

# 2019 NORTH ANDOVER COLUMBUS DAY TOURNAMENT RULES

Incorporating the  
ESSEX COUNTY YOUTH SOCCER ASSOCIATION  
Operation Rules with Modifications

## I. PLAYERS/COACHES

- A. AGE GROUPS: The 2019 North Andover Columbus Day Tournament offers competition for boys and girls in the following age groups for Columbus Day Weekend, October 12-14, 2019:

Group	Grade Requirement AND Date of Birth Requirement		Format
G4 (formerly U10)	4 <sup>th</sup> Grade or lower	Born on or after 1/1/2009	7 v 7
G6 (formerly U12)	6 <sup>th</sup> Grade or lower	Born on or after 1/1/2007	9 v 9
G8 (formerly U14)	8 <sup>th</sup> Grade or lower	Born on or after 1/1/2005	11 v 11

- B. PLAYER ELIGIBILITY: All players must be registered or affiliated with ECYSA, MYSA, or USYSA, and must be under the respective ages in Rule I.A. by August 1, 2019. International players shall be properly registered by their “home” league, association, club and/or sanctioning body. No player will be allowed to be rostered on more than one team participating in the tournament. All players must show proof of affiliation or registration by showing a picture I.D. card, a copy of the MYSA or USYSA registration form, or a town/group/league roster form certified by the town/group/league registrar. Players who are not able to show proof of affiliation or registration will not be allowed to play in the tournament. All players registered on a team must be from the same town or league.
- C. COACH AFFILIATION: The Coach/Assistant Coach must be AFFILIATED with ECYSA, MYSA, USYSA or the applicable international association. All coaches must show proof of affiliation by showing a picture I.D. card, a copy of the MYSA or USYSA registration form, or a town/group/league roster form certified by the town/group/league registrar. Non-affiliated coaches will not be allowed to participate in the tournament.

All Coaches and Assistant Coaches must be registered with the tournament team in GotSoccer and be listed on the team roster presented for verification at team registration on Friday, October 6, 2018. All Coaches and Assistant Coaches must wear their tournament provided coach identification badges at all times while on the sidelines during the tournament. There is a limit of three (3) coach/assistant coach badges available for each team.

- D. PLAYER VIOLATION: The coach/assistant coach of a player in violation of Rule I.B., who willfully attempts to participate in the tournament, shall be suspended from further participation in the tournament. Any further violations will result in removal of the entire team from the tournament and forfeiture of all games played or to be played.

Violation of the dual rostering restriction will result in disqualification of any team for which the player has been rostered and/or has played for in the tournament.

- E. **COACHES BOXES:** Coaches must remain inside the limits of the coaches box on the side line during the game or face ejection from the game. No more than three coaches will be allowed in the coaches box during the game and all coaches must have an official Tournament Coach badge. Spectators **MUST** be on the opposite side of the field from the players and coaches.

## **II. REGISTRATION**

- A. **RULES:** Tentative registration date for the tournament is Friday, October 11, 2019 from 5:00pm- 8:00 pm at the North Andover Middle School Cafeteria. Final confirmation of this date will be made to accepted teams via e-mail. If registration is not done on Friday, then registration must be done at the Tournament Headquarters (North Andover High School) at least 60 minutes prior to the team's first game.

Registration consists of affiliation verification, roster verification, medical release form checking, miscellaneous forms completion, and transfer of tournament patches, final schedules and/or updates/changes if any. All teams must register prior to playing their first game and all teams should report to the appropriate tournament official at the field prior to each game. All rosters, player cards, or other affiliation forms and certificates must be turned over to the registrar before the first game played. Failure to do so will prohibit a team or an organization from competing in the tournament program. The registrar shall have the right to refuse any forms not properly meeting affiliation criteria. Only official USYSA, MYSA, ECYSA, or town/group/league forms will be accepted.

The registrar has the right to request AGE VERIFICATION. A team roster with a minimum of one (1) coach and (7) seven players for G4, (9) nine players for G6, and (11) eleven players for G8 must be submitted in order for a team to be accepted into the tournament. The maximum number of registered players per team roster shall be (14) fourteen for G4, (16) sixteen for G6, (22) twenty-two for G8. No guest players are allowed if the addition of a guest player brings the total number of players over the limits for the age groups. The maximum number of registered coaches per team shall be three (3). A team consists of all registered players and coaches. A team may be composed of players of both sexes, but a mixed team will be registered as a boys team.

- B. **FEES:** All fees must be paid at the time of registration. The 2019 North Andover Columbus Day Tournament fee is \$375 for G4, \$400 for G6, and \$425 for G8. Teams will be accepted on a first come, first served basis as registrations and payments are received. *Payments made on the night of Registration must be in the form of a single check or on a single credit card. Multiple checks will not be accepted for team registration.* Depending on the number of registrations and expected bracketing, a team may be placed on a waiting list or not accepted. Teams not accepted because no slots are available will have their checks returned. No refunds will be granted after acceptances have been made.

If any event or condition outside of the control of the tournament organizers including but not limited to weather conditions, national emergency or natural disaster, precludes the completion of the scheduled minimum number of games guaranteed games, a pro-rated refund based on the number of games the team has completed, less a \$75 administrative fee, will be offered.

### III. RULES OF COMPETITION

- A. **RULES OF THE GAME:** The current USSF Administration Handbook Rules shall be in effect, except as specifically stated otherwise in these rules.
- B. **ROSTERS:** Rosters cannot exceed the maximum number shown in the table. If at any time during a game, the number of players drops to less than the minimum number of players, the game will be suspended.

Group	<i>Minimum</i> Number of Players	<i>Maximum</i> Number of Players
G4 (formerly U10)	7	14
G6 (formerly U12)	9	16
G8 (formerly U14)	11	22

- C. **PLAYING PERIODS/BALL SIZE:** G4 and G6 play two (2) 25-minute periods with a five (5) minute half time. G8 play two (2) 30-minute periods with a five (5) minute halftime. Periods may be shortened as deemed necessary by the Tournament Committee to complete all games scheduled. G8 games will be played using a size 5 ball. G6 and G4 will use a size 4 ball.
- D. **SUBSTITUTION:** Substitution shall be unlimited. Upon consent of the referee, substitutions may be made prior to any goal kick, after a goal by either team, at half time by either team, or prior to the throw-in by either team provided the team with possession substitutes first. When a team substitutes, the substitutes must be ready to enter the field and will enter at mid-field. After an injury resulting in the stoppage of play, the injured player must be substituted (this includes the goalkeeper). The team with the injured player may not substitute any other players, but the opposing team may substitute one player only.
- E. **HEADING:** All players age 10 years old and younger, regardless of what age group program they are playing in, shall not engage in heading either in practice or in games. All players in single age groups of G5 (U11) programs and younger shall not engage in heading either in practice or in games. All players in dual year age groups which incorporate a G5 (U11) program (e.g. G6 – U11/U12) shall not engage in heading either in practice or in games.

For those players designated as not being permitted to head a ball in games, an indirect free kick will be awarded to the opposing team if the player, in the opinion of the referee, deliberately heads or attempts to head the ball. If, in the opinion of the referee, a deliberate header or attempt to head occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play should continue.

- F. POINTS/BRACKETS: All G6 and G8 teams play three games in the qualifying round. Three (3) points are awarded for each win, one (1) point for each tie, and zero (0) points for each loss. Forfeits are recorded as a win with a score of 3-0 for the opponent of the forfeiting team. In the spirit of good sportsmanship, winning teams are expected to limit their goals when playing a much weaker opponent. A team that wins with a goal differential of 7 or more will only be awarded two (2) points in the standings. A goal differential point adjustment will be recorded in GotSoccer as a non-player specific red card to allow for accurate point calculations.
- a. In brackets with 4 teams entered, teams will play qualifying round games against the 3 other teams in their bracket. The top two teams in the division will advance directly to the finals. There will be no semi-finals.
  - b. In brackets with 5 teams entered, teams will play qualifying round games against 3 other teams in their bracket. The top two teams in the division will advance directly to the finals. There will be no semi-finals.
  - c. In brackets with 6 teams entered, teams are divided into 2 groups of 3 teams (referred to as Group 1 and Group 2). In the qualifying round they will each play the other two teams in their group, and one team in the other group. At the end of the qualifying round the first and second place teams from each group will advance to the semi-final round, where the winner of Group 1 will play the runner-up in Group 2 and vice-versa.
  - d. In brackets with 8 teams entered, teams are divided into 2 groups of four teams each (referred to as Group 1 and Group 2). In the qualifying round they will play each team in their group once. At the end of the qualifying round the first and second place teams from each group will advance to the semi-final round, where the winner of Group 1 will play the runner-up in Group 2 and vice-versa.
  - e. In brackets with 10 teams entered, teams are divided into 1 group of four teams and 2 groups of three teams (referred to as Group 1, 2, and 3). In the qualifying round, they will play each team in their group once, and each team in a three-team group will play another team in the other three-team group. At the end of the qualifying round the three group winners and the second place team with the most points (referred to as the "wildcard" team) will advance to the semifinal round. The winner of Group 1 will play the "wildcard" team. The winner of Group 2 will play the winner of Group 3. If the wildcard team played in Group 1, then the winner of Group 1 will play the winner of Group 3, and the winner of Group 2 will play the wildcard team.
  - f. In brackets with 12 teams entered, teams are divided into 3 groups of four teams each (referred to as Group 1, 2, and 3). In the qualifying round they will play each team in their group once. At the end of the qualifying round the three group winners and the second place team with the most points (referred to as the "wildcard" team) will advance to the semi-final round. The winner of Group 1 will play the "wildcard" team. The winner of Group 2 will play the winner of Group 3. If the wildcard team played in Group 1, then the winner of Group 1 will play the winner of Group 3, and the winner of Group 2 will play the wildcard team.
  - g. In brackets with 16 teams entered, teams are divided into 4 groups of four teams each (referred to as Group 1, 2, 3, and 4). In the qualifying round they will play each team in their group once. At the end of the qualifying round the first place teams from each group will advance to the

semi-final round. The winner of Group 1 will play the winner of Group 3. The winner of Group 2 will play the winner of Group 4.

- h. According to MYSAs regulations, G4 is a non-results oriented event. Standings will not be kept and there will be no playoffs. G4 teams will play 4 games during the weekend, and there will be no G4 games on Monday.
- G. TIE-BREAKERS: If teams are tied on points at the end of the qualifying round, and it is necessary to determine a clear choice for placement in the semi-final round, the following tie-breaking system shall be used:
- 1) Head-to-head competition;
  - 2) Most wins;
  - 3) Goal differential with a maximum differential of three goals allowed per game, (+3 to -3); 4) Least goals against; 5) Shutouts;
  - 6) Knock out competition: Shoot out involving penalty kicks. Team with most scores out of five penalty kicks. If a tie still exists, each team on an alternating basis will take a series of single penalty shots until a winner is determined. The alternating penalty shots are to be taken by the remaining designated team players who were not part of the first 5 penalty takers. In case the score is still tied after having gone through all remaining designated team players, penalties can then be taken by any of the originally designated players. The coach of each team will designate the players (11 for a G8 team or 9 players for a G6 team, including a goalkeeper) who will participate in this knockout competition.
  - 7) If either team is not available to complete the knockout competition within 30 minutes of being notified by the Tournament Committee, then a coin toss will be used as the final tie-breaker.
  - 8) If more than two teams are tied, the tie-breaker system will be used to select one clear winner. Then, from the remaining teams, the system will be used again to determine the next clear winner.

Tie games will stand in the qualifying rounds. In the semi-final and final games, two overtime periods of five minutes each will be played in their entirety. The first overtime period will begin 5 minutes after regulation time has expired. There will be no break between overtime periods.

The two teams will switch sides and begin the second overtime period immediately. If the game is still tied after completion of the overtime periods, then a "shoot-out" will be held. Individual players on each team who were in the game at the end of the overtime will take a series of 5 penalty shots. The team scoring the most penalty shots will be declared the winner. If the teams are still tied after the 5 penalty shots, then each team on an alternating basis will take a series of single penalty shots until a winner is determined. The alternating penalty shots are to be taken by the remaining players on the field who were not part of the first 5 penalty takers. In case the score is still tied after having gone through all remaining players on the field, penalties can then be taken by any of the players on the field.

#### **IV. FIELD RULES**

- A. RULES OF THE GAME: The current USSF Administration Handbook Rules shall be in effect, except as specifically stated otherwise in these rules.

- B. **TEAMS:** Each team must be represented by a registered/affiliated coach. Teams **MUST** arrive at least 10 minutes before the scheduled kick-off time. Failure to do so may result in a **FORFEIT**.
- C. **UNIFORMS:** Uniform jerseys must be the same color and have a minimum three-inch number on the back (goalkeeper excluded). **SHIN GUARDS ARE MANDATORY. NO PLAYER WILL BE ALLOWED TO PARTICIPATE IN A TOURNAMENT GAME WITHOUT SHIN GUARDS. ALL SHIN GUARDS MUST BE FULLY COVERED BY STOCKINGS.** It is recommended that shorts and socks match and that safe footwear be worn. Players must remove all jewelry (rings, watches, earrings, etc.) before the start of the game. No splints or casts are allowed and no decorative beads can be worn in hair. Soft hair ornaments (yam, rubber bands, cloth ponytail holders, etc.) will be allowed within safety limits. Home team must change uniforms in the event of color conflict with the opponent. The first team listed in a pairing is considered the home team. During cold weather, sweat shirts or jackets may be worn under the team jersey as to expose the number and team color and hide any hood, sweat pants may be worn over the shorts, and gloves and soft winter caps may be worn, as long as none of the items pose any danger. The referee will make the final decision concerning the acceptability of any clothing item.

## **V. REFEREES**

- A. **PROVISION:** Referees will be provided by a USSF Referee Assignor.
- B. **PREGAME ACTIVITIES:** Before each game, Referees will check the safety of the player's footwear, shin guards with socks covering them entirely (mandatory), and will not allow a player to play with any jewelry or dangerous items. A tournament official may also check players before the first game played.
- C. **POSTGAME PAPERWORK:** Referees will record the score and the names and numbers of ejected and cautioned players/coaches on the game "card". The card will be turned into the scorekeeper's table immediately after the game.
- D. **MISCONDUCT REPORTING:** Referees must notify the Referee Assignor and the Tournament Director immediately after the completion of a game of a team member/coach ejection and/or referee assault (assaults must also be reported to MYSAs, MRCs, and ECYSAs).
- E. **AFFILIATION:** All referees will be members of USSF.

## **VI. SMALL SIDED SOCCER**

- A. **9 v 9 RULES OF THE GAME:** FIFA Laws and Essex County Youth Soccer Exceptions for G6 (ECYSA Handbook section III.E.) shall apply. These exceptions include a 45-55' x 55-85' field, 6' x 18' goals, a 14yard penalty area, an 8-yard circle radius, 7 players needed to play, and a ball put into play from a goal kick or a kick or throw from the goalkeeper must contact the field or another player prior to the opponent's penalty area, otherwise an indirect kick is awarded at the point it crossed midfield.
- B. **7 v 7 RULES OF THE GAME:** FIFA Laws and Essex County Youth Soccer Exceptions for G4 (ECYSA Handbook section III.D.) shall apply. These exceptions include a 40-50' x 60-75' field, 6' x 12-18' goals

(including 6'x12' BowNet Soccer Goals), a 14-yard penalty area that stretches from touchline to touchline, an 8-yard circle radius, 5 players needed to play, offsides is called only within the 14-yard box, and a ball put into play from a goal kick or a kick or throw from the goalkeeper must contact the field or another player prior to crossing midfield, otherwise an indirect kick is awarded at the point it crossed midfield. The defending team must be in their own half of the field until the ball is struck for a goal kick. Also, no penalty kicks will be taken - fouls that would normally result in a penalty kick will result in a direct kick outside the 14-yard box. Improper throw-ins or kicks will be given a second chance.

## **VII. DISCIPLINE**

- A. **EJECTIONS/CAUTIONS:** If a player or coach is ejected from a game, there will follow an immediate and automatic one game suspension applied to the next scheduled game in the tournament. The suspension prohibits the player/coach from participating in ANY MANNER in the tournament game from which he/she is suspended and they must leave the playing area immediately. A second ejection will result in banishment from all tournament activities, forfeiture of tournament fees and forfeiture of the game involved. Direct issuance of a red card will result in the player being suspended from all tournament activities. Three individual yellow cards (accumulated from any/all games) without the issuance of a red card will result in a one game suspension of the next tournament game scheduled. To maintain order and safety (against violent play), 5 or more yellow cards disqualifies a team regardless of stage of tournament.
  
- B. **ASSAULTS:** Any assaults on the referee will be referred to the State Associations (MYSA, MRC and ECYSA). If coaches are ejected from the same team and no affiliated coach is available to take over, the game shall be considered a forfeit. If coaches from both teams are ejected leaving no available affiliated coach for either team, then both are awarded a forfeit loss.
  
- C. **REFEREE SUPPORT AND SPECTATOR CONTROL:** North Andover Soccer Association and Essex County Youth Soccer have endorsed and adopted a Zero Tolerance Policy. It will be strictly enforced by the North Andover Columbus Day Tournament.

It is the responsibility of ALL coaches to maintain the highest standards of conduct for themselves, their players and supporters of all matches. Abusive and obscene language, violent play, violent conduct, fighting and other behavior detrimental to the game will not be tolerated. It is also the responsibility of ALL coaches to fully support the referee at all times. In cases where the spectators are, in the opinion of the referee, getting out of hand (verbal abuse of the referee, opposing players, coaches, or spectators) the referee has the power to stop the game and ask the appropriate coach to get his/her fans under control. If the appropriate coach has tried to comply with the referee's request and the problem still exists, the referee can terminate the game and make a full report to the Tournament Committee. If a referee abandons the game, the Tournament Committee may award a forfeit.

All players and coaches must stay within fifteen yards of the Mid-Field stripe. Spectators are expected to stay one yard from the touch line. No spectators will be allowed behind the goals or end lines. Penalties for unruly fans could include having a team play without any spectator support.

- D. **PROTEST/APPEALS:** There are only two acceptable causes for the protesting of a game AFTER it has been played: A team knowingly plays an unregistered, ineligible, or suspended player; or there has been an obvious error in the application of the Laws of the Game that directly affects the outcome of the match - and the referee ADMITS it. No protests can even be entertained if they are based on the judgment decisions made by the referee during play. A game cannot be protested because one or both coaches think the referee was incompetent. Any protests relating to the grounds, goal posts, crossbars, or other items of the match shall not be entertained by the Tournament Committee.

All protests and appeals must be in writing and made within 30 minutes of the end of the protested game. The protest must be delivered by email to the Tournament Director at NorthAndoverCDT@gmail.com.

## **VIII. MEDICAL**

- A. A health care provider (HCP) will be available at each tournament site to provide first aid for the duration of the tournament.
- B. In accordance with the Massachusetts Youth Soccer Concussion Policy, any player who
- (1) Sustains a significant blow to the head or body,
  - (2) Complains about or is exhibiting symptoms consistent with having suffered a concussion, or
  - (3) Is otherwise suspected of having sustained a concussion, must be evaluated on the sideline by the on-site HCP.

Unless the on-site HCP determines that the player has not suffered a concussion, the player will not be permitted to return to play until the player has successfully been cleared to return to play by a physician AND has remained symptom free for 24 hours.

No coach shall permit a player who has been removed from a game for a concussion assessment to return to play until cleared to do so by an on-site HCP.

If a coach seeks to allow a player who has been removed from a game for a concussion assessment and who has not been cleared to return to play by the on-site HCP to re-enter the game, the referee shall allow the player to return to the field but shall:

- i. immediately stop play,
- ii. direct the player to leave the field of play and
- iii. direct the coach to remove the player and select a substitute.

If a coach seeks to allow a player to re-enter the game who has been removed from a game for a concussion assessment and who has not been cleared to RTP by the on-site HCP, the referee shall issue a warning to the coach. If a coach persists in seeking to allow such player to re-enter the game after having been issued a warning, the referee shall be entitled to take such other disciplinary measures as are permitted.

## **IX. MISCELLANEOUS**

- A. **TOURNAMENT COMMITTEE:** The Tournament Committee consists of the Tournament Director, North Andover Soccer Association President, North Andover Soccer Association Vice President, the Referee Assignor and the Field Marshall. The Tournament Committee will make final decisions on protests,

forfeits, delays, reschedules, suspensions, cancellations, disciplinary actions and other aspects, as needed, for the tournament.

- B. **PATCHES:** This is a Patch Tournament. Each team is responsible for providing patches or pins for players to exchange after each match. Tournament patches or pins must be presented to every player and coach. Plan on the following number of patches/pins:
  - a. G4: 17 patches per game
  - b. G6: 19 patches per game
  - c. G8: 25 patches per game
  
- C. **GENERAL**
  - a. Smoking is not permitted at tournament facilities
  - b. Charcoal and gas grills or any other potential fire or safety hazard are strictly forbidden
  - c. Pets are not allowed at ANY of the tournament facilities
  - d. Alcoholic beverages are not allowed at any of the playing fields
  - e. No verbal abuse of anyone is permitted at any time
  - f. Parents, coaches and players not complying with the regulations will be asked to leave the facilities
  
- D. **MATCH DELAYS, SUSPENSIONS and CANCELLATIONS:** In the event of weather or other situation, matches may be delayed, rescheduled, suspended or cancelled by the Tournament Committee.