SEACOAST UNITED RULES

(U8-U19)

GENERAL TOURNAMENT INFORMATION:

Tournament Date:

Tournament Director:
Tom Greenaway
Email: tgreenaway@seacoastunited.com Phone:
774-208-2051

Tournament Location & Address:

REGISTRATION AND TEAM ELIGIBILITY:

Check-In: All teams must check in prior to their first scheduled game at the scheduled field of play.

Requirements for Check-In: All teams are expected to upload rosters and waivers on Got Sport 1 week prior to event. There will be no formal check in of rosters or players card at the fields at any events.

Number of Players & Eligible Players:
Each team may be composed of a maximum of:

- 22 players (11v11)
- 18 players (9v9)
- 14 players (7v7) for this event
- Rosters are limited to 5 guest players

Only those players appearing on the team's travel roster will be eligible to play.
Players can dual roster but Premiership Level players are not permitted to play in Championship or lower brackets.
Players may not compete on two teams within the same division.

Any team found doing any of the above, will forfeit that game with a score of 3-0 to the opposition.

Home Team Responsibilities: Home team (first team listed on the schedule) will be required to change jersey in the event of a color conflict. the home team wears light colors and away wears dark. The home team will have the choice of side of field and will supply the game ball if not supplied by the tournament. The game ball will be subject to referee approval.

TOURNAMENT FORMAT AND GAME DETAILS:

AGE GROUP	TOURNAMENT FORMAT
U8-U10	3 Game Guarantee + Finals
U11 – U15	3 Game guarantee + Finals

BALL SIZE	
AGE GROUP	**BALL SIZE**

U9-U12	SIZE 4
U13-U19	SIZE 5

Score Reporting: Tournament scores shall be posted at the tournament site and on the tournament website. All scores should be submitted by the winning team. In the case of a tie, score to be submitted by the home team.

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

1. **Length of Games:**

Listed as below or as determined by the referees:

GAME LENGTH		
AGE GROUP	**FORMAT**	**GAME LENGTH**
U9 & U10	7 v 7	Two 25-minute halves (2-minute halftime)
U11 & U12	9 v 9	Two 30- minute halves (2-minute halftime)
U13-U14	11 v 11	Two 30- minute halves (2-minute halftime)

2. **Injury Time:** Referees will be instructed not to add time to a game except in the most extenuating of circumstances.
3. **Substitutions:** Free substitution will be allowed at any time with the referee's discretion.

4. **Player Equipment:**

All players must wear shin guards during all matches. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the requirement is met. No jewelry may be worn during the competition. Players wearing hard orthopedic casts will not be allowed to play if it is determined to be a risk to other players by the referee. Players with a cast must obtain game referee approval prior to each match to participate. Players shall wear approved cleats.

Game Points: Points will be awarded for each game in accordance with the following: -
Three (3) points for a win
- One (1) point for a tie
- Zero (0) points for a loss

- In the event of a forfeited game, the winner will be credited with a 3-0 win and awarded 3 points.
- A game abandoned by another team will result in the opposing team winning. The final score will be based on the score at the time of forfeit.

- Teams are allowed 5 minutes from game time to forfeit time.
- No points are awarded if neither team shows up.

Tie Breaking Within a Bracket: In the event of a points tie, places will be determined as follows:

A. Head-to-Head
B. Goal Differential – (5 Goals Max)
C. Goals For – (5 Goals Max)
D. Goals Against – (5 Goals Max)
E. Most Shutouts
F. Penalty Kicks or Coin Flip

If it gets to this stage, the time and location of the penalty shootout will be communicated to both teams by tournament staff. If there is a three way tie, the tie breaker starts at goal differential.

Playoff Format Seedings:

Playoff seedings will be determined differently in each bracket depending on the number of teams entered. Playoff rounds will take place on Sunday morning/afternoon depending on schedules.

Divisions of 8 (2 brackets of 4): Each team receives 3 round robin/group play games. The top team from each bracket will meet in the final

Division of 7 (1 bracket of 7): Teams will receive 2 group games. 3rd game for each team is determined by seeding based on the results of the 2 group games. #6 seed plays #7 seed and #4 seed plays #5 seed in consolation matches. The #1 overall seed will advance directly to the Final. #2 seed plays #3 seed in the semifinal, with the winner advancing to the Final.

Divisions of 6 (2 brackets of 3): Each team receives 3 round robin/group play games. 2 games in their group and then a crossover game against a team from the other bracket for the 3rd game. The Final will be wildcard #1 v wildcard #2 which will be the best 2 teams out of 6 teams will play in final Divisions of 5 (1 bracket of 5): All brakes of 5 will play 4 group play games, the top two teams will play in the championship.

Divisions of 4 (1 bracket of 4): Teams receive 3 round robin/group play games. The top two seeds will play in the final.

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.

Refund Policy: All cancelations will be subject to Seacoast United refund policy.

Referees: All matches must use federation certified referees. Ryan Faria shall be the referee assignor for the tournament.

Protests & Disputes: Protests will not be allowed. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. The Tournament Director or his designee is the final authority in all matters and reserves the right to alter the format to enhance fair play.

Forfeits: A team will be allowed to play with a minimum of 7 players for an 11v11 match, 6 players for a 9v9 match, and 5 players for a 7v7 match. If the team is not able to field a team after 10 minutes of the start time of the match, it will be considered a forfeit. The game score will be recorded as 3-0 in favor of the team that was present at the game time.

SUSC Event "Club Pass": Any team travelling to the SUSC event with more than one team may choose to move a player up for any game throughout the event. However, no player is allowed to play in more than four games at the event. The player and coach must have permission from their club director and subsequently from the tournament director before writing the player onto the game roster and presenting his or her player pass of the same club during pre-game checkin. Elite player is not permitted to play in lower bracket competition.

Modifications (U9-U10): In all 7v7 games, the defending team must retreat to midfield on all goal kicks. Once the ball is played in and is touched by a player on the attacking team, the defending team may cross midfield and resume play. Offside rule is in effect for all U9 & U10 games. No punting in 7v7. No heading, please refer to "heading" section.

Heading

No heading at the U9/U10/U11 age groups; will result in an indirect free kick from the spot of the infraction. Heading is only allowed for U12 and older age groups.

Fair Play: SUSC wishes to create an environment that prioritizes sportsmanship and fair play throughout the weekend.

Playoffs – Overtime: If the score is tied at the end of regulation, teams will proceed straight to penalty kicks to determine the winner. Teams will go 5 rounds, and if tied after 5 rounds, they will progress through single rounds until a winner is determined. Players taking the penalty kicks must be chosen from the 9 players (U11 & U12) or 11 players (U13 & U19) that are on the field at the end of the overtime period.

Conduct and Discipline: NO ALCOHOLIC BEVERAGES AT OR NEAR THE TOURNAMENT FIELDS. There will be no smoking allowed at the soccer complexes. Verbal abuse of any kind by spectators and participants shall not be allowed at the tournament site. The violators will be reported to authorities and escorted off the field.

Ejection: Any player or team official ejected from a match, or suspended by the proper authority, shall not be within sight or hearing distance of the field of play during his/her suspension. A player or team official receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the tournament competition. A player or coach who has been ejected (sent off), shall not be replaced and will be suspended from the team's next scheduled match. A player or coach who has been ejected for VIOLENT CONDUCT shall not be allowed to participate in the next TWO scheduled games (subject to review by the Tournament Committee). Any player or team official who assaults a referee will be expelled from the tournament. FIGHTING will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another player) will not be allowed to participate in any further tournament games. Players, team officials, or spectators who enter the field of play for any reason in the event of a fight will be ejected from the tournament. If the players cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament.

Payment Late Fee: Any payment not received by the Monday before the event with accrue a $50 late fee.

Payment not received by the Friday after the event will accrue a $100 late fee. Every month the payment is late there will be a $50 late fee.

PLEASE PICK UP TRASH AT THE END OF YOUR GAMES GOOD LUCK!