

#### **Duration of Games and Ball Size**

- U8 (5v5): 40 mins (2x20min halves)
- U9-U10 (7v7): 50 mins (2x25min halves)
- U11–U12 (9v9): 60 mins (2x30min halves)
- U13-U14 (11v11): 70 mins (2x35min halves)
- U15-U19 (11v11): 80 mins (2x40min halves)

**Halftime:** 10 minutes (can be shortened by Tournament Director). 5 minutes minimum for U8-U12, 10 minutes minimum for U13-U19

**Clock:** Running. Referee is the timekeeper. Running. The referee is the timekeeper. Added time may be allowed in the event of a prolonged injury on the field.

**Ball Size:** Size 4 (5v5 to 9v9); Size 5 (11v11)



### Field and Game Equipment

Players are required to wear shin guards according to FIFA Laws of the Game. In case of similar uniform colors, the home team (listed first on the schedule) will wear light-colored jerseys and socks, while the away team will wear dark colored jerseys and socks. The away team will start the match with the ball, and the home team will choose sides. If a team does not adhere to the color designation, they must change uniforms to avoid a clash. Players and coaches will occupy one side of the pitch, and supporters will occupy the opposite side. No one is allowed behind the end lines. Covered casts are permitted with referee approval. The tournament will provide game balls for each field, but each team should also be ready to supply one FIFA-approved game ball.

### **Substitutions**

For all ages, a player may be substituted during any stoppage of play with the referee's permission. For U13–U19 age groups, substitutions are limited to three (3) moments per half, not including halftime. Multiple players may be substituted at each moment. Subs can be done both while in or out of possession.



### Coaching

All coaches are fully responsible for the conduct of their players, substitutes, friends, and spectators at all times. Coaching from the sidelines (providing direction to one's own team on strategy and positioning) is permitted, provided that:

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

## **Cautions and Ejections**

A player receiving two cautions (yellow cards) in a single game is considered to have received an ejection (red card). An ejected player will not be replaced, will not return for that game, and will not be allowed to participate in the next scheduled game. A player 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. An ejected coach 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 a coach suspension in a game, there must be no contact between the team and the coach, and the coach must remain out of sight and sound of the field.



Additionally, the coach must not engage in unacceptable conduct, which includes coaching players by any means or method or harassing opponents, players, referees, or staff. Failure to adhere to this rule will result in the coach's immediate ejection from the tournament. The Tournament Director will notify the appropriate federation regarding disciplinary actions taken.

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- A player 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.
- An ejected coach 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 a coach suspension in a game, there must be no contact between the team and the coach, and the coach must remain out of sight and sound of the field.
- Additionally, the coach must not engage in unacceptable conduct, which includes coaching players by any means or harassing opponents, players, referees, or staff. Violation will result in immediate ejection from the tournament.



### **U15-U19 Showcase Exception:**

In brackets without finals (showcase format), a player who is ejected in a match may play in the following game, unless the ejection is due to referee abuse or abuse of an opponent, in which case the standard suspension applies.

### **Suspended and Terminated Games**

If, in the opinion of the referee, a game must be suspended for any reason, the game may be resumed but is subject to ending no less than five (5) minutes before the scheduled start of the next game. If, in the opinion of the referee, a game must be terminated due to misconduct by players, coaches, or spectators, the offending team may be suspended from further play and will forfeit that game and all remaining games. All previously earned points will remain as played.

#### Offside

The offside law will be applied by referees in all games, except U8, which will not have offsides.

### 7v7 games

- The keeper cannot dropkick or punt the ball.
- The Midfield line will serve as the "BuildOut" Line for all NECSL 7v7 games.
- Goal kicks opposition retreats to midfield

## **Heading Rules**

U11 players are not allowed to intentionally head the ball. The restart will be an indirect free kick for the opposing team. U11 players playing in U12 or older age groups will follow the heading rules of the older age group, meaning they may head the ball intentionally.



### **Tournament Scoring**

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

#### **Tiebreakers:**

- 1. Head-to-head (not for 3+ team ties or cross-group)
- 2. Most wins
- 3. Goal differential (max 5/game) goal differential MAX for U8-U14 categories only
- 4. Goals for (max 5/game)
- 5. Goals against (max 5/game)
- 6. PKs (at Tournament Director's discretion)

Placement of bracket winners and determination of wild card winners for playoff rounds or consolation matchups will be determined by the same criteria. When teams are in different groups, criterion #1 will not apply. In the event of a tie between three (3) or more teams, criterion #1 will not be considered. The tiebreaker criteria will be applied in numerical order until the tie is resolved. The Tournament Director, acting within the parameters of these rules, will determine the teams that advance to the final rounds.

The Tournament Director may adjust placements and match-ups to better align with tournament goals. For example, adjustments may be made if teams have already played each other during group play, if teams are familiar due to local or league play, or if teams are from the same club.



Field Marshals, in cooperation with the referees, will be responsible for reporting scores.

#### **Advancement Format**

- 8-team/2 groups: Group winners to final.
- 6-team/2 groups: Crossover format; top 2 (wildcards) to final.
- 4-team/1 group: Top 2 to final.
- Memorial Day Event (Only) to add semifinals U11-U14

#### **Forfeits**

- 5-minute grace period.
- Minimum 7 players for 11v11, minimum 6 for 9v9 and 5 for 7v7
- Forfeit = 3-0 win and 3 points to opponent.
- No team that forfeits can win group or wild card.

## **Playoff Rounds**

Winners of each group advance to the playoff rounds.

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



#### **Inclement Weather**

In the event of inclement weather or other force, the Tournament Director has the authority to make the following changes:

- Relocate or reschedule any game(s).
- Change the duration of any game(s).
- Cancel any preliminary game(s).
- Preliminary games terminated by game or tournament officials after one half of play shall be considered official as of the time of termination.
- Determine the format for advancement.

#### **Guest Teams**

- May be added to fill vacancies.
- Cannot advance.
- Result recorded as 2–0 loss for Guest Team.

### **Player Eligibility**

- All players must be registered on their team's official tournament roster prior to the start of the event.
- Each player must also have a completed and signed waiver form on file.
- No player may participate in the tournament without being listed on the official roster and having a valid waiver.
- A player may not play for more than one team in the same age group category during the tournament. Violation of this rule will result in team disqualification from the match in question and may lead to further disciplinary action.



#### **Protests**

- Must be made within 30 minutes of game.
- Email protest to: ttrevisan@surfsoccer.com
- Tournament Director decision is final.

#### Site Rules

- Alcohol, smoking, dogs, gum, sunflower seeds, glass = prohibited.
- No marking surfaces, stakes, BBOs, skateboards, or metal cleats.

#### General

Under no circumstances will the Tournament, New England Surf (or any members of this organization), US Soccer (or any of its affiliates), or any Tournament Facilities be responsible for any expenses incurred by participating teams, including tournament entry fees and hotel fees, even in the event of match, partial match, or tournament cancellation. Tournament entry fees are non-refundable. All decisions regarding refunds will be made by the Tournament Director. Any team that withdraws after being accepted into the tournament will forfeit the entire entry fee.

The Tournament Director's interpretation of the rules is final. The Tournament Director reserves the right to make decisions on all matters pertaining to the tournament.



### **Refund Policy:**

- Withdrawal after registration and more than 2 months before the event: 100% refund
- Withdrawal 1–2 months before the event: 80% refund
- Withdrawal after bracket release: No refund

### **Hotel Policy:**

• All teams must use tournament housing service.

All New England Surf events have a Stay to Play policy for all attendees/groups in need of hotels. This is in order to ensure that the hotels, cities, and counties are assured that the discounts they offer are used.

## Stay to Play Policy

- Teams traveling must reserve a minimum of 8 rooms for Under 13 and older
- Teams traveling must reserve a minimum of 6 rooms for Under 11-12
- Teams traveling must a reserve a minimum of 6 rooms for Under 9-10.

Traveling Teams that prefer to not use our housing services have the option of paying a \$250 surcharge.

• Teams that don't = disqualified (no refund).