

The 2018 Danvers Invitational Tournament Rules

Incorporating Modified

ESSEX COUNTY YOUTH SOCCER ASSOCIATION

Operation Rules

Tournament Headquarters: Danvers High School, 60 Cabot Road Danvers, MA 01923

Mail to address: 42 Ledgewood Drive Danvers, MA 01923

Tournament Directors:

Sharon Clement/Michael Blanch/Dawn Price/Brendan Piscitello/Desiree Wynott

I. PLAYERS/COACHES

A. AGE GROUPS: The 2018 Danvers Invitational Tournament offers competition for boys and girls in the following age groups for Memorial Day Weekend, May 26-28, 2018:

- Gr 2 (U8) : Born on or after August 1, 2009
- Gr 3/4 (U10) : Born on or after August 1, 2007
- Gr 5/6 (U12) : Born on or after August 1, 2005
- Gr 7/8 (U14) : Born on or after August 1, 2003

B. PLAYER ELIGIBILITY: All players must be registered or affiliated with ECYSA, MYSYSA, USYSA or National Association and must be under the respective ages as noted above. Teams may elect to place players in an age group one age level above the one which they are eligible for according to their date of birth. This rule applies to players who are eligible for age groups Gr 3/4 and above. 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. If pictures ID's are not available, a town/group/league roster form certified by the town/group/league registrar may be substituted. The players not able to show above credentials cannot be allowed to play in the tournament. MYSYSA dual rostering rules apply.

Up to 3 guest players are allowed per team in the Gr 3/4 divisions and above.

A guest player is any player from a town or organization different from that of the team who does not play for that team in regular league play.

C. COACH AFFILIATION: The Coach/Assistant coach must be AFFILIATED with ECYSA, MYSA, USYSA or National Association. All coaches must show proof of affiliation by showing a picture I.D. card, 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. At registration all coaches will be given a coaches sideline pass which must be worn on the sideline at all times.

D. PLAYER VIOLATION: The coach/assistant coach of a player in violation of Rule I, Section 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 matches played or to be played.

E. COACHES' BOXES: Coaches must remain inside the limits of the coaches' box on the sideline during the game or face ejection from the game. The number of coaches allowed in the coaches' box during the match may be limited to two at the referee's discretion but in no case will more than three be permitted. Spectators MUST be on the opposite side of the field from players and coaches.

II. REGISTRATION

1. RULES: The registration date for the tournament is Friday May 25th, 2018 from 4:00PM-7:00PM at the Danvers High School, 60 Cabot Road in Danvers.

Registration with the Tournament Registrar or designate will consist of affiliation verification, roster verification, medical release form submission, tournament patch distribution and any last minute scheduling or field changes. Out of state teams must present a completed Permission to Travel Form. If registration is not done on Friday then registration must be done at Danvers High School at least 1 hour prior to the team's first scheduled game. All rosters, player cards, medical release forms or other affiliation forms and certificates must be verified by the registrar before the first game played. Failure to do so will prohibit a team or 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. For teams coming from a CONCACAF nation, players must present passports and player picture identification cards. Teams must have a completed form from its provincial or National Association approving the team's participation in the

tournament.

2. The Registrar has the right to request AGE VERIFICATION. A team roster with one coach and a minimum of eight (9) players for Gr 5/6 and eleven (11) players for Gr 7/8 and above 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 sixteen (16) for Gr 5/6 and eighteen (18) for Gr 7/8 teams. Any deviation from the max roster size will be handled on a case by case basis. The maximum number of registered coaches per team shall be three (3). A team consists of all registered players and coaches. This rule does not apply to Small sided teams as far as team player minimum and maximums are concerned. (See Rule VII, Small Sided Soccer.) A team may be composed of players of both sexes, but a mixed team will be registered as a boy's team.

B. FEES: All fees must be paid at the time of application. Fees for the tournament are as follows:

- **Gr 2 (U-08) teams (5v5) = There are NO required entrance fees, but a \$325.00 donation to cover cost of officials & awards is requested.**
- **Gr 3/4 (U-10) teams (7v7) = \$375.00**
- **Gr 5/6 (U-12) teams (9v9) = \$425.00**
- **Gr 7/8 (U-14) teams (11v11) = \$475.00**

If any event or condition outside 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 guaranteed games, a pro-rated refund based on the number of games the team has completed, less a \$75 administration 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: A minimum of seven (7) players shall constitute a team. No match may be started with less than seven (7) players per team. If at any time the number of players drops to less than seven the match will be suspended and a forfeit loss awarded. This is not applicable to small-sided teams.

C. PLAYING PERIODS/BALL SIZE: Gr 2 through Gr 7/8 will play two (2) 25-minute periods. Periods may be shortened as deemed necessary by the Tournament Committee to complete all matches scheduled. Game balls shall be provided by the tournament. Gr 7/8 teams will use a size 5 ball, Gr 5/6 and Gr 3/4 will use size 4 balls, and Gr 2 will use size 3 balls.

D. SUBSTITUTION: Substitution shall be unlimited for all age group. Upon consent of the referee, substitutions may be made: Prior to any goal kick, after a goal by either team, at half time by any team, prior to the throw-in by either team provided the team with possession substitutes first. After an injury resulting in stoppage of play, the injured player must be substituted for (this includes the goal keeper). ONLY the player injured may be substituted for. When a team substitutes, the substitutes must be ready to enter the field and will enter at mid-field.

E. POINTS: Points shall be awarded for Gr 5/6 and above as follows: Three (3) points for a WIN. One (1) point for a TIE. Zero (0) points for a LOSS or FORFEIT. The top four teams in each division will advance to the final round of competition after the qualifying round based on the following:

- In four team groups the top two teams advance
- In six team groups the top four teams advance
- Eight team groups are divided into (2) four-team groups, the top two teams from each group advance
- Ten team groups are divided into (2) three-team groups and (1) four-team group, the top team from each group plus a wildcard advance
- Twelve team groups are divided into (3) four-team groups, the top team from each group plus a wildcard advance
- Sixteen team groups are divided into (4) four-team groups, the top team from each group advances

F. 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 final round placement, the following tie breaker system shall be used. (1) Head-to-head competition, (2) Most wins, (3) Goal differential with a maximum differential of three goals allowed per match, (+3 to -3). (4) Goals against. (5) A coin toss. If two placements are being made and more than two teams are tied for those positions, the system will be used to select a clear winner, and then the system will be used again to determine the next clear winner. Tie matches

will stand in the qualifying rounds. If a tie exists at the end of regulation in the semi-final and final games, two (2) five-minute overtime periods will be played to completion. If still tied after the overtime periods, a series of five (5) shots will be taken by both teams (a shoot out) with the team scoring the most shots declared the winner. If a tie still exists, a series of single shots will be taken by each team on an alternating basis UNTIL A WINNER IS DETERMINED. The shootout will be standard penalty kick style from the 12 yard spot.

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 within five minutes past the scheduled kick-off time. Failure to do so will result in a FORFEIT. Teams that forfeit for a match for any reason will not be permitted to proceed in the tournament to the playoff rounds. Forfeited matches will be records as 3-0 loss.

C. UNIFORMS AND EQUIPMENT: Uniform jerseys must be all the same color and have a minimum three (3) inch number on the back (goalkeeper excluded). Shirt numbers should be unique to each player. SHIN GUARDS ARE MANDATORY FOR ALL PLAYERS AT ALL AGE LEVELS. 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. Jewelry (Rings, Watches, Earrings, etc.) will not be allowed to be worn at a tournament game. No splints or casts are allowed and no decorative beads in hair. Soft hair ornaments (Yarn, Rubber Bands, and Cloth Ponytail holders) will be allowed within safety limits. Home team must change uniforms in the event of color conflict with the opponent. First team listed in the pairings sheet is considered the home team.

During cold weather the following provisions may apply: Sweat shirts or jackets may be worn under the team jersey as to expose the number and team color. Sweat pants will be worn over shorts.

V. REFEREES

A. PROVIDED BY: Referees will be provided by a USSF certified referee assignor for U10 & above matches.

B. PREGAME ACTIVITIES: Referees or tournament officials will check the safety of each player's footwear, shin guards with stockings covering them entirely (mandatory), and require removal of all jewelry before all matches. Player and Coach identification cards are to be present and available at all matches.

C. POSTGAME PAPERWORK: Referees will fill in the score, names of EJECTED AND CAUTIONED players/coaches. The card must be turned into the scorekeeper's tent immediately after the game.

D. MISCONDUCT REPORTING: Referees must notify the Referee Coordinator and the Tournament Director immediately after the completion of a game of a team member ejection and/or Referee Assault (Assaults must be reported to MYSA, MRC and ECYSA).

E. AFFILIATION: Referees will be USSF certified.

VI. DIVISIONAL MAKE-UP

A. DIVISION: Teams shall be organized in competitive Divisions A and B within each age group Gr 3/4 [includes Division C], and Gr 2 [Friendship Division]) solely at the discretion of the competition committee. The competition committee may at its sole discretion add Division C to the Gr 5/6 or Gr 7/8 age groups if numbers and quality of entrants so indicate. The competition committee will take into consideration the requested placing of the team by the coach, the previous season record, if available, the placement of the team during the regular season, and the age of the players. Decisions of the competition committee will be final.

B. GROUPS: Teams will be placed in three or four team groupings within a division for qualifying round purposes in Gr 5/6, Gr 7/8 and above age groups. Each team will play three (3) round robin qualifying matches. Gr 3/4 and below shall play four (4) non results orientated round robin matches. There are no semi-final or finals matches for Gr 3/4 or below.

C. High School Division (optional): The Gr 9/10 through Gr 11/12 team registration has lacked team depth in past years. Division formation will be the same if team registration for each age group forms

complete divisions. If the number of teams for each age group does not form a complete division, then the tournament competition committee may combine age groups Gr 9/12 to form a High School Division(s) based on prior season record to create complete divisions.

VII. SMALL SIDED SOCCER

RULES OF THE GAME: FIFA Laws shall apply with the following exceptions:

For Gr 2 (5v5), the Field of Play will be 35 yards by 25 yards. Goal area is 3 yards from each goal post and 3 yards into field of play, no penalty area. A Goal Keeper can handle the ball anywhere in the goal area. On a Goal Kick the ball must pass the goal area line to be considered in play. Goal size 4 feet high and 8 feet wide. The ball that will be used will be a number 3. There will be no Penalty kicks or offside.

1. Defending team at midfield until ball is struck on a goal kick
2. Retake on bad throws
3. All kicks Indirect
4. Goalie must throw or play to feet, no punts

All non-ECYSA coaches note that referees will be expected to call heading per ECYSA rule at U12 and under:

"When a player deliberately heads the ball or attempts to head the ball, the referee shall stop play immediately (do not play advantage) and award an indirect free kick to the opposing team, even if the player's action may have denied a goal."

For Gr 3/4 (7v7),

1. Gr 3/4 age group shall play Seven vs. Seven (7 v 7).
2. FIFA Laws shall apply with the following exceptions.
3. The Field of Play
 - a. Field of play will be 40 yards by 50 yards
 - b. Markings needed:
 - (1) Goal lines and Touchlines.
 - (2) Goal area 18 yards on the Goal line. 6 yards onto the playing field.

(3) A 14-yard line parallel to the Goal line running from touchline to touchline (not to be called penalty area). A Goalkeeper can handle the ball anywhere in this area.

(4) Halfway line and Center circle (8-yard radius).

(5) Corner Flag and corner quarter circles.

(6) Goal sizes 6 feet high and 12 feet wide

4. The ball size that will be used will be a number 4.

5. Seven (7) players including the Goalkeeper on the field for each team. A team will play with no less than six (6) players. If at any time the number of players' drops below six, the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field 6 players, the game shall be abandoned. Total number of players is covered in Section I.A.13.a.

6. The game will have two (2) twenty-five (25) minute playing periods.

7. Any goal kick that leaves the field of play (over the touch line or goal line) prior to completely passing over the 14 yard line will be retaken. A goal kick is in active play after it has passed completely over the 14 yard line and entered the field of play. The defending team must be in their own half of the field until the ball is struck for the goal kick.

8. The offside law applies to the attacking team only in the opponent's side of the field between the goal line and the 14-yard line.

9. A ball set into play as a goal kick or released (throw, punt, or drop kick) by the Goal keeper within the 14- yard line must touch the ground or another player before it crosses the halfway line. If it does not touch the ground or another player, an indirect free kick will be awarded to the opposing team at the point where the ball crossed the halfway line.

10. FIFA Laws of the Game shall apply to direct and indirect free kicks with the following exceptions and additions:

- a. For kick-off, free kicks, and corner kicks, opponents must be at least 8 yards from the ball;

- b. If the attacking team commits a foul between the defending team's goal line and 14 yard line, no attacking players may be between the defending goal line and 14 yard line on the restart;
- c. When the defending team takes a free kick between their goal line and 14 yard line, the ball must pass beyond the 14 yard line before being touched by any player. If the ball is touched prior to passing the 14 yard line, the kick is retaken;
- d. No Penalty kicks will be taken;
- e. For any foul committed by the defending team between their goal line and the 14 yard line, the attacking team will be awarded a direct or indirect free kick outside the 14 yard line at the point closest to where the foul was committed.

11. A player who takes a throw-in or a kick-off improperly will be given a second try.

VIII. DISCIPLINE

A. EJECTIONS: If a player or coach is ejected from a match, they must leave the playing area immediately. There will follow an automatic one game suspension. The suspension prohibits the player/coach from participating in ANY MANNER in the match from which he/she is suspended. A Team Member shall be ejected for the following reasons: Violent Conduct or Serious Foul Play, Uses Foul and Abusive Language, Continuing Misconduct after having received a Caution (Yellow Card), Violation of current FIFA rules that require EJECTION. Issuance of three (3) individual Yellow Cards without the issuance of a Red Card will result in a one game suspension of the next match scheduled. If a team member leaves the bench to participate in a disturbance on the field and thereby is ejected by the referee, that team member shall automatically be suspended for the DURATION OF THE TOURNAMENT. Any assaults on the Referee will be referred to the State Associations (MYSA, MRC and ECYSA). If one or both coaches are ejected from the same team and no affiliated coach (with card) is available to take over, the match shall be considered a FORFEIT. If one or both coaches are ejected from both teams and a situation exists where no affiliated coach is available, both teams are awarded a FORFEIT loss. ALL CARDS WILL BE REVIEWED BY DANVERS INVITATIONAL TOURNAMENT OFFICIALS TO DETERMINE FURTHER DISCIPLINARY ACTION. The Tournament Director or Referee

Assignor will hold the player/coach identification pass for the duration of the suspension. The tournament committee may take additional disciplinary action against a team or individual for serious offenses, including suspension from the remainder of the tournament and non-eligibility for future tournaments of the tournament committee.

B. REFEREE SUPPORT AND CONTROL OF SPECTATORS: Danvers Youth Soccer and Essex County Youth Soccer have endorsed and adopted a ZERO TOLERANCE POLICY per the attached guidelines. It will be strictly enforced by the Danvers Invitational Tournament. All reported incidents will be reviewed by the Tournament Committee to determine further discipline or penalty. If a referee abandons the game a forfeit may be awarded by the Tournament Committee. All players and coaches must stay within ten (10) yards of the Midfield line. Spectators must be three (3) yards from the touchline. 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.

C. REPORT OF DISCIPLINARY ACTION: Reports of disciplinary actions will be filed on the post tournament report made to Massachusetts Youth Soccer Association. CONCACAF teams shall be reported to the US Soccer Federation.

D. PROTEST-APPEALS: There are only two acceptable causes for the protesting of a game AFTER it has been played. They are: A team knowingly plays an unregistered, ineligible, or suspended player; or there has been an obvious error made 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 judgment decisions made by the referee during play. The Laws of the Game clearly state in Law V (Referees) that ...“A referee shall be appointed to officiate each match...his decisions on points of fact connected with the play shall be FINAL, so far as the result of the game is concerned.” A match cannot be protested because one coach, or both for that matter, thinks the referee was incompetent. Any protests relating to the grounds, goal posts, crossbars, or other appurtenances of the match shall not be entertained by the tournament committee.

E. GUIDELINES – PROTESTS, DISPUTES AND APPEALS: All protests, disputes and appeals must be in writing and will not be accepted otherwise. All protests must be made within thirty (30) minutes of the end of the protested game, and delivered to the tournament committee consisting of the Tournament Director, Referee Assignor, and the Field Marshall Coordinator. The decision of the

committee shall be final.

IX. MISCELLANEOUS

A. TOURNAMENT SPECIFIC: No changes will be allowed after the team has registered. Equipment will be check by the Referee and/or Linesman Assistant Referees or appropriate tournament official. Only team uniforms will be allowed on the field. No headgear, such as head bands or kerchiefs will be permitted, and all jerseys must be tucked in. No other items of clothing will be allowed unless consistent with the team uniform. Uniform color conflicts require the designated home team to change (DIT will make alternate pullovers available on request). Coaches will be held responsible for the actions of their spectators. All spectators will stay behind the spectator line along the side of the field and may be asked to leave the facility for violation of this rule. The Athletic Trainer or other EMT will provide a first aid unit for the duration of the tournament. Coaches will not remove any injured player from the field, the Athletic Trainer or EMT will attend to all downed players who cannot walk off the field.

Note: An EMT is not authorized to tell a player to return to play, only a Medical Physician, Dentist or Athletic Trainer is authorized to clear a player to return to tournament play. If an EMT pulls a player off the field, that player cannot return to the game.

B. DISCLAIMER: Refer to the 2017 Essex County Youth Soccer Association Rule Book for any errors, omissions or clarification to these tournament specific rules

C. MATCH DELAYS, SUSPENSIONS, and CANCELLATIONS: In the event of weather or other situation that causes a match to be delayed, suspended or cancelled, the Tournament Committee consisting of the Tournament Director, Referee Assignor and Field Marshall Coordinator shall have final decision making authority on the outcome. Possible outcomes include rescheduling the match or matches, replay of the match or cancellation of matches.

D. GENERAL RULES

- Smoking is not permitted at any tournament facility.
- Charcoal and gas grills, or any other potential fire or safety hazard is strictly forbidden.
- Pets are not permitted at any event site.

- Alcoholic beverages are not allowed at any of the playing fields.
- No verbal abuse of anyone is permitted at any time.
- Parents and coaches not complying with the regulation will be asked to leave the facilities.