

NSR Region II Cup 2009



RULES & REGULATIONS

The rules of the NSR Region II Cup tournament shall be in accordance with US Club Soccer, FIFA, and USSF except as modified and approved herein.

TEAM ELIGIBILITY

The NSR Region II Cup Tournament shall be open to all U.S. and Canadian teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided such team is in good standing with its youth association.

It shall be the responsibility of each National and State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster. Insurance will be provided for all teams by the NSR Region II Cup through an insurance policy with US Club Soccer.

All teams requiring hotel accommodations are required to book their rooms through MIT Travel or they will be denied admission to the tournament.

Each team will be allowed to have a maximum of four (4) guest players who are properly registered through their National and State Association, Federation or other USSF affiliated organization. Players may be rostered on more than one team if in different age flights.

PLAYER ELIGIBILITY

All teams must have approved organization player passes issued by their state or national organization. Passes must be verified, photo attached, and laminated.

Age Groups

U19 (8/1/89 - 7/31/91)	U15 (8/1/93 - 7/31/94)	U12 (8/1/96 - 7/31/97)	U9 (8/1/99 - 7/31/00)
U17 (8/1/91 - 7/31/92)	U14 (8/1/94 - 7/31/95)	U11 (8/1/97 - 7/31/98)	U8 (8/1/00 - 7/31/01)
U16 (8/1/92 - 7/31/93)	U13 (8/1/95 - 7/31/96)	U10 (8/1/98 - 7/31/99)	

PRE-GAME PROCEDURE

Tournament officials shall conduct all credential checks:

- At initial registration - Please refer to the Tournament Checklist posted under “forms” on the tournament website.

USSF Teams:

Present picture identification cards issued by the teams Federation Organization.

Canadian Teams:

Present player passports at registration or proof of entry into the United States

Present player picture identification cards issued by the teams Federation Organization.

Present completed form from its Provincial or National Association approving team’s participation

- At the field before each game player passes will be checked by the field marshals and returned to the coach.

In no event will a player be allowed to participate who has not been certified by the NSR Region II Cup Tournament Credentials Committee.

A player who arrives late at the playing field after the pre-game procedure may enter the game once the field marshal verifies the player is eligible and with the permission of the center referee.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the NSR Region II Cup Tournaments Credentials Committee. A late arriving player may be challenged at the time he/she is allowed to participate by the Referee.

Each manager/coach or assistant must present a valid coach’s pass and be listed on the roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant. Each team is limited to three (3) coaches and fourteen (14) or eighteen (18) players on the bench (depending on the age group), all with approved credentials.

Souvenir patches, flags, crests, etc. may be exchanged and group team pictures may be taken during the pre-game procedure or during the handshake after the game.

LAWS OF THE GAME

All games shall be in accordance with the FIFA “Laws of the Game”, except as modified below.
Competition sanctioned by this association shall abide by the “Laws of the Game’.

LAW I: Field of Play

No change per FIFA “Laws of the Game”

LAW II: The Ball

The home team for each match is responsible for supplying the game ball.

U8 Size #3 (23-24 in., 11-12 oz)

U9-U12 Size #4 (25-26 in., 12-13 oz)

U13 and older Size #5 (27-28 in., 14-16 oz) FIFA Rules - Ball pressure – 8.5-15.6 lbs/sq in.

LAW III: Number of Players

Teams may carry a game roster of no more than 14 players for U8 - U10 and no more than 18 players for U11-19. U8 will play 5 v 5; U9-U10 will play 7 v 7, U11-U12 will play 9 v 9 and U12-U19 will play 11 v 11. (Please note we will offer both 9 v 9 and 11 v 11 for U12 teams as long as team numbers allow.)

No changes to the tournament roster can be made after the player’s credentials have been certified at registration.

Substitutions shall be unlimited. Substitutions may be made only upon proper notification of the referee through the linesmen, with the referee’s permission, at the following times:

- Prior to a throw in by your team;
- Prior to a goal kick by either team;
- After a goal by either team;
- After an injury, by either team, when referee stops play;
- At the beginning of the second half or overtime periods:

The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee. 5 v 5 coaches can substitute players on the fly. Players need to be changed at mid-field. No off-sides for 5 v 5 games.

LAW IV: Players’ Equipment

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).

Casts and braces: The referee for each match will determine whether a player wearing an orthopedic cast or brace shall be eligible to participate. The tournament director may over rule the referee.

Eyewear: Players with prescription glasses must wear sports goggles while participating.

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers. In case of similar team colors, the designated home team will be required to change to a color accepted by the referee.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

LAW V: The Referee

Referees are required to submit a completed game report to the Tournament Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

Referees will not be paid before any required post game reports have been submitted.

In the event, the assigned referees fail to appear and the assignor and/or Tournament Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

LAW VI: The Assistant Referee

Two (2) assistant referees will be used for 7 v 7 and 11 v 11 games. No assistant referee will be used for 5 v 5 games. In the event, the assigned assistants fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

LAW VII: The Duration of the Match

The duration of the game will be:

<u>Age Group</u>	<u>Pool Play (min)</u>	<u>Semis & Finals (min)</u>	<u>Overtime (Semis and Finals)</u>
U15 - U19	2 x 35 = 70	2 x 35 = 70	2 x 5 = 10
U12 - U14	2 x 30 = 60	2 x 30 = 60	2 x 5 = 10
U10 - U11	2 x 25 = 50	2 x 25 = 50	2 x 5 = 10
U8 - U9	2 x 20 = 40	2 x 20 = 40	2 x 5 = 10

Law VIII: The Start and Restart of Play

The team listed first on the schedule is the home team. At the start of the game, the home team chooses which goal it will defend and the visiting team gets the kickoff. The same procedure will be used in the event of overtime.

Law IX - Law XVII:

No change per FIFA "Laws of the Game"

GAME CHECK IN, TEAM NO SHOW AND FORFEITS

Teams must be at field 15 minutes before kick off. Players should check in with the field marshal and be dressed and ready to play.

A minimum of seven (7) players constitutes a game. Games should start at the given start time. In case the team does not have seven (7) players present, there will be a maximum of five (5) minutes grace period extended beyond kickoff before a forfeit will be declared. Final decision to forfeit will be made by the Tournament Director and not by the referee depending on extenuating circumstances that may have prevented a team from making the game on time. If a team fails to show and a forfeit is determined by Tournament Director then the winning team will receive 4-0 win and points will be given accordingly.

Any no-show team forfeiting a match will not be allowed to play in a semi-final or championship match.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game." The Tournament Director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to the NSR Region II Cup Tournament:

The Tournament Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the midfield and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines.

The Tournament Director will designate the opposite sideline for the spectators.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

DISCIPLINE

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check in.

The NSR Region II Cup Tournament will have a Discipline Committee of no less than four (4) members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc. using the US Club Soccer standards.

All players and managers/coaches shall be subject to US Club Soccer - Discipline and Sanctions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate State or National Association. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of the NSR Region II Cup Tournament, passes will be returned to the manager/coach (even if suspension has not been completed). A complete report will be sent to the US Club Soccer Review & Discipline Committee for forwarding to the appropriate State and National Association.

POST-GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

Any players or coaches sent off shall forfeit their player or coaches pass to the Field Marshal. Coaches or players passes will be held at the Information Area and may be picked up by the coach prior to the next game after a 1 game suspension has been served.

A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.

The field marshal is responsible for obtaining the score of the match immediately after the games completion, and calling the score, cautions and ejections to the tournament headquarters. All scores will be posted at the game site tournament headquarters and also on the tournament web-site. The official scores will be posted and updated at the main tournament headquarters.

SCORE POSTING

The maximum differential score in any game is +4, thus scores posted during the tournament will reflect this maximum differential. For example, if the final score in a game is 6-1, the score will be posted as 5-1. An 8-2 score would be posted as 6-2, and so on.

DETERMINATION OF GROUP WINNERS

In pool play, there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win, 1 point for a Tie, 0 points for a Loss.

If Teams Tie:

1. Game points; if no clear winner,
2. Head to head result; if no clear winner, (disregard if three teams are tied)
3. Net goal differential, maximum of four (4) goals per game; if no clear winner,
4. Least goals allowed, maximum of four (4) goals per game, if no clear winner,
5. Most goals scored, maximum of four (4) goals per game, if no clear winner,
6. Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark.

If more than two teams are involved in a tie, tie breaker number 1 will be used first to rank the teams. If teams are still tied, tie breaker number 2 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5 a coin toss will be held with the odd team sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this, will then play the team sitting out. (kicks from the mark) the winner will advance.

In play involving wild card teams, the Tournament Director reserves the right to realign the play-off brackets.

In the semi-final and final game, if a clear winner is not decided after regulation time, overtime will be two periods of 5 minutes each in accordance with Law VII. If a clear winner is not decided after the overtime periods, penalty kicks will be taken in accordance with FIFA.

PROTEST

There will be **NO PROTESTS**. The Tournament Director will resolve all disputes immediately. These decisions will be final.

Judgment calls by referees may not be appealed.

EXTERNAL CONDITIONS, WEATHER, ETC.

The Tournament Director may reduce the length of matches due to weather conditions; all such matches will be considered official. The Tournament Director may also reschedule (time and location) or cancel a match due to climatic conditions or other acts of nature. The Tournament Director, referee and facility manager can suspend a match already started due to weather conditions. The Tournament Director will determine if any suspended match will resume, or declared to be complete. If the match is deemed to be complete, the score at the time of the suspension will be posted as the final score.

TERMINATED GAMES

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed. The score of the game at the time of termination will stand.

The Tournament Director will decide the score of such games, and/or whether a team or teams will advance. This is done after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

Pool play matches

In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a match (different from temporarily suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

Play-off matches

In the event a referee terminates a match (different from temporarily suspending) the score will be recorded as it was when the game was stopped. In the event, a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If teams have the same number of points, the criteria in the DETERMINATION OF GROUP WINNERS will be used to break the tie.

Final Matches

In the event, a referee terminates a final match (different from temporarily suspending) while the teams are tied, co-champions will be declared.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Tournament Director for the award presentation.

REFUND POLICY

There will be no refunds after your team is accepted to the tournament. If the tournament is cancelled due to events beyond the control of the Tournament Committee the NSR Region II Cup will not be required to make any financial remuneration of fees.

The NSR Region II Cup Tournament, the Tournament Committee, US Club Soccer and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

GENERAL

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

If not enough teams are realized within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up or to receive a full refund.

The tournament committee has the responsibility to uphold any previous suspension imposed by US Club Soccer and/or affiliates of USSF; the NSR Region II Cup Tournament is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.