

**2017  
NORTHEAST REGIONAL FUTSAL CHAMPIONSHIPS  
Hanover, Mass.  
JAN. 13-16, 2017**



**TOURNAMENT RULES**

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

**TOURNAMENT COMMITTEE**

Tournament Director: Laura Whiteley; 636.448.3551 / [laura@futsalma.com](mailto:laura@futsalma.com)  
Tournament Registrar: Daniela DeSousa; 781.281.8260 / [daniela@futsalma.com](mailto:daniela@futsalma.com)  
Director of Facilities & Equipment: Jay Eidson; 339.223.0384 / [jay@futsalma.com](mailto:jay@futsalma.com)  
Director of Officials: Soorena Farboodmanesh; 617.515.5998 / [soorena@futsalma.com](mailto:soorena@futsalma.com)  
Tournament Assignor and Scheduler: Jason Miller; 617.462.6882 / [jason@futsalma.com](mailto:jason@futsalma.com)

During tournament play, headquarters will be located at University Sports Complex, 645 Washington St, Hanover, MA  
Tournament headquarters can be contacted at 541.632.3375 or [laura@futsalma.com](mailto:laura@futsalma.com)

Schedules, standings and other information will be available on HTG Sports and via [www.futsalma.com/regionals.html](http://www.futsalma.com/regionals.html) or by downloading the iSports2 app. We highly recommend signing up for announcements via the iSports2 app.

**TOURNAMENT VENUE**

The University Sports Complex, 645 Washington St., Hanover, MA

The playing surfaces are wooden sports flooring. Official futsal goals will be utilized. All courts are professionally marked accordingly to the Laws of the Game.

**HOST HOTEL**

**The Regional Championship is as Stay to Play event. ALL out of town teams must book rooms through the USYF travel management company, [GCI Team Travel](#).** There are no exceptions to the Stay to Play policy. Having family in the area, staying in tents, etc., does not exempt teams from the policy

**All local teams should be prepared to play Friday evening 1/13. If you are an out of town team willing to play on Friday (games from 7 – 10pm start times), let us know on the application under "Conflicts"**

**IMPORTANT NOTES**

NO COED TEAMS – No mixed gender teams of any age

GOALKEEPERS - are not allowed to play for two teams in same age group

TOURNAMENT ADMISSION- spectators will be charged a \$5 admission fee on Saturday and Sunday. Players and coaches will receive credentials at team check in

**IMPORTANT NOTICE TO TEAMS PARTICIPATING IN REGIONALS TO QUALIFY FOR US YOUTH FUTSAL NATIONAL CHAMPIONSHIP TOURNAMENT** – Only 1<sup>st</sup> place teams (champions) in each division of the Regionals will have a guaranteed spot for the National Tournament in Gardner KS, 2/17 - 2/20, 2016. Those first place teams must register and pay by midnight, January 21, 2017 or spots will be given to other teams. Open slots created from champions who have declined to participate in the Nationals will first be awarded to Regional finalists, (2<sup>nd</sup> place teams). Any open slots after that will then be awarded to at-large teams that have not qualified through a USYF Regional. USYF reserved the right to select the teams invited to the Nationals from the Regional finalists and at large teams.

IMPORTANT – Rosters for the USYF National Championships can add 4 players who were not on the Regional Championship roster. Maximum roster is 14.

The 2015 National tournament was fully subscribed, with 10 teams not accepted.

**Priority for National Tournament slots**

1. USYF Regional Champions Registered and Paid by the deadline
2. USYF Regional Finalists Registered and Paid by the deadline
3. At Large teams that played in a USYF regional and registered and paid by the deadline

**AGE DIVISIONS**

Boys and Girls U9 (2008) to U19 (1998)

**TEAM ELIGIBILITY**

U.S. 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.

UNDER 19	Born in 1998 & Younger
UNDER 18	Born in 1999 & Younger
UNDER 17	Born in 2000 & Younger
UNDER 16	Born in 2001 & Younger
UNDER 15	Born in 2002 & Younger
UNDER 14	Born in 2003 & Younger
UNDER 13	Born in 2004 & Younger
UNDER 12	Born in 2005 & Younger
UNDER 11	Born in 2006 & Younger
UNDER 10	Born in 2007 & Younger
UNDER 9	Born in 2008 & Younger

**PLAYER ELIGIBILITY**

Registration – all players must be registered with US Youth Futsal via HTG Sports. Any player not currently registered with U.S. Youth Futsal must pay \$10.50 per player for registration. This fee is in addition to the tournament entry fee. To be U.S. Youth Futsal registered, the player must be entered in the HTG Sports tournament registration system, Media / Medical Waiver completed and insurance 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 Friday, January 8** to make any roster changes.

#### **TEAM CHECK-IN**

Team check-in will be held at University Sports, 645 Washington St. Hanover, Mass. on Friday, Jan. 15 from 6 – 9 pm. A representative from each team 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 copy of a government issued ID (driver's license, passport, green card) or copy of a 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. There will be a charge of \$5 to replace the official roster provided at check-in.

Players may not play for more than one team in the same age group, **including a goalkeeper.**

#### **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 pre-game check-in. Players arriving after the pre-game check in procedure must check-in with an official prior to entering the match. 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/footballdevelopment/refereeing/51/44/50/lawsofthegamefutsal2014\\_15\\_enu\\_neutral.pdf](http://www.fifa.com/mm/document/footballdevelopment/refereeing/51/44/50/lawsofthegamefutsal2014_15_enu_neutral.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 referees.

#### **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**

- Players may be double-rostered on teams that are in DIFFERENT AGE DIVISIONS ONLY. Players may not play for more than one team in the same age group, including goalkeepers.
- **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. If a coach is dismissed or absent from a game and there is no other **rostered** coach the game will be terminated

### **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 U.S. 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 alert tournament officials to remove any fans who behave in an abusive or disruptive manner.

### **POST GAME PROCEDURES**

As a mutual courtesy, both teams will meet at the halfway line 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 be issued at a cost of \$5.**

### **CONCUSSION PROTOCOL**

If a player suffers head trauma, they must be checked by the on-duty certified athletic trainer and may only return to play if cleared by the trainer.

### **SUBSTITUTES AND SUBSTITUTION PROCEDURE**

All substitutes must wear pinnies/bibs. A substitute may enter the pitch after handing the bib to the player being replaced in the marked technical area. Pinnies/bibs must not conflict with the team's jerseys.

### **DISCIPLINE**

A player, manager or coach who is ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

Depending upon the severity of the unacceptable conduct, a suspension of up to the duration of the tournament may occur as determined by the tournament disciplinary committee.

If a Red Card is given to a player or a coach is sent off, a report shall be filed with the Tournament Disciplinary Committee. 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.

Red Cards issued for violent conduct carry a minimum three-game suspension and maximum of the entire tournament, as determined by the tournament disciplinary committee. Suspensions can carry over to the National championships if applicable.

A player that accumulates two Yellow Cards during pool play is automatically suspended for the team's next match, regardless of whether the next match is a pool game or the team's first elimination (semi-final or final) game.

### **DETERMINATION OF POOL PLAY WINNERS**

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

- 3 points for a win
- 1 point for a draw
- 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, with a maximum of +/- 7 goals differential per game,
3. Fewest goals allowed, if no clear winner,
4. Kicks from the penalty mark, or if time does not permit,
5. 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 tournament committee aims to create divisions of 4, 8, 12 or 16 teams.

The guidelines are:

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

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

**Divisions with 6 teams – 2 pools** – Each team plays the teams within their pool. The teams in third place of Pools 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 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 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 2<sup>nd</sup> and 3<sup>rd</sup> highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

**Divisions with 16 teams - 4 pools of 4 teams** - Each team plays the teams within their pool. The 1st place teams from each pool advance to the semi-final round. The pool winner with the highest point total from pool play will play the pool winner with the fewest points. In the other semi-final round, the pool winners who have the 2<sup>nd</sup> and 3<sup>rd</sup> 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 4<sup>th</sup> best point total from pool play. Regular tiebreakers apply thereafter. 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.

#### **Playoff Games ending in ties at regulation**

If at the end of a semi final or final match the score is tied, the referees will go directly to penalty kicks to determine winner of the match. Three (3) 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 three (3) players is necessary to start a game. Games will start at the given time. In case a team does not have three (3) 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. If a team forfeits any match, all games played by that team will be scored as 3-0 and the team will be ejected from the tournament.

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, the Tournament Disciplinary Committee will decide the result of the match after reviewing the match report and written testimony of both coaches.

#### **CHAMPIONSHIP FINAL CEREMONIES**

After each Championship Match an awards ceremony will take place in the designated awards area. 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 U.S. Soccer licensed futsal referees may officiate at the tournament.



REVISED: 1/6/2017