



Duration of Games and Size of Ball

- All 7v7, U8 tournament matches will be 50 minutes long, consisting of two 25-minute halves (NO FINAL).
- All 7v7, U9-U10 tournament matches will be 50 minutes long, consisting of two 25-minute halves (FINAL).
- All 9v9, U11-U12 tournament matches will be 60 minutes long, consisting of two 30-minute halves (FINAL).
- All 11v11, U13-U14 tournament matches will be 70 minutes long, consisting of two 35-minute halves (FINAL).
- All 11v11, U15 tournament matches will be 80 minutes long, consisting of two 40-minute halves (FINAL).
- All 11v11, U16-U19 tournament matches will be 80 minutes long, consisting of two 40-minute halves (NO FINAL).

Halftime will be five minutes long; however, this period may be shortened at the discretion of the Tournament Director if the tournament schedule falls behind.

All games will be played with a running clock. Due to tight scheduling, time will only be added in very extreme circumstances. The referee is the official timekeeper, and all disputes will be settled at the discretion of the Tournament Director.

5v5, 7v7, and 9v9 age groups will use a size 4 ball.
11v11 age groups will use a size 5 ball.



Check-In, Field and Game Equipment

All teams must check in with the designated Field Marshal 30 minutes before their kickoff time. Teams failing to check in may forfeit the match at the discretion of the Tournament Director. 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 a stoppage of play with the referee's permission.



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 game suspension, 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.

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. When the goalkeeper throws the ball, the last point of contact is used for the purpose of determining an offside position.

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.



Goalkeeper Possession

A goalkeeper who controls the ball with their hand(s)/arm(s) for more than eight (8) seconds will be penalized, with a corner kick awarded to the opposing team.

The referee will use a clear signal to count down the last five seconds of this restriction.

Dropped Ball

If, when play was stopped, the ball was:

- Inside the penalty area – dropped for the defending team goalkeeper in their penalty area.
- Outside the penalty area – dropped for a player of the team that has or would have gained possession if this is clear to the referee; otherwise, dropped for the team that last touched the ball. The ball is dropped at its position when play was stopped.

Ball in and out of Play

An indirect free kick (with no disciplinary sanction) will be awarded when a team official, substitute, substituted or sent-off player, or a player who is temporarily off the field of play touches the ball as it is leaving the field of play, provided there is no intention to interfere unfairly.

The Players

Competitions have the option of implementing the "Only the captain" guidelines.

Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.



Corner Kick

This Law includes references to other Laws detailing situations which result in a corner kick.

The kick must be taken from the corner area nearest to the goalkeeper's position when penalised.

Tournament Competition and Organization: Determining Winners

Teams will be awarded points as follows: Three (3) points for a Win One (1) point for a Tie Zero (0) points for a Loss At the end of the preliminary round, advancement will be determined by the number of points earned in preliminary matches. In the event of a tie within a bracket, the following criteria will be used to determine final placements, in order:

- 1.Head-to-head competition
- 2.Most Wins
- 3.Goal Differential (maximum of 5 per game)
- 4.Goals For (maximum of 5 per game)
- 5.Goals Against (maximum of 5 per game)
- 6.FIFA Penalty Kicks (organized at the discretion of the Tournament Director)

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.

Playoff and Bracket Advancement

Bracket of 8 Teams: The final will consist of the top team from each side of the group meeting in the final.

Bracket of 6 Teams: A crossover format will be used, where teams play all teams in the opposite group. The final will consist of the top two "wildcard" teams from the total bracket of 6, which could mean both wildcards could be from the same group.

Bracket of 4 Teams: The final will consist of the top two teams from the bracket of 4.

Forfeits

All forfeits per the following rules can be overturned by the Tournament Director. A team shall be allowed a five (5) minute grace period after the scheduled kickoff time before the match is awarded to their opponent. In 11v11 matches, a minimum of seven (7) players constitutes a team, and if seven (7) players are present, the game will not be delayed. In no case shall a team that forfeits a game be declared a group winner or wild card team. If an apparent group winner forfeits a game, the group team with the next best record shall be named the group winner.



If a team is responsible for the termination of a game, that team will be considered to have forfeited that game.

A forfeit in the preliminary rounds shall award the opposing team 3 points. For tie-breaking purposes, the score will be recorded as 3-0. Forfeits in playoff rounds shall be recorded as a 3-0 game.

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 kick 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

The tournament may accept a team as a "Guest Team" to fill a late vacancy in a division. Guest Teams cannot advance out of their bracket. Guest Team game results are predetermined to be 2-0 in favor of the opposing team.

Protests A team wishing to protest must do so to the Tournament Director within 30 minutes of the game in question. The formal protest must be submitted by the head coach of the protesting team via email to ttrevisan@surfsoccer.com. All decisions made by the Tournament Director are final.

Tournament Site Rules

In addition to specific facility rules posted on the tournament website, the following rules must also be adhered to:

- Individuals and teams failing to comply with these rules or those communicated by Mass Youth Soccer may be expelled from the tournament at the discretion of the Tournament Director.
- Alcoholic beverages are prohibited at game sites.
- Smoking is prohibited at all sites.
- Dogs or similar pets are not allowed.
- Placing or erecting any structure or object that could damage the synthetic surface is prohibited.
- Chewing gum is prohibited.
- Consumption of sunflower seeds or shelled nuts is prohibited.
- Use or possession of glass containers of any kind is prohibited.



General Rules

- The use of roller blades, skateboards, or bicycles is prohibited.
- BBQ grills or any other open flame are prohibited.
- Metal cleats or spikes are prohibited.
- Marking lines on any surface with paint, tape, or any other substance is prohibited.
- Stakes that penetrate the ground are strictly prohibited.

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.



Hotel

New England Surf works closely with Athlete Travel to source the best hotels and contract with a variety of hotels to fit all accommodations. Athlete Travel requests to work with a wide variety of lodging partners in order to secure excellent rates for all of our teams. 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.

Refunds

There are no refunds.



Pre-Tournament Check-In

All teams must complete online check-in via GotSport no later than one week prior to the event. This includes submitting an official roster, valid player cards, and medical waivers (if required).

Players from the same club may not double roster in the same age division under any circumstances. Violations of this policy may result in forfeiture or disqualification.