

**2012
NORTHEAST REGIONAL FUTSAL CHAMPIONSHIPS
BOSTON, MA
JAN. 14 – 16, 2012**



TOURNAMENT RULES

The rules of this tournament shall be in accordance with US Youth Futsal, FIFA and the Massachusetts Futsal Association except as modified and approved herein.

TOURNAMENT STAFF

Tournament Director: Jason Miller 508.460.3833 / 617.462.6882 / jason@futsalma.com
Assistant Tournament Director: Jay Eidson 339.223.0384 / jay@futsalma.com
Director of Officials: Soorena Farboodmanesh 617.515.5998 / soorena@futsalma.com
Tournament Assignor: Jason Miller 508.460.3833 / 617.462.6882 / jason@futsalma.com

During tournament play, headquarters will be located at Park School, 171 Goddard Ave, Brookline, Mass.
Tournament headquarters can be contacted at 541.MFA.DESK or admin@futsalma.com
Schedules, standings and other information will be available on HTG Sports and via www.futsalma.com/regionals

TOURNAMENT VENUES

Park School, 171 Goddard Ave, Brookline, Mass.
Fessenden School, 250 Waltham St., Newton, Mass.
Rashi School, 8000 Great Meadow Rd., Dedham, Mass.

The playing surfaces are hardwood. Official futsal goals will be utilized. All courts are marked accordingly to the Laws of the Game.. To download a copy of the most recent FIFA laws of the game, go to <http://www.fifa.com/mm/document/affederation/generic/51/44/50/spielregelnfutsal%5f2010%5f11%5fe.pdf>

HOST HOTEL

Hotel Indigo Boston-Newton Riverside, 399 Grove St., Newton, Mass. www.newtonboutiquehotel.com

AGE DIVISIONS

Boys and Girls U10 to U18

TEAM ELIGIBILITY

US Youth Futsal tournaments shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided such team is in good standing with its youth association. The USYSA age group matrix will be used to determine tournament age groups. The oldest player on the roster dictates the age group the team will play.

U19	Players born 8/1/92 - 7/31/93	U14	Players born 8/1/97 - 7/31/98
U18	Players born 8/1/93 - 7/31/94	U13	Players born 8/1/98 - 7/31/99
U17	Players born 8/1/94 - 7/31/95	U12	Players born 8/1/99 - 7/31/00
U16	Players born 8/1/95 - 7/31/96	U11	Players born 8/1/00 - 7/31/01
U15	Players born 8/1/96 - 7/31/97	U10	Players born 8/1/01 - 7/31/02

PLAYER ELIGIBILITY

Registration – all players must be registered with US Youth Futsal via HTG Sports. Any player not currently registered with USYF, must pay \$8 per player for registration. This fee is in addition to the tournament entry fee. To be USYF registered, the player must be entered in the HTG Sports tournament registration system, Media / Medical Waiver completed and fully paid.

TEAM, COACH AND PLAYER REGISTRATION

All teams are to be registered on-line at the tournament website. After registering their team on-line, each team manager will receive an e-mail confirmation of their acceptance to the tournament. The e-mail also contains directions as to how to log into the registration site to complete registration. Player information needed includes, but not limited to: name, assigned jersey number, date of birth and home address and one parent e-mail address. Players entered will comprise the team's Official Tournament Roster.

Each manager, coach or assistant must present a valid coach's pass (preferred) or driver's license and be listed on the Official Tournament Roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant.. Each team is limited to four coaches on the bench all of which must be on the Official Tournament Roster.

Teams have **until 4 working days prior to the tournament** to make any roster changes. At that time, tournament staff will print out the Official Tournament Roster, which will be used at team check-in.

TEAM CHECK-IN

Team check-in will be held at the Hotel Indigo, 399 Grove St., Newton, Mass. on Friday, Jan. 13 from 6 – 9 pm. Coaches and managers must check-in. Players do not need to be present at this check-in.

All teams will be confirmed for waiver and roster compliance. Players must provide either a player passcard approved by a US Youth Soccer Association registrar, a driver's license, passport or birth certificate. Any outstanding or additional fees will be collected at that time and each team's volunteer scorekeeper will be recorded. Upon approval, each team will receive a laminated Official Tournament Roster. The Official Tournament Roster is to be carried throughout the tournament and presented to the referee staff prior to each match. Managers are responsible for retrieving the roster after each match.

Players may play for more than one team in the same age group, although this is strongly discouraged. Players who qualify for semifinals or finals may only play with one team during the elimination stages.

PRE GAME CHECK IN

Pre-game check in procedures will begin 20 minutes prior to each match. The team must present the laminated Official Tournament Roster to the referee staff at game check-in. Players arriving late at the court after the pre-game check in procedure may enter the game once the games' official(s) verify the player is eligible and with the permission of the referee. A late arriving player may be challenged at the time he/she is allowed to participate by the game officials. **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES PLAYED** and be eliminated from the tournament

Players not certified by the tournament staff will not be allowed to participate.

LAWS OF THE GAME

All games shall be accordance with the FIFA "Futsal Laws of the Game", except as modified below. Competition sanctioned by the association shall abide by the "Laws of the Game." The Laws of the Game can be found at <http://www.fifa.com/mm/document/affederation/generic/51/44/50/spielregelnfutsal%5f2010%5f11%5fe.pdf>

LAW 4: Players' Equipment

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks). Players wearing a permanent orthopedic cast shall not be eligible to participate in any game. However, soft braces can be worn as long as they are properly wrapped. The safety of all players and final decision on safety is at the discretion of tournament administrators and match officials.

Casts, metal barrettes, earrings and other jewelry are prohibited. Only the goalkeeper may wear pants.

Teams must wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers. The first team listed on the schedule is considered the Home team. In the event of a color conflict, the visiting team must change uniform shirts. All shirts must have sleeves.

The uniform of the goalkeeper must be a distinctly different color from the basic colors of the competing teams and the referee.

LAW 5: The Referee

Referees are required to complete and sign an official game report to the Tournament staff as well as a Red Card report containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

LAW 7: The Duration of the Match:

The duration of the game will be:

Two (2) twenty-four (24) minute halves

One two (2) minute half time

One one (1) minute time out per half

No Overtime

Referees will keep time for all matches

Unofficial time will be displayed on the scoreboard

HOUSE RULES OF THE GAME

Goalkeepers are not allowed to punt or drop kick the ball.

It is strongly suggested that all teams should register a coach **and** an assistant coach or administrator in the event that the coach is removed from the game.

GAME BALLS

U8-U12 will use a size 3

U13 and older will use a 4

Game balls will be provided by the tournament.

SCORE TABLE

Each score table will be comprised of 2 individuals:

1 – Volunteer from the home team will keep the score sheet

1 – Volunteer from the visiting team will run the scoreboard

This volunteer must be available to work the score table for all of the team's matches.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". The Tournament Staff has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to US Youth Futsal Tournaments:

Tournament staff will designate a sideline to be for the sole use of the players listed on the game roster and a maximum total of four (4) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other.

At halftime, teams will switch benches so as to substitute from their defending area. While the game is in progress coaches/managers/trainers/players must remain seated on their respective benches and may not roam the sidelines. Players may stand immediately before entering the match. One coach per team may stand in the technical area, provided he/she does not interfere with play or the match officials and remains in the marked technical area.

Tournament staff will designate the opposite sideline for spectators.

Artificial noise making devices are prohibited.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately expel any manager/coach and the fans who behave in an abusive or disruptive manner.

POST GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each of the opposing team members for a game well played. Manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

It is the responsibility of the coach/manager to retrieve their Official Tournament Roster card from the referee at the conclusion of the match. Replacement rosters will not be issued.

DISCIPLINE

A player manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. All referees rulings stand.

Depending upon the severity of the unacceptable conduct, a suspension of up to the duration of the tournament may occur.

If a Red Card is given to a player/coach and they are sent off, a report shall be filed with Tournament Staff. The Official Tournament Roster will be placed with the red card report and turned in to the administrative desk to be marked with the next game information. The coach/administrator may pick up their roster card and take the card to their next match, but the offending player/coach must serve his/her game suspension during the scheduled match. This will be noted on the roster card. A Red card suspension can only be served with the team with which the suspension was earned in games played by their team.

DETERMINATION OF POOL PLAY WINNERS

In pool play there will be no overtimes given. Standings in a division or pool will be determined by:

3 points for a win

1 point for a tie

0 points for a loss

If two teams tie in points, the division or pool winner will be determined by:

1. Head to head result; if no clear winner,

2. Net goal differential, only a maximum of seven (7) goals differential per game will count, if no clear winner

3. Fewest goals allowed, if no clear winner

4. Coin toss

POOL PLAY AND PLAYOFFS - NUMBER OF GAMES

Division play and playoffs are determined by the number of teams and pools in a division. The guidelines are

Divisions with 4 teams – 1 pool - Each team plays each other once. The 1st and 2nd place teams advance to the finals.

Divisions with 5 teams – 1 pool - Each team plays each other once. The 1st and 2nd place teams advance to the finals.

Divisions with 6 teams - 2 pools of 3 teams - Each team plays the teams within their pool. The teams in third place of Pool A and B will play each other in a 3rd place consolation match. The 1st and 2nd place teams of Pool A and B will advance to the semi-final round, where the first place team of pool A plays the second place team of pool B and vice-versa. The winners of the semi-finals advance to the finals.

Divisions with 7 teams - 1 pool of 3 teams and 1 pool of 4 teams – Each team plays the teams within their pool. The 1st and 2nd place teams of Pool A and B advance into the semi-final round where the first place team of pool A plays the second place team of Pool B and vice-versa. The winners of the semi-finals advance to the finals. The third-place teams will meet in a consolation match.

Divisions with 8 teams - 2 pools of 4 teams – Each team plays the teams within their pool. The 1st and 2nd place teams of Pool A and B advance into the semi-final round where the first place team of pool A plays the second place team of Pool B and vice-versa. The winners of the semi-finals advance to the finals.

Divisions with 9 teams - 3 pools of 3 teams – Each team plays the teams within their pool. The 1st place teams of Pool A, B and C and the wildcard* playoff team will advance to the semi-final round. In one semi-final round, the wildcard playoff team* will play the team with the most points from pool play. In the other semi-final round, the pool winners who have the 2nd and 3rd best point total from pool play will play each other. The winners of the semi-finals will advance to the finals. The remaining teams play seeded consolation matches.

Divisions with 10 teams 3 pools, one pool of 4 teams and 2 pools of 3 teams - Pool A will have 4 teams, pool B and C will consist of 3 teams. Pool A will play each team in its pool. Pool B and C will play each team in its pool. After each team in pool B and C play 2 games within their pool, standings will be generated for pools B and C. The first place team in pool B will play the last place team in Pool C, 2nd place teams in pool B and C will play each other and 3rd place team in pool B will play 1st place team in Pool C, completing pool play.

The 1st place teams of Pool A, B and C and the wildcard* playoff team will advance to the semi-final round. In one semi-final round, the wildcard playoff team* will play the team with the most points from pool play. In the other semi-final round, the pool winners who have the 2nd and 3rd best point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

Divisions with 12 teams - 3 pools of 4 teams - Each team plays the teams within their pool. The 1st place teams of Pool A, B and C and the wildcard* playoff team will advance to the semi-final round. In one semi-final round, the wildcard playoff team* will play the team with the highest point total from pool play. In the other semi-final round, the pool winners who have the 2nd and 3rd highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

Wild Card Playoff determination – The wild card team is the team that has the 4th best point total from pool play. The wild card team will always play the team with the most points accrued during pool play, unless the two teams have previously played during the tournament. When this exception occurs the wild card will play the team with the second most points accrued during pool play.

If at the end of a semi final or final game match, the score is tied, the referees will go directly to penalty kicks to determine winner of the match. Five (5) PKs will be taken by each team and if the score is still tied at the end of that phase then sudden death PKs are taken.

FORFEITED GAMES / CANCELLED GAMES / PROTESTS

A minimum of five (5) players constitutes a game. Games will start at the given time. In case a team does not have five (5) players present, there will be a maximum of a 5 minute grace period while the clock runs before awarding the game to the opponent. A forfeit will be scored 3-0.

In no case should a team who forfeited a pool play match be declared a winner of wild card team. The team with the next best record will advance to semi-final or final play.

PROTESTS

There will be NO PROTESTS. Referee and Tournament Staff decisions are final.

EXTERNAL CONDITIONS/WEATHER, etc

We make every effort to accommodate all games due to space/court limitations. If a game or the entire tournament is canceled due to weather or facility problems, no refunds will be given under any circumstances.

TERMINATED GAMES

If the referee terminates a match for reasons other than field conditions, Tournament officials will decide the result of the match after hearing the official reason from the referee and both coaches.

CHAMPIONSHIP FINAL CEREMONIES

After each Championship Final Game an awards ceremony will take place in the facility lobby. Teams should proceed as quickly as possible to this area after their final match. Medals and trophies will be given to both Champions and Finalists.

One team from each division will be presented a Fair Play Award in recognition of excellence in sportsmanship and spirit.

REFEREES

Only US Soccer licensed futsal referees may officiate at the tournament.