

2018
NORTHEAST REGIONAL FUTSAL CHAMPIONSHIPS
Hanover, Mass.
JAN. 12-15, 2018



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
Tournament Registrar: Daniela DeSousa; 781.281.8260 / daniela@futsalma.com
Director of Facilities & Equipment: Jay Eidson; 339.223.0384 / jay@futsalma.com
Director of Officials: Soorena Farboodmanesh; 617.515.5998 / soorena@futsalma.com
Tournament Assignor and Scheduler: Jason Miller; 617.462.6882 / 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

Schedules, standings and other information will be available on the HTG Sports [event portal](#) and via 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 according to the Laws of the Game.

HOST HOTELS

The Regional Championship is a 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 1/12. If you are an out of town team willing to play on Friday (games from 6 – 10pm start times), let us know on the application under "Conflicts"

IMPORTANT NOTES

NO COED TEAMS – No mixed gender teams of any age. Boys may not play on girls teams. Girls may not play on boys teams.
ONE TEAM PER AGE GROUP - No player may be rostered on more than one team per age group.
TOURNAMENT ADMISSION - Players and coaches will be issued event credentials at check-in. Spectators over the age of 14 are subject to \$5 admission on Saturday and Sunday.

NOTICE TO TEAMS PARTICIPATING IN REGIONALS TO QUALIFY FOR US YOUTH FUTSAL

For Guaranteed acceptance into the Nationals, teams must have earned the title of Champions (1st place) in a division of one of the USYF Regionals. Those teams have until January 25, 2018 **to register and pay** the tournament fee to guarantee their acceptance.

After that date, the tournament committee will begin selecting teams that have registered and paid by January 25, 2018 and played in a Regional. At large teams in order of preference are

Teams registered and paid by January 25, 2018, that were finalists in one of the Regionals
Teams registered and paid by January 25, 2018 that played in one of the Regionals

The USYF National Selection Committee has sole discretion as to the teams accepted and reserve the right to add, delete or combine divisions.

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

The 2017 National tournament was fully subscribed, with 15 teams not accepted. All of the team accepted had played in a Regional

AGE DIVISIONS

Boys and Girls, birth year 2009 – 1999 (U9 to U19) **No Coed / mixed gender teams allowed**

TEAM ELIGIBILITY

USYF 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.

USYSA AGE GROUP CHART 2017-18 SEASON

Birth Year	Age group for Nationals	Birth Year	Age group for Nationals
1999	U19 1999	2004	U14 2004
2000	U18 2000	2005	U13 2005
2001	U17 2001	2006	U12 2006
2002	U16 2002	2007	U11 2007
2003	U15 2003	2008	U10 2008
		2009	U 9 2009

UPDATED 10-3-2017

PLAYER ELIGIBILITY

United States Youth Futsal Registration – all players must be registered with USYF via HTG Sports. Any player not currently registered with U.S. Youth Futsal must sign a player waiver and pay individual player registration of \$9.50. This fee is in addition to the tournament entry fee. To be a 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.

The initial roster deadline is **Friday, Dec. 15**. After submission teams have **until Friday, Jan. 5** to make any final roster changes.

TEAM CHECK-IN

Team check-in will be held at University Sports, 645 Washington St. Hanover, Mass. on Friday, Jan. 12 from 6 – 9 pm. A representative from each team must check-in with the team’s proof of age documents to collect the official tournament roster. Players do not need to be present at this check-in.

All teams will be confirmed for waiver and roster compliance. **Acceptable proof of age documents include: 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. Teams/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.

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

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
- **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.

- Timing: (2) 24 - minute running clock halves. For elimination games, During the last two minutes of play if the score differential is less than 4 goals (3, 2, 1 or 0 goal difference), at the referee's discretion, the clock can be stopped if it is determined that time-wasting techniques are being used.
- Goalkeepers are allowed to punt or drop kick the ball
- Heading is prohibited ages U11 and under

HOME TEAM

The team listed first on the schedule is the Home team. The Home team is to wear white/lighter color jerseys. If home team complies and there is a conflict, visiting team must change jerseys. If home team does not comply and there is a color conflict, then home team must change colors.

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 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. Protests by player, coach or parent are not permitted and will result in the player and/or team being dismissed from the event.

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 dismissed, 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 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. After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team. The third place teams of Pool A and Pool B will play each other in a consolation game, completing their third and final game and are eliminated from the tournament. Using the temporary standing generated from the two pool games, the Team with most points from Pool A vs. Team with 2nd most points from Pool B. Team with most points from Pool B vs. Team with 2nd most points from Pool A. These games are semifinals with winners advancing 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 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 to determine point total to calculate the point winner of Pool A. The team with the most points in Pool A is designated as one of the semifinalists

Pool C and D consist of 3 teams in each pool. Teams will play the other two teams in their pool (2 games within the pool). After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross pool games, which are the guaranteed third game for each team. The two third place teams of Pool B and Pool C will play a consolation game, completing their third and final game and are eliminated from the tournament.

Cross-pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool B vs. Team with 2nd most points from Pool C. Team from Pool C with the most points vs. Team from Pool B with 2nd most points, giving each team their third game. The cross-pool games are elimination games with winners advancing as semi – finalists.

Once the three semifinalists have been identified, using the 3-game point total from pool play and cross pool play, points are calculated and the semifinalists will be identified as: Semifinalist with most points, Semifinalist with 2nd most points, Semifinalist with third most points

The next calculation is to determine the wildcard* team. The teams eligible for the wild card are the losers of the first and second place cross over games between pool B and C and the three teams in Pool A that were not point winners of the pool. Wildcard is determined by totaling the points of the eligible teams from their three pool and / or cross pool games. The wildcard team is the team with the most points from their pool / cross pool games. The third-place consolation teams from B and C are not eligible for wild card consideration.

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 (unless these two team previously played in the same pool*). 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.

Divisions with 14 teams - 2 Pools of 4 teams and 2 pools of 3 teams. Pool A and Pool B consist of 4 teams. Teams in Pool A and B will play all the teams in their pool (3 games of pool play) to determine Pool A and B winners. Winner of Pool A and B will advance to the semi-finals.

Pool C and D consist of 3 teams in each pool. Teams will first play the other two teams in their pool (2 games within the pool). After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross pool games, which are the guaranteed third game for each team. The two third place teams of Pool C and Pool D will play a consolation game, completing their third and final game and are eliminated from the tournament.

Cross pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool C vs. Team with 2nd most points from Pool D. Team with 2nd most points from Pool C vs. Team from pool D with most points, giving each team their third game. The cross-pool games are elimination games with winners advancing as semi – finalists.

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 2nd and 3rd highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

In applicable divisions, Semifinalists will be paired as:

Semifinalist with most points vs semifinalist with 4th most points

Semifinalist with 2nd most points vs semifinalist with 3rd most points

(continued)

If two of the semifinalists have already played each other in pool or cross pool play, the pairing will be:
Semifinalist with most points vs semifinalist with 3rd most points
Semifinalist with 2nd most points vs semifinalist with 4th most points

***Wild Card Playoff determination** – The wild card team is the team that has the 4th 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 an elimination 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.

