



2014 TOURNAMENT RULES

I. PLAYERS/COACHES

A. AGE GROUPS: The LABOR DAY LAUNCH offers competition for boys and girls in the following age groups for Saturday August 30, 2014:

AGE BIRTH DATE FORMAT

- Under 10 born 8/1/04 to 7/31/06. (6 v 6 format)
- Under 12 born 8/1/02 to 7/31/04. (8 v 8 format)

B. PLAYER ELIGIBILITY: All players must be registered or affiliated with Mass Youth Soccer and must be under the respective ages by August 1, 2014. No player will be allowed to be rostered on more than one team participating in the tournament. All players must show proof of affiliation or registration by showing a picture I.D. card, a copy of the Mass Youth Soccer or US Youth Soccer registration form, or a town/group/league roster form certified by the town/group/league registrar. Players not able to show proof will not be allowed to play in the tournament.

C. COACH AFFILIATION: The Coach/Assistant Coach must be affiliated with Mass Youth Soccer, or US Youth Soccer. All coaches must show proof of affiliation by showing a picture I.D. card, a copy of the Mass Youth Soccer or US Youth Soccer registration form, or a town/group/league roster form certified by the town/group/league registrar. Nonaffiliated coaches will not be allowed to participate in the tournament.

D. PLAYER VIOLATION: The coach/assistant coach of a player in violation of Rule I, Section B, who willfully attempts to participate in the tournament, shall be suspended from further participation in the tournament. Any further violations will result in removal of the entire team from the tournament and forfeiture of all games played or to be played.

E. COACHES BOXES: Coaches must remain on the side line during the game or face ejection from the game. No more than three coaches will be allowed in the coaches box during the game. Spectators MUST be on the opposite side of the field from the players and coaches.

II. CHECK-IN

A. RULES: Check-in for the tournament is Saturday August 31, 2013 beginning at 8 am and must be done at the Tournament Headquarters Tent at least 30 minutes prior to the team's first game. Check-in consists of affiliation verification, roster verification, medical release form checking, payment of additional players above the deposit made, miscellaneous forms completion, booklets, final schedules and/or updates/changes if any. All teams must check-in prior to playing their first game and all teams should report to the appropriate tournament official at the field prior to each game. All rosters, or other

affiliation forms and certificates must be turned over to the registrar before the first game played. Failure to do so will prohibit a team or an organization from competing in the tournament program. The registrar shall have the right to refuse any forms not properly meeting affiliation criteria. Only official US Youth Soccer, Mass Youth Soccer, MYSL, or town/group/league forms will be accepted. The registrar has the right to request AGE VERIFICATION. A team roster with a minimum of one (1) coach and (8) eight players is required in order for a team to be accepted into the tournament. The maximum number of registered players per team roster shall (14) fourteen. The maximum number of registered coaches per team shall be three (3). A team consists of all registered players and coaches. A team may be composed of players of both sexes, but a mixed team will be registered as a boy's team.

B. FEES: All fees must be paid at the time of registration. The LABOR DAY LAUNCH Tournament fee is \$25 per rostered player for both u10 and u12 teams. Teams not accepted because no slots are available will have their deposits returned. No refunds will be granted to accepted teams after August 10, 2014.

C. REFUND POLICY: All openings will be filled on a first come, first serve basis. If there is no available slot for a team, a full refund shall be issued. In the event of inclement weather the Tournament Director may postpone all games until the rain date which is the Sunday immediately following the Tournament date. If no games are completed due to inclement weather, then all teams shall receive a refund of 50% of their fees.

III. RULES OF COMPETITION

A. RULES OF THE GAME: The current MYSL Administration Handbook Rules shall be in effect, except as specifically stated otherwise in these rules.

B. ROSTERS: A minimum roster of seven (7) players for U-12 and five (5) players for U-10 are required to play a game. If at any time the number of eligible players drops below the minimum number the game will be suspended.

C. PLAYING PERIODS/BALL SIZE: Both U10 and U12 games shall consist of two (2) 25-minute periods with a three (3) minute half time. Periods may be shortened as deemed necessary by the Tournament Committee to complete all games scheduled. All games shall be played with a size 4 ball.

D. SUBSTITUTION: Substitution shall be unlimited. Upon consent of the referee, substitutions may be made: Prior to a goal kick, prior to the substituting team's own throw-in, after a goal, at the half. After an injury resulting in the stoppage of play, the injured player must be substituted for (this includes the goalkeeper). ONLY the player injured may be substituted for. When a team substitutes, the substitutes must be ready to enter the field and will enter at mid-field.

E. POINTS/BRACKETS: All teams play three games in the tournament. Three (3) points are awarded for each win and one (1) point for each tie. No points are awarded for a loss or forfeit. A forfeit will be recorded as a 3-0 loss to the forfeiting team.

IV. FIELD RULES

A. RULES OF THE GAME: Middlesex Youth Soccer rules shall be in effect, except as specifically stated otherwise in these rules.

B. TEAMS: Each team must be represented by a registered/affiliated coach. Teams MUST arrive within 5 minutes past the scheduled kick-off time. Failure to do so will result in a FORFEIT.

C. UNIFORMS: Uniform jerseys must be the same color and have a minimum three inch number on the back (goalkeeper excluded). SHIN GUARDS ARE MANDATORY. NO PLAYER WILL BE ALLOWED TO PARTICIPATE IN A TOURNAMENT GAME WITHOUT SHIN GUARDS. ALL SHIN GUARDS MUST BE FULLY COVERED BY STOCKINGS. It is recommended that shorts and socks match and that safe footwear be worn. Players must remove all jewelry (rings, watches, earrings, etc.) before the start of the game. No splints or casts are allowed and no decorative beads can be worn in hair. Soft hair ornaments (yarn, rubber bands, cloth ponytail holders, etc.) will be allowed within safety limits. Home team must change uniforms in the event of color conflict with the opponent. The first team listed in a pairing is considered the home team.

V. REFEREES

A. PROVISION: Licensed referees will be provided by the CYSA Referee Coordinator.

B. PREGAME ACTIVITIES: Referees will check the safety of each player's footwear, shin guards worn under the sock, removal of jewelry before all games. A tournament official will check player ID before the first game played.

C. POSTGAME PAPERWORK: Referees will record the score and the names and numbers of ejected and cautioned players/coaches on the game "card". The card will be turned into the scorekeeper's table immediately after the game.

D. MISCONDUCT REPORTING: Referees must notify the Referee Coordinator and the Tournament Director immediately after the completion of a game of a team member/coach ejection and/or referee assault (assaults must also be reported to Mass Youth Soccer and MYSL).

VI. SMALL SIDED SOCCER

A. 8 v 8 RULES OF THE GAME : FIFA Laws and Middlesex Youth Soccer (MYSL Rules for 8 v 8 Soccer) shall apply.

B. 6 v 6 RULES OF THE GAME : FIFA Laws and Middlesex Youth Soccer (MYSL Rules for U-10 Soccer) shall apply.

VII. DISCIPLINE

A. EJECTIONS/CAUTIONS: If a player or coach is ejected from a game, there will follow an immediate and automatic one game suspension applied to the next scheduled game in the tournament. The suspension prohibits the player/coach from participating in ANY MANNER in the tournament game from which he/she is suspended and they must leave the playing area immediately. A second ejection will result in banishment from all tournament activities, forfeiture of tournament fees and forfeiture of the game involved. Three individual yellow cards (accumulated from any/all games) without the issuance of a red card will result in a one game suspension of the next tournament game scheduled. Any assaults on the referee will be referred to the State Associations (Mass Youth Soccer and MYSL). If coaches are ejected from the same team and no affiliated coach is available to take over, the game shall be considered a forfeit. If coaches from both teams are ejected leaving no available affiliated coach for either team, then both are awarded a forfeit loss.

B. REFEREE SUPPORT AND SPECTATOR CONTROL: It is the responsibility of ALL coaches to maintain the highest standards of conduct for themselves, their players and supporters of all matches. Abusive and obscene language, violent play, violent conduct, fighting and other behavior detrimental to the game will not be tolerated. It is also the responsibility of ALL coaches to fully support the referee at all times. In cases where the spectators are, in the opinion of the referee, getting out of hand (verbal abuse of the referee, opposing players, coaches, or spectators) the referee has the power to stop the game and ask the appropriate coach to get his/her fans under control. If the appropriate coach has tried to comply with the referee's request and the problem still exists, the referee can terminate the game and make a full report to the Tournament Director. If a referee abandons the game the Tournament Director may award a forfeit.

All players and coaches must stay within fifteen yards of the Mid-Field line. Spectators are expected to stay one yard from the touch line. No spectators will be allowed behind the goals or end lines. Penalties for unruly fans could include having a team play without any spectator support.

C. PROTEST/APPEALS: The only acceptable cause for the protesting of a game AFTER it has been played is if a team knowingly plays an unregistered, ineligible, or suspended player. No protests can even be entertained if they are based on the judgment decisions made by the referee during play. A game cannot be protested because one or both coaches think the referee was incompetent. Any protests relating to the grounds, goal posts, crossbars, or other appurtenances of the match shall not be entertained by the Tournament Director.

All protests and appeals must be in writing and made within 30 minutes of the end of the protested game. The protest must be delivered to a member of the Tournament Committee, which consists of the Tournament Director, Referee Assignor, and the Tournament Official Score Keeper. The decision of the committee shall be final.