



## Tournament Rules

**Tournament Name:** FC Stars Cup  
**Tournament Dates:** September 1-3, 2017

### Tournament Contacts

Tournament Director: Tom Phillips  
Tournament Address: 30 Great Road, Acton, MA 01720  
Office Number: 978-631-0766  
Email: [tphillips@starsofma.org](mailto:tphillips@starsofma.org)

Referee Assignor: Mike Wallace  
Email: [starsrefs@gmail.com](mailto:starsrefs@gmail.com)

## Registration and Team Eligibility

### Check In

Team officials should gather the following information and e-mail in PDF form to [checkin@starsofma.org](mailto:checkin@starsofma.org), along with contact information (name, email address, and cell phone #) for the coach and manager of the registering team.

- Official team roster
- Medical waivers for all players on the roster
- "Permission to travel" form if required by your home State

Subject line of the email should be:

- Gender/Age - Full Team Name - Stars Cup Division - Coach's Last Name
- e.g. Girls 2004 - FC Stars ECNL - Premiership - Baker

**The deadline for electronic registration is Friday, August 25<sup>th</sup> 2017.**

All teams should check in with the Field Marshall at their playing venue 45 minutes prior to their first game and present pass cards for all the players for inspection and comparison to the pre-registered roster and medical waivers. Any player that does not have a medical waiver will not be allowed to participate.

### Eligible Players

Only those players appearing on the Team's Travel Roster will be eligible to play. Players may only be rostered on one team participating in the tournament. Each team must submit a copy of its roster at registration

### Credentials

USYSA or US Club Soccer laminated player passes (properly validated by League and/or Registrar) are required for all players. Player passes will be checked before each game. Any player who fails to provide a player pass before the game will be unable to play. The shirt numbers on the shirt must be the same as shown on team roster



### Roster Sizes

- 2009s and 2008s - 7v7 teams are limited to 13 players identified at Registration
- 2007s and 2006s - 9v9 teams are limited to 17 players identified at Registration
- 2005s, 2004s and 2003s teams are limited to 22 players identified at Registration (22 can dress per game).

### Guest Players

Three guest players will be permitted per team with properly completed guest player forms.

### Laws of the Game

FIFA Laws of the game shall apply to all matches with the following modifications:

### Length of Games

Listed as below or as determined by the referee. All teams are **guaranteed 3 games** over three days.

### Age Group

2008s	Two 25 minute halves	(5 minute halftime break)
2007s	Two 25 minute halves	(5 minute halftime break)
2006s	Two 30 minute halves	(5 minute halftime break)
2005s	Two 30 minute halves	(5 minute halftime break)
2004s	Two 35 minute halves	(5 minute halftime break)
2003s	Two 35 minute halves	(5 minute halftime break)
2002s	Two 35 minute halves	(5 minute halftime break)

### Injury Time

The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, and if the injured player is removed from the field by medical personnel

### Referees

7v7 and 9v9 games will have one referee. Offside WILL be called.

11v11 will have 3-man crews.

### Substitutions

Unlimited substitutions are allowed, with the referee's consent, at the following times:

- Prior to your throw in (possession plus)
- Prior to a goal kick by either team;
- After a goal by either team;
- At half time;
- After a caution (cautioned player) with the referee's acknowledgement. The opposing team will be able to make a like number of substitutions.
- Red card players may not be substituted. (Team must play short the rest of the Game.)
- After an injury (injured player) with the referee's acknowledgment. The opposing team will be allowed to make a like number of substitutions.
  - Before beginning an overtime period.

### Player Equipment

- Shoes must meet FIFA specifications. NO STEEL SPIKES



- b. All players must wear shin guards, during warm up and during games.
- c. No jewelry is to be worn.
- d. Players may play with a cast with padding approved by the head referee.
- e. If there is a jersey conflict, the home team shall change. The home team is shown first on the schedule.
- f. The keeper shall wear a different colored shirt from his teammates, and his opponents.
- g. The keeper does not require a number.
- h. All equipment is subject to referee approval.
- i. U9-U12: Size 4 Ball --- U13-U14: Size 5 Ball

### **Tournament Format**

Each team will be schedule for minimum of 3 games.

#### **Division of 4:**

Each team will play 3 games within a 4-team group. The top two teams from this group will play for the championship.

#### **Division of 6:**

Each team will play 2 games within a 3-team group. The bottom teams from each group will play in a consolation match. The remaining four teams will advance to a semi-final round featuring the first place team from one bracket versus the second place team from the other bracket. The semi-final winners will play for the division championship.

#### **Division of 8:**

Each team will play 3 games within a 4-team group. The group winners will play for the championship.

Formats may be altered at the discretion of the tournament committee.

### **Start of Play**

Both teams will be benched on the same side of the field, with all spectators on the other side. Each field will have an assigned Field Marshal. Teams must check-in with the Field Marshall at least 15 minutes prior to their schedule kickoff time.

Field Marshals and referees will complete game cards, inspect player passes, and player equipment. Field Marshals will hold the player passes for the duration of the game.

### **Game Points**

1. Games will be scored as follows:
  - a. 3 points for a win
  - b. 1 points for a tie
  - c. 0 point for a loss
2. In the event a team forfeits a game, the opponent will be credited with a 1-0 win and awarded 3 points. The forfeit team will take a 0-1 loss. Teams are allowed a maximum of 10 minutes from game time to forfeit time. A team will be allowed to play with a minimum of 8 players (5 players for 8-a-side matches). No points will be awarded if neither team show up.
3. The Tournament Director will decide if the team that has forfeited a game will be allowed to continue to play in the tournament.



### **Tie Breaking Within a Bracket/Division**

In the event two or more teams are tied in preliminary round standings based on final point total, the following procedure shall be used in priority order to determine group winners or wild cards teams:

- a. Winner of head to head competition
- b. Most Wins
- c. Goal difference (max of 4 goals per game)
- d. Goals for (max of 4 goals per game)
- e. Goals against (max of 4 goals per game)
- f. Penalty Kicks using FIFA rule

### **Playoff Rounds**

In the event of tied games in the final round, the teams will be given a 3 minute rest. The following will decide the match:

- a. Overtime will be 2 periods (5 minutes each with 1 minute rest in between). Substitutions are allowed. **Golden Goal** will be in effect during overtime.
- b. If still tied, best of 5 penalty kicks by 5 players from each team that finished the game on the field (alternating kicks). The team to kick first shall be determined by coin toss between the captains prior to the first kick.
- c. If still tied, alternating penalty kicks will be taken by the balance of the remaining players on the field at the end of the game (substitutes may not participate in the penalty kicks) until a team has a one goal advantage at the end of a round. A round is defined as each team having taken an equal number of penalty kicks. If still tied, the group of original 5 penalty kick takers and the balance of the team will take a second penalty kick in the same order as originally taken and under the same (sudden death) rules of this paragraph.

### **Inclement Weather**

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. The Committee will do whatever is necessary to play all games. However, the safety of the players is paramount. Along with safety, damage to the fields will be considered in making the decision to cancel games.

No games will be played if lightning is in the area. THERE WILL BE NO EXCEPTIONS. If any coach, Field Marshal or referee sights lightning they will immediately notify the field referee who will suspend play or delay the start of the game. If an automated lightning warning equipment is present, any warning signal shall be treated the same as if lightning had been sighted. Such delay or suspension shall remain until the "all clear" announcement is made from the field marshal or for a minimum of 15 minutes past the last sighting of lightning, or longer, at the discretion of the Field Marshal or the referee.

If a game is cancelled prior to starting or during the first half due to weather, best efforts will be made to reschedule. The rescheduled game will be restarted with the same score and time remaining as at the time that play was suspended. If the game cannot be rescheduled at an alternate field and the game's results are important to advancement within the tournament, scores will be reset to 0-0 and the game shall be decided through penalty kicks at a time and location to be determined by the Tournament Director/Committee.

If a game is cancelled after half time, the score will stand as is at the time of stoppage.

Updates will be tweeted live throughout the weekend - @starsofma



### **Refund Policy**

There will be no refunds for teams withdrawing after the acceptance date. In the event that the entire tournament is cancelled due to inclement weather, teams will receive a refund after incidental costs occurred to that point have been deducted.

### **Referees/Linesman**

1. Referees are authorized to take appropriate action to maintain proper control of matches.
2. Abuse from players, coaches and spectators will not be tolerated.
3. All decisions by referees are final and binding.
4. Referees must report all yellow and red cards to the Field Marshals in the game report.
5. In the event the appointed linesmen are not present for the match, each team will appoint a club linesman for its side.

### **Protests**

The Referee's judgment pursuant to the application of the Laws of the game is final! NO PROTESTS WILL BE ALLOWED.

### **Score Reporting**

Both coaches should sign the official score card at the conclusion of each match. Official scores and standings will be posted at the tournament site and the tournament web site. Referee will submit the game score to field marshals to report to the tournament director after the conclusion of each game.

### **Conduct and Discipline**

No Alcoholic Beverages at or near the Tournament Fields. There will be no smoking allowed at the soccer complex. No animals are allowed at the tournament site. Verbal abuse of any kind by spectators or participants will not be allowed at the tournament site. Violators will be reported to authorities and escorted off the field.

Coaches are responsible for the conduct of the spectators, team staff, and players with their team. If the Referee terminates play due to unruly behavior then Tournament Director/Committee will determine if the game is to replayed, continued, or forfeited by the offending team.

No spectators will be allowed on the team's side of the field.

Players and Coaches ejected from the game are automatically banned from their Team's next tournament game. Violations that are deemed of a serious nature (i.e. fighting) might require further disciplinary action such as banning further tournament play.

### **Awards Celebration**

Trophy presentation for Champion and Finalist in each age/gender group will be immediately following the final game

### **General**

- a. Under no circumstances whatsoever will the Tournament Committee, FC Stars of Massachusetts, USYS, MYSA, or US Club Soccer be held responsible for any expenses incurred by a team.
- b. The Tournament Committee's interpretation of the rules shall be final.
- c. The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament.



- d. No items of any kind may be sold at the Tournament Headquarters, the playing fields, or surrounding the event areas for the duration of the event without the expressed, written approval of the Tournament Committee. A team found in violation of this rule will not be declared a division winner.
- e. You must have a valid Massachusetts Driver's License to operate a golf cart.