yellow cards will not be allowed to participate in his team's next game.
2. Any player dismissed/sent off (Red Carded or second yellow in same match) will not be allowed to participate in his team's next game.
3. Any player dismissed for fighting will not be allowed to participate further in the tournament.
4. A Coach who is dismissed will not be allowed to participate further in the tournament.
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.

**H. Forfeits:**

1. Teams not having 7 players ready to play at the designated start time of the scheduled game time will have a forfeiture declared for the match. The score of a forfeited game will be 3-0 in favor of the team ready to play.
2. Any team forfeiting a game will not be allowed to advance to either a semi-final or final game.
3. Forfeiture of a game violates the Performance Bond Agreement and results in the team forfeiting their Performance Bond.

**I. 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%.