

# NEW ENGLAND SOCCER CLASSIC on CAPE COD RULES & PROCEDURES

## I. General

### A. Application Procedure

1. All teams must apply online.
2. The application process is **not** considered complete until a **copy of the application or confirmation email, the entry fee and a performance bond have been received by the Tournament Director.**
3. No team will be accepted until the application process is complete.

### B. Acceptance

1. The tournament committee and Tournament Director reserve the right to accept or reject any team application.
2. A team will not be accepted until the application procedure is completed (see above).
3. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This will be done by email or U.S. Postal Service.
4. Once accepted the **application fee is non-refundable.**
5. If a team withdraws after the schedule is published, they will also forfeit their Performance Bond.

### C. Registration – Team Check-in

1. All teams **must** have a representative check-in the team at registration on Friday at the designated site and time.
2. Failure to do so will result in forfeiture of Performance Bond.
3. **Teams may not register/check-in on Saturday.**

### D. Roster

1. Official State USYSA approved rosters or US Club Soccer Roster, USSF player passes, medical release forms and permission to travel (not required with US Club Soccer Rosters) must be presented at team check-in.
2. Up to 3 guest players will be allowed in all age groups. The guest player names are to be added to a copy of the roster. Guest players must have a current valid player pass, medical release and permission to travel (where applicable).
3. A player may only be on one roster and participate with only one team at the tournament.
4. All teams must have current US Youth Soccer or approved organizational Player Passes, or the appropriate National Association passes for all players. All teams must provide an official roster that includes all traveling players and team officials, signed or stamped by the appropriate registrar. Birth Certificates and Passports will not be accepted at this tournament.

### E. Performance Bond Agreement

1. A Performance Bond of \$300 must be submitted with a copy of the application form and the entry fee for all U12 teams and older.
2. The Performance Bond is to be a separate check from the entry fee and must have the club, age group and gender noted on it. This check will not be deposited unless there is a violation of the Performance Bond Agreement.
3. The Performance Bond check will be either returned or destroyed.
4. If you wish to have your Performance Bond check returned, please provide a self addressed stamped envelope. If an envelope is not provided and there is no violation of the Performance Bond Agreement the check will be destroyed.
5. The Performance Bond will be forfeited by a team if:
  - the team withdraws after the schedule has been published,
  - the team does not have a representative at registration,
  - the team forfeits any game (also disqualified from play-offs),
  - the team allows the participation of an unregistered or illegal player,
  - in the opinion of the Tournament Director the conduct of the team, its coaches or supporters do not meet the standards of sportsmanship that are expected or,
  - any other violation of the NESC Tournament Rules and Procedures.

### F. Miscellaneous

1. The Tournament Director reserves the right to decide on all matters relative to the tournament. All decisions of Tournament Director are final. There are no protests!
2. The Tournament Committee, the Tournament Director, the Crusaders United Soccer Club, or Rock Harbor Sports Group Inc. will not be responsible for any expenses incurred by tournament participants if the tournament is canceled for any reason.
3. During games, coaches and players shall remain on one side of the field and the spectators shall remain on the other side. The teams and coaches will stay within the designated bench area, if marked, or on one half of the side of the field from the 5 yards from the halfway line down to the top of the penalty area.
4. If in the opinion of the Tournament Director, the conduct of a team, its coaches or supporters do not meet the standards of sportsmanship that are expected, a team may be barred from further participation in the tournament. There will be no refunds of fees or costs in the event of expulsion. A full report of the reason for the barring will be sent to the State Association and League of any team so expelled.

## II. Tournament Format

Three group play matches are guaranteed for all teams.  
Group play matches may be on Saturday, Sunday and Monday.

- A. Groups of 4 teams:** The top 2 teams on points will advance to the championship match. In groups with a 4 match guarantee, 3<sup>rd</sup> place will play 4<sup>th</sup> place in a consolation match.
- B. Groups of 5 teams: Two possible formats:**  
1) Group plays as league play; that is, each team will play the other teams in the group. The top 2 teams on points advance to the championship match.  
2) Teams will play 2 matches on Day 1; the results will seed teams #1-5. Day 2, a knock-out match with 4<sup>th</sup> place playing 5<sup>th</sup> place to advance to the semi-finals to play the 1<sup>st</sup> place team and 2<sup>nd</sup> v 3<sup>rd</sup> place in the other semi-final. The winners play for the championship. In groups with a 4 match guarantee, consolation matches will be played.
- C. Groups of 6 teams:** Teams will play in one bracket of 6. Each team will play 3 matches. The top 4 teams on points will advance to the semi-finals. **Teams may be seeded by the director to allow for a different opponent in the semi-final.** In groups with a 4 match guarantee, 5<sup>th</sup> place will play 6<sup>th</sup> place in a consolation match.
- D. Groups of 7 teams:** Teams will play 2 matches on Day 1; the results will seed teams #1-7. Day 2, the 3<sup>rd</sup> match will be a knock-out match with the 1<sup>st</sup> seed receiving a bye, 2<sup>nd</sup> v 7<sup>th</sup>, 3<sup>rd</sup> v 6<sup>th</sup> and 4<sup>th</sup> v 5<sup>th</sup>. **The seeding will be adjusted to guarantee a different opponent in game #3 for all teams.** The winners will advance to the semi-finals. In groups with a 4 match guarantee, play consolation matches will be played.
- E. Groups of 8 teams:** Teams will be divided into 2 brackets of 4 teams for group play. The top 2 teams in each bracket will advance to the semi-finals. In groups with a 4 match guarantee, 4<sup>th</sup> place teams will play and 3<sup>rd</sup> place teams will play consolation matches.
- F. Groups of 9 teams:** Teams will play 2 matches on Day 1; the results will seed teams #1-9. Day 2, the 3<sup>rd</sup> match will be a knock-out game for all teams. Teams seeded 8<sup>th</sup> & 9<sup>th</sup> will play-in, the remaining games will be 1<sup>st</sup> v winner of 8<sup>th</sup> v 9<sup>th</sup>, 2<sup>nd</sup> v 7<sup>th</sup>, 3<sup>rd</sup> v 6<sup>th</sup> and 4<sup>th</sup> v 5<sup>th</sup>. **The seeding will be adjusted to guarantee a different opponent in game #3 for all teams.** In groups with a 4 match guarantee, consolation matches will be played.
- G. Groups of 10 teams:** Teams will be divided into a bracket of 4 teams and a bracket of 6 teams. The teams in will play the 3 teams in their bracket. The winner of the 4 team bracket, the winner & runner-up in the 6 team bracket, plus a wildcard (team with the next highest point total) will advance to the semi-finals. **Teams may be seeded by the director to allow for a different opponent in the semi-final.**
- H. Groups of 11 teams:** Teams will be divided into one bracket of 5 teams and one bracket of 6 teams. Each team will play 4 matches in their bracket. The winner of the 5 team bracket, the winner & runner-up in the 6 team bracket, plus a wildcard (team with the next highest point total) will advance to the semi-finals. **Teams may be seeded by the director to allow for a different opponent in the semi-final.**
- I. Groups of 12 Teams:** Teams will be divided into 3 brackets of 4 teams. The winner in each group and a wildcard team (2<sup>nd</sup> place team with the most points) advance to the semi-finals. In groups with a 4 match guarantee, consolation matches will be played.
- J. Friendship Groups:** Formats above may or may not be used. All teams will play four matches with no play-offs. Scores will be posted with a maximum goal differential of 4. The matches may be on Saturday, Sunday and Monday.



referee will stop his clock for an injury is if the game has to be stopped because a player on the field may not be moved while the rescue squad is summoned.

**F. Players Equipment:**

1. Player's having splints or casts will be permitted to play if deemed safe by the referee assignor.
2. All players must wear shin guards that are age and size appropriate.
3. If a uniform conflict occurs, the **Home Team** (team listed 1st on the schedule) must change jerseys, unless visiting team offers to do so.

**G. Conduct:**

1. Any player receiving an accumulation of 3 yellow cards will not be allowed to participate in his team's next match. Cards carry over into the play-offs.
2. Any player dismissed/sent off (red card or second yellow in same match) will not be allowed to participate in his team's next match. Cards carry over to the play-offs.
3. Any player dismissed for fighting will not be allowed to participate further in the tournament.
4. A Coach who is dismissed will not be allowed to participate further in the tournament. The team will have **1 point deducted** from their point total.
5. A report will be sent to the State Association and League/Club of teams whose players or coaches receive yellow/red cards. A case of referee assault will be referred immediately to the Massachusetts Youth Soccer Association in accordance with USSF Rule 1108.
6. If in the opinion of the Tournament Director, the conduct of a team, its coaches or supporters do not meet the standards of sportsmanship that are expected, a team may be barred from further participation in the tournament. There will be no refunds of fees or costs in the event of expulsion. A full report of the reason for the barring will be sent to the State Association and League of any team so expelled.

**H. Forfeits:**

1. Teams not having 7 players ready to play at the designated start time of the scheduled match time will have a forfeiture declared for the match. The score of a forfeited match will be 4-0 in favor of the team ready to play.
2. Any team forfeiting a match will not be allowed to advance to the play-offs.
3. Forfeiture of a match violates the Performance Bond Agreement and results in the team forfeiting their Performance Bond.

**I. Inclement Weather:**

1. Regardless of weather conditions, coaches and their teams must appear on the field of play and be ready to play their scheduled game. Failure to appear will result in forfeiture of the game. Only the Tournament director can cancel or postpone a match.
2. Inclement weather before the game: In the case of severe weather conditions before play begins, the Tournament Director may reduce the length of the game by 50%.