



DISTRICT SELECT PROGRAM 2018 TOURNAMENT

Congratulations to all of the teams participating in the 2018 Massachusetts Youth Soccer District Select Program Tournament! Compete hard, have fun and respect the game!

Welcome to the District Select Program Tournament!

Playing in the Massachusetts Youth Soccer District Select Program Tournament is a tremendous honor. This tournament brings together close to 100 teams, each of which has worked hard all summer in preparation for this weekend of steep competition. We are expecting nearly 2,000 players and coaches and we hope that your individual and collective soccer experiences will be both pleasurable and memorable. We pride ourselves on a tradition of high quality competition and a high degree of sportsmanship in this tournament. We look forward to having you participate in such a rich tradition. Sportsmanship, Fair Play and Respect will always be valued cornerstones of THE GAME. Take pride in yourself, your team, and your District. Represent them with dignity and sportsmanship. Team Sportsmanship Awards will be given to those teams which best exemplify the true meaning of Sportsmanship & Fair Play.

The tournament is located at the **Massachusetts Youth Soccer Field Complex**. There are two parking areas that provide ample parking for all of our events. Visitors **MUST** know upon which field their player is playing. This enables visitors to park in the **parking area designated for their player's specific field**. The appropriate parking areas are designated by signage throughout the complex and by parking attendants on duty.

- **ABSOLUTELY NO PETS ARE PERMITTED ANYWHERE ON THE MASSACHUSETTS YOUTH SOCCER COMPLEX. THIS INCLUDES ALL PARKING AREAS AND FIELDS.**
- Visitors going to the Front Fields (No. 1-10) **MUST** park in the Main Lot or Upper Lot. If these lots are full we will direct you to the Quarry lot that has ample overflow parking. Courtesy carts provide ongoing service for only those people needing transport (mobility impaired, seniors, injured players, etc.) from the back lot to the front fields.
- Visitors going to the Back Fields (No. 11-16) **MUST** park in the Quarry Lot behind Fields No.11-16.
- At all times Visitors must comply with directions of Massachusetts Youth Soccer Parking Attendants.
- Any vehicle parked in an unauthorized area **WILL BE TOWED** at the owner's expense.
- All on-site parking is limited to passenger cars or vans. **ABSOLUTELY NO RVS or BUSES.**

IMPORTANT NOTE: The Lancaster Police Department will absolutely not permit cars to stop and unload, park or make any U-Turns, on Route 70 adjacent to the front fields. Stopped traffic presents an extreme risk to anyone using Route 70 and these restrictions will be strictly enforced.



Massachusetts Youth Soccer has worked diligently to meet the needs and wishes of our visitors. The convenience and comfort of all of our visitors depends entirely upon everyone's cooperation in parking where they are supposed to. Please help us make everyone's visit to our complex as safe, convenient and enjoyable as possible.

TOURNAMENT RULES AND PROCEDURES

Full details on the 'Rules of Play' are also located online at www.mayouthsoccer.org. The website should be your first point of inquiry for any questions related to the District Select Program Tournament weekend, especially in the event of game rescheduling due to weather. See DSP Guidelines and Procedures.

REGISTRATION and CHECK-IN

11U Boys & Girls, 12U Boys & Girls, 14U Boys, and 16U Girls COACHES ONLY – INITIAL REGISTRATION AT THE PAVILION LOCATED AT THE BACK FIELDS 11-16

13U Boys & Girls, 14U Girls, 16U Boys, & 19U Boys & Girls COACHES ONLY – INITIAL REGISTRATION AT THE PAVILION LOCATED AT THE FRONT FIELDS 1-10

No later than thirty (30) minutes prior to a team's first game, the team's Head Coach must check in with DSP Administration at the appropriate pavilion with:

1. Game Card Rosters must be **IN COLOR** and correct jersey numbers (printed or handwritten). Coaches must have multiple copies of the roster for registration and each game. We will not have a copier on site.
2. Signed Medical Release forms for all players.

TEAMS, PLAYERS AND COACHES ON FIELD CHECK IN

The referees will check in each team prior to every game. On field check-in will include Game Card Rosters. Teams and players will be in accordance with the District Select Guidelines. The Player Pass concept will not be permitted at the tournament. **Coaches are responsible for the conduct of their players and fans.**

UNIFORMS

1. Players' uniforms consist of:
 - a. Officially issued DSP soccer jersey
 - b. Officially issued DSP soccer shorts
 - c. Officially issued DSP pair of matching socks
 - d. Pair of soccer shoes (NO SPIKES OR METAL CAPS ALLOWED)
 - e. Shin guards are mandatory. Players will not be allowed to check-in or play without them.

Players will not be allowed to play without the proper uniform. In the event a team is playing another team with the same or similar color jersey, the HOME team will provide pinnies for their team. Any exceptions to this requirement will must be verified by the DSP Tournament Directors as some players may not have received uniforms by the tournament weekend.

2. Please note that players' uniforms do not include:
 - a. Boxer shorts
 - b. Jewelry (string bracelets, barrettes, hair pins, earrings, etc.)
 - c. Casts, splints, hats, hard protective gear or unprotected braces

Referees will inspect each team during the check-in process, giving special attention to potentially dangerous items (casts, jewelry, faulty cleats) as well as ensuring that protective items like shin guards are in place.

In all instances, the officials cannot allow anything to be worn that might injure the player or an opponent on the field. Any items involving interpretation will be referred to the Referee Director and the judgment of the Tournament Director will be final.

It is expected that coaches will keep players who have sustained injuries off the field.

Mass Youth Soccer's Concussion Policy is in force at all times.

GAME LOGISTICS

1. **Benches.** The benches for both teams will be located on the same side of the field. All spectators will be located on the opposite side of the field. **Only those players coaches on the officially approved Game Card Roster are allowed on the team side of the field with no more than 3 coaches on the coach's side. Their names and photos must appear on the rosters and they must have their Mass Youth Soccer Adult credentials on them. Exceptions will only be approved by the Tournament Director.**
2. **Substitutions.** Substitutions by both teams will be unlimited. They must be made prior to goal kicks, start of second half, after goals, and on either team's throw-ins (even if team with possession is not substituting). Also, after a caution, only for the player(s) that was cautioned (not mandatory); the opposing team is entitled to the same number of substitutions at that time. All substitute players **MUST** be ready at midfield, and substitutions are made only with the referee's consent.
3. If a game is stopped to allow for substitution for an injured player, the other team may also substitute, on a one-for-one basis.
4. In 11U and 12U matches, the goalkeeper's distribution may carry the full length of the field, but it cannot go directly into the opponent's penalty area in the air.
5. Game Lengths
 - a. All preliminary and semifinal games for 11U – 19U will be two 25 minute halves.
 - b. Championship games will be full regulation games.
 - c. Overtime only in Semifinal and Final games.
6. Game time is kept by the referee and is running time, **with no allowance for injury time.** There will be no overtime periods in the preliminary round of play. Teams must be ready to play at their appointed time.
7. In the event that a portion of the game schedule is suspended due to weather (or for any other reason), the following rules will apply:
 - a. In the event of a stoppage, preliminary and semifinal games that are in the first half will be restarted at the point the games were stopped subject to time and field constraints of the tournament.
 - b. In the event of a stoppage, preliminary and semifinal games that have completed a half, or are in the second half, will be deemed completed and the score at the time of the stoppage will stand;
 - c. In the event of a stoppage of a championship final games an attempt will be made to restart at the point the games were stopped subject to time and field constraints of the tournament.
8. Should conditions warrant, the length of games is subject to change by the Tournament Director and the Referee Administrator. Coaches will be notified before the start of the half in which such a change is made. In the event of unsafe conditions, a game may be terminated at any point by the referee.
9. All spectators must remain at least 3 yards away from the field touchline in order to provide a safe playing area for all players. No spectators may watch the game from behind the goal lines or on the team side of the field.
10. No tents or canopies shall be inside the perimeter of the fields. The perimeter of the fields is taken to mean the areas on the end lines of each field and the areas between the playing fields. These constitute a serious hazard to players. Tents and canopies shall be allowed only in designated areas well away from the perimeter of the playing fields. Lancaster tends to be windy. Tents **MUST** be properly anchored and, when not in use by a team (game time), must be collapsed and left in place. **No tents are to be anchored on the turf fields.**

CONDUCT OF THE GAME

1. Players, coaches and spectators are expected to conduct themselves within the letter and the SPIRIT of the law. DSP officials expect all players, coaches and spectators to uphold the spirit of ZERO TOLERANCE policies. Displays of TEMPER, DISSENT by word or action against opponents or referees are cause for ejection from the match and/or premises and/or SUSPENSION from the tournament. The Head Coach of each team coach is responsible for his or her own conduct and behavior and for the conduct and behavior of his or her players and team spectators. Coaches should inform their spectators of the rules (i.e.: behavior, spectator areas, etc.). Each coach is expected to monitor his or her spectators and take corrective action if necessary. Each coach is expected to support the referee or tournament official if action against a spectator is required.
2. No player ejected (red carded) may re enter that game, nor may the player have a substitute. Any player ejected from a game will be sent to the administration tent until the game is over. He/She will not be allowed to be on the sidelines team's next game.
3. If two red cards are assessed to a team, that team will forfeit the game. The Tournament Committee and the Referee Administrator will determine whether further action is warranted.
4. Coaches being ejected for any reason will be **SUSPENDED** for the **REMAINDER** of the Tournament.
5. All red and yellow cards issued to the same player during the regular season count towards a player's total accumulated cards and carry over into the tournament
 - Three yellow cards in the season/tournament = one red card = one game suspension.
 - A second red card to the same player during the season/tournament (depending on the reason will cause the player to be suspended from all further play in the 2018 season).
6. If a team forfeits any game during the tournament, they are automatically **SUSPENDED** for the **REMAINDER** of the Tournament.

ADVANCEMENT TO THE FINALS

1. The **official scores** will be posted at the main registration pavilion and the 11U, 12U, 14U Boys, 16U Girls games will be posted at both the front and back fields. Each team's coach has the responsibility of having a team representative check scoreboards at to determine if their team is advancing to the finals and to obtain their scheduled time and field location.
2. Scoring
 - a. Teams will be awarded 3 points for a win, 1 point for a tie and no points for a loss.
 - b. Forfeits will be scored as a 4-0 win.
3. Advancement to the final games will be based on the number of teams per age group, and will be determined prior to the tournament by the DSP Administration.
4. Tiebreakers
 - a. Ties between two teams at the end of the preliminary round games will be resolved as follows:
 - i. Head to head results.
 - ii. Goal differential (max 4 goals / game only)
 - iii. Least goals allowed.
 - iv. Most shutouts
 - v. Most goals scored (max 4 goals / game only).
 - vi. FIFA's "kicks from the penalty mark" (see bottom of page 5).
 - b. Ties between more than two teams will be resolved according to the same procedure, except head to head results will not be considered unless all tied teams played each other, and one team has beaten all the other tied teams. For ties between more than one team for 1st place, after the first place winner has been determined, the processed starts all over to determine 2nd place.

GAMES

1. Game Length
 - a. All preliminary and semifinal games for 11U – 19U will be two 25 minute halves.
 - b. Overtime only in Semifinal and Final games.
 - c. Championship games will be as follows:

11U and 12U (2) 25-minute halves	13U and 14U (2) 30-minute halves	16U (2) 35-minute halves	19U (2) 35-minute halves
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2. If semifinal and final games are tied at the end of regulation time, there will be two (2) 5-minute overtime periods played in their entirety. All overtime periods will conform to current FIFA rules (no golden goal). Overtime periods in all championship games in all divisions and age groups will consist of two (2) **5-minute** overtime periods, both **played to completion** – there is **no sudden death ‘golden goal’**;
3. If teams remain tied after regulation and overtime play, regular FIFA kicks from the mark (KFM) procedures will be followed to determine a winner. These will take place immediately following the completion of overtime play.

RULES FOR TIE-BREAKERS FOLLOWING PRELIMINARY ROUND ROBIN ROUND ONLY

If teams at the end of the preliminary round and all tiebreaker criteria still result in a tie, the following special rules for tie breaker kicks from the mark (KFM) apply:

1. The time and location for each tie breaker shootout will be set at the registration desk generally one to two hours after the ties are determined. Each team’s coach has the responsibility of having a team representative (coach on roster) at the back fields shelter for the 11U and 12U teams, and at the front fields pavilion fields for 13U – 19U team to obtain the scheduled time and field location.
2. Each team selects 7 players from the team roster. The goal keeper (or keepers) will come from the seven listed players. Each coach will provide a written list of the seven players, in shooting order, along with a Game Card Roster, to the referee in charge of the penalty kicks;
3. If more than two teams are tied, they will all take KFM at the same time, the order of teams participating to be determined by coin toss;
4. Each team will take five KFM’s, each team alternating kicks and adhering to the written shooting order provided by the coach. The referee will determine the team shooting first by a coin toss;
5. If the teams are tied after five kicks, each team will have their sixth shooter take one additional kick. If the tie remains unbroken, the seventh shooters repeat the process. If additional kicks are needed, the referee will continue the process, going through the list of players again until the tie is broken.

The DSP Administration will resolve any situations beyond the scope of these rules, settle disputes and reserves the right to adjust the rules as necessary in the interest of a fair and balanced competition.

***** EMERGENCY INFORMATION *****

EMERGENCY PHONE NUMBERS: Call 911 for POLICE, FIRE and AMBULANCE

Indicate you are at the soccer complex at the junction of RT 70 and Old Union Turnpike in Lancaster

NON-EMERGENCY PHONE NUMBERS: Lancaster Police 978-365-8031



60 Hospital Road, Leominster, MA 01453-2205 508 / 852-2001

DIRECTIONS:

- Leave complex and take LEFT (west) on Old Union Turnpike, GO .7 mile
- Take RIGHT onto Harvard Street, GO .3 mile
- Take EXIT 31A to merge on MA-Rte 12 Main Street GO .5 mile toward Leominster
- Turn RIGHT on to Hospital Road GO .2 mile
- Turn LEFT to stay on Hospital Road GO .2 mile



Hahnemann Campus
281 Lincoln Street
Worcester, MA 01605
508 / 334-1000

University Campus
55 Lake Avenue North
Worcester, MA 01655
508 / 334-1000

Memorial Campus
119 Belmont Street
Worcester, MA 01605
508 / 334-1000



123 Summer Street, Worcester, MA 01608 508 / 363-6263

MASSACHUSETTS YOUTH SOCCER FIELDS AT PROGIN PARK RULES

Massachusetts Youth Soccer is privileged to own and operate one of the finest soccer field complexes in the country. We ask all of our visitors to respect the complex and all of the hard work that it takes to maintain and improve it.

The following activities shall be **prohibited** at any time and at any location by anyone at the complex:

1. Unsafe, careless, or negligent behavior while engaging in Licensee's activities;
2. Any activity that may reasonably be expected to cause or which will or may foreseeably injure or harm any person or persons or which will deface or cause damage to Massachusetts Youth's property or the property of others;
3. The possession, sale or use of any alcoholic beverages of any kind and/or any unlawful drugs or substances;
4. Use of any tobacco products (including vaping).
5. Playing any other sport or engaging in any other activity other than soccer;
6. The presence of any pet of any sort other than certified guide dog.
7. The use of off road motorized vehicles and skimobiles;
8. The possession of any firearm whether licensed or not.
9. The use of any public address system, amplifier and/or megaphone.
10. The use of any generator, cooking appliance or barbecue grill.
11. Any activity which may reasonably be expected to produce any unusual, noxious or objectionable smoke, gas, vapor or odor;
12. The posting of any signs or advertisements or the distribution of any written materials calculated to generate business in any way for Licensee or others;
13. Taking up collections or making solicitations of any kind.
14. The marking of lines on any field surface with paint, tape or any other substance or material.
15. Use of the Fields in any manner that may be contrary to the interests of Massachusetts Youth or its programs.
16. Use of the Fields for any unlawful or unauthorized purpose, or in any manner that in the sole discretion or judgment of the Massachusetts Youth is offensive or contrary to the interests.

Additional Rules for our synthetic turf fields....

1. The use of chewing gum;
2. The consumption of sunflower seeds or shelled nuts;
3. The consumption of any food or drink other than water;
4. The use or possession of glass containers of any kind;
5. The use of roller blades, skateboards or bicycles;
6. The use of metal cleats or spikes, or plastic cleats longer than ¼";
7. The use or erection of any tent, tarp, structure or object which will or may foreseeably cause the penetration of the synthetic surface.