



Hosted by the Pittsfield Soccer Club

Berkshire Kickoff Classic - Tournament Rules

The Berkshire Kickoff Classic Soccer Tournament is held primarily for our young players to enjoy the game of soccer while also learning sportsmanship, leadership, and team building skills. The mission of the Pittsfield Soccer Club is to develop the soccer players of the future in a strong, nurturing soccer environment that constantly encourages fun, safety, good sportsmanship and development of the player as a responsible member of society.

As the Tournament Committee, participating coaches, referees, parents and spectators; we are responsible to create a safe, enjoyable and competitive atmosphere that makes the game fun for all of the players. Therefore, the following Tournament Rules of Conduct have been instituted.

The backbone of these rules is the FIFA Laws of the Game with the following specific interpretations unique to this tournament.

1. **FIFA LAWS OF THE GAME**, including recent changes and interpretations as of the opening of Tournament play, will be in effect for the Tournament, except as noted below.

2. **EMAIL ADDRESS (MANDATORY)**

We will be communicating via e-mail as we approach the tournament date. When you are filling out your application – please fill in your appropriate e-mail address. If you do not have an e-mail address, please designate one of your assistant coaches or parents to be the e-mail address contact on your application form.

3. **REGISTRATION**

All teams should pre-register in the week before the tournament by submitting the completed application with tournament fee in full, a preliminary roster, and medical release forms for all participating players.

All teams must check-in at the tournament prior to their first scheduled game. When registering, the committee will confirm an approved roster, medical release forms and player pass cards for each participating player. If there is no medical release form, that player can not participate; no exceptions.

4. **MEDICAL/GENERAL RELEASE FORMS AND PASS CARDS**

No one, player or coach, is allowed to participate without first submitting a tournament medical/general release form and a state approved player pass card to the tournament committee. These cards should be in the possession of coaches at all times during tournament play.



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5. **ROSTER**

U10 (6v6):

- Maximum roster of 15 players
- 4 must be present and able to play in order to start or continue a game.

U12 (8v8):

- Maximum roster of 15 players
- 6 must be present and able to play in order to start a game.
- 5 must be able to play in order to continue a game.

U14 (11v11):

- Maximum roster of 18 players
- 8 must be present and able to play in order to start a game.
- 7 must be able to play in order to continue a game.

Tournament-approved Medical and General Release forms and registrar-certified rosters should be in the coach's possession throughout the Tournament weekend.

6. **COACHES, PLAYERS, AND SPECTATORS**

Each team may have up to three coaches per team on their side. Each coach must have a state approved pass card. Both teams shall take position on one side of the field (as directed by referee) and all other spectators will be on the other side of the field. No coach, player, or spectator may take position behind either goal line.

The tournament considers encouraging of violent play, foul language, intimidation or un-sportsman like behavior from a spectator as interfering with a game. If a spectator interferes with a game in progress, the referee has the discretionary power to stop, suspend, or terminate the game. The tournament expects the coaches to stop any interference from their teams' spectators. In the event that the referee terminates the game, the Tournament Directors and Rules Committee will decide the outcome of the game.

During the game coaches must remain within the confines of the technical area. The tournament considers the technical area to be 3 yards to the left and right and two yards in front of the team's assigned bench area.

The tournament considers the coach to be the role model for the team and expects the coach and other team officials to conduct themselves in a responsible manner. The tournament considers the following to be examples of inappropriate behavior:

- Challenging referees decisions
- Encouraging violent play
- Un-sportsman like behavior toward players, coaches, referees tournament officials or spectators.



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Any coach whose behavior is considered inappropriate may be subject to action determined by the Rules Committee and/or the Tournament Directors. Action can be, but is not limited to, removal from the game or the tournament.

7. GAME TIME, UNIFORMS, AND EQUIPMENT

All teams must be ready to play 15 minutes prior to game starting time. The Home Team (team listed first on the game schedule) will have the kickoff and the Away Team will have the choice of which end of the field to defend for the first half.

No jewelry, including rubber, cloth, plastic bracelets etc, during the game will be allowed.

No player wearing a hard cast shall be permitted to participate. Soft casts, splints, and braces will be allowed so long as any stiff or hard parts are sufficiently wrapped in a soft protective material and is safe in the discretion of the Referee.

In the event of similar team uniform colors, as determined by the Referee, the Home Team shall change colors. Pinnies of contrasting color are acceptable in lieu of alternate jerseys. Each player is required to have a unique uniform number.

Game Balls:

Girls & Boys U-10, U-12	will use the #4 size ball
Girls & Boys U-14	will use the #5 size ball

8. GAME LENGTH – HALVES

<u>Div.</u>	<u>Preliminary Games</u>	<u>Semi and Final games</u>
U-10	20 min. halves	N/A
U-12	25 min. halves	30 min. halves
U-14	25 min. halves	30 min. halves

All halftimes will be 5 minutes long.

The length of games is subject to change by the Tournament Director and/or the Tournament Rules Committee. Coaches will be notified before the start of the half in which such a change is made.

Time is kept by the Referee and is running time. Time may be added, at the sole discretion of the Referee, in the case of injuries. In the event of unsafe conditions, a game may be suspended or terminated at any point by the Referee.

In case of inclement weather, see Rule 21. Cancellations.



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9. SUBSTITUTIONS

Unlimited substitutions with the permission of the Referee are allowed:

- preceding offensive throw-ins
- preceding defensive throw-ins, provided that the attacking team also substitutes
- prior to goal kicks
- at the start of the half
- following the scoring of a goal
- with the injury of a player - only the player(s) involved may be substituted.

Substitutes must be made for each injured player. In event of an injury substitution, the opposing team will be allowed a “matching” substitution.

10. REFEREE PERMISSION ON FIELD OF PLAY

Coaches, managers, and team officials are not permitted on the field of play without the permission of the Referee. Anyone in violation of this rule is subject to action by the Referee or the Tournament Committee.

11. EJECTIONS

No player ejected (red carded) may re-enter that game, nor may the player have a substitute. Any player or coach ejected from a game will be ineligible to appear until after the completion of the team’s next game, and is also subject to disqualification from the Tournament after review by the Tournament Director and Rules Committee. Penalty kick procedures are not considered games. If a team suffers two or more red cards in a game, the Referee will declare that game a forfeit by such team, which will be subject to further action determined by the Tournament Committee and Rules Committee as warranted under the circumstances.

12. FORFEITS

In the event of a forfeit, the opposing team will be awarded a 1-0 win or the score at the time of the forfeit if the goal differential is greater than one.

A delay of 10 minutes from the official starting time will be tolerated, after which the Referee will declare the game forfeiture. Teams forfeiting a game are not eligible for Semi Final or Final Games.

13. PROTESTS

All decisions made during the game by the referee on rules of the game are final. Protesting referee decisions on rules of the game will not be accepted.

All decisions by the Tournament Committee are final. Protests are not allowed and will not be considered.



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14. (U-10) 6v6 RULES MODIFICATIONS

- The U10 (6v6) field will be approximately 40 yards by 60 yards, with goals measuring 6.5' by 12'.
- The Penalty Area is defined by a line 12 yards in from the goal and extending the full width of the field. The goalkeeper may use her hands anywhere in the penalty area.
- Penalty kicks shall be taken from a point directly in front of the midpoint of the goal and 8 yards from the goal line. All the players other than the goalkeeper and the player taking the penalty kick must stand beyond the 12 yard line.

15. (U-12) 8v8 RULES MODIFICATIONS

- The field will be approximately 50 yards by 70 yards, with goals measuring 6½' by 18'.
- The penalty area will measure approximately 14 yards by 34 yards.
- Indirect kicks awarded to the attacking team within the penalty area will be placed at the spot of the infraction, but no closer than six yards from the goal/goal line.
- Penalty kicks shall be taken from a point directly in front of the midpoint of the goal and 12 yards from the goal line.

16. SCORE REPORTING AND VERIFICATION

The Field Marshal shall have the opposing coaches and referee sign a score card at the conclusion of games.

Official scores are reported by the Field Marshal to the Scores Official at the conclusion of each game. The official scores are centrally posted at the Tournament Committee tent.

After your last preliminary game is played, it is your responsibility as a coach to check and verify your team scores. The official scores are centrally posted at the Berkshire Community College site. These scores are the basis for advancing to semi-finals (where applicable) and finals. Any disagreement with the scores should immediately be addressed to the Tournament Director.

17. STANDINGS AND ADVANCEMENT

With the exception of U10, which will play in a 'non-results oriented' format, the following rules will govern advancement to the semi-finals and/or final rounds of play.

U-10: All play is 'non-results' oriented and each player will receive a tournament medallion for their participation.



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U-12 and U-14: Depending on the final number of teams in the tournament, teams will be broken into sections within the two divisions.

Advancement will be determined on the final number of teams will be determined the week before play begins. Models are as follows:

- **Division with 1 Section:** The top four teams will advance to semi-finals.
- **Division with 2 Sections:** First and Second place teams after preliminary games qualify for the semi-finals.
- **Division with 3 Sections:** Three First place teams and a Second place (wild card) team with the most points within the division qualify for the semi-finals.
- **Division with 4 Sections:** The four First place teams qualify for the semi-finals.

Winners and Second place teams are determined by total points from preliminary games within their section: Wins = 3 points, Ties = 1 point, Losses = 0 points.

18. TIE BREAKERS

In the event of a standings tie following preliminary competition, the tie will be broken according to the following system of order:

1. Highest number of points earned in preliminary round of play (3 points for a win, 1 point for a tie, 0 points for a loss);
2. Results of head-to-head competition;
3. Most wins;
4. Fewest goals allowed;
5. Goal differential – the difference between goals scored and goals allowed in each game – to a maximum of 3 goals per game;
6. Penalty Kick competition according to penalty kick procedure under the supervision of the Rules Committee.

19. TIE GAMES IN SEMI-FINALS AND FINALS

In the event of a tie at the end of regular time, two sudden death overtimes of 5 minutes each will be played with no break between them. In the event of a tie following completion of these overtimes, the penalty kick procedure will be followed.

20. PENALTY KICK PROCEDURE

The players remaining on the field at the end of the second overtime are the only players who may take part. These players must remain on the field following the second overtime period.

The Referee will select a goal.



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Teams will alternate taking penalty kicks. After each team has taken five kicks, the winner will be determined based on the number scored by each team. (If, before both teams have taken 5 kicks, one has scored more than the other could, even if it were to complete its 5 kicks, the taking of kicks will cease.)

If the game is still tied after five kicks, teams will continue to alternate taking kicks in the same order until one team has scored a goal more than the other from the same number of kicks.

All players, including the goalkeeper, must take a penalty kick before any player is permitted to repeat.

21. CANCELLATIONS; REFUND POLICY

In case of inclement weather, the Tournament Committee reserves the right to change location, delay, or reduce the length of the game. Only the Referee or the Tournament Committee may suspend, postpone, terminate or cancel a game.

If a game is terminated in progress due to weather after one-half is completed, the game will be considered official, and the score will be final.

If a game is suspended due to lightning and/or thunder in the area, the Tournament Committee will impose an automatic 30-minute delay following the last sighting. Coaches and players are to remain in the area at the field complex ready to play unless advised otherwise by the Tournament Committee.

Although the Pittsfield Soccer Club will do its utmost to see that the tournament games are played and the guaranteed number of games are provided, the Tournament Committee reserves the right to cancel the entire Tournament, due to extended unplayable weather, unsafe field conditions, or other circumstances beyond its control. Should this occur prior to any games being played, the affected team(s) will receive a 50% refund of its registration fee. Should this occur after games have begun, no registration fee refunds will be made.

All teams/players will be covered by USYSA insurance at the time we participate in this tournament. A full general medical release form will be completed for each player prior to participation in the tournament. All coaches are encouraged to read and understand these rules and print a copy to keep with him throughout the tournament.