



## Rules of the Competition 2017

### 1. Registration

A date will be set by tournament organizers and communicated through the media for deadline of all teams to be registered with the instructions for completing the registration process. Teams not completing the registration process by that date will not be allowed to participate in the tournament. Any monies submitted by a team that has not completed the registration process by the registration date will be refunded in full.

*It is important to note that any team pulling out of the tournament after being registered will forfeit their registration fee.*

### 2. Player Age Qualification

Players' date of birth must be on or after January 1, 2000 to be eligible for U16 division.

Players' date of birth must be on or after January 1, 2002 to be eligible for U14 division.

Players' date of birth must be on or after January 1, 2004 to be eligible for U12 division.

Players' date of birth must be on or after January 1, 2006 to be eligible for U10 division.

Players' date of birth must be on or after January 1, 2008 to be eligible for U8 division.

3. All coaches must be registered coaches with the Bermuda Football Association (or the registered Association in the country of domicile for international teams). Persons serving suspensions under such Associations are not permitted to act as a coach or form part of the management of a team during the tournament.
4. Team rosters are limited to a minimum of ten (10) players and a maximum of fourteen (14) players except under 16 boys who will have a minimum of fourteen (14) players and a maximum (18) players. Players not designated to participate may not dress in uniform or sit on the team bench. Players may not play for

more than one team in the tournament. Players must have jersey numbers and may not change numbers once registration is complete.

5. The first team listed on the schedule is considered the home team. The home team will resolve any color conflicts. Both teams will be on the same side of the field, spectators will be on the opposite side.  
Teams' registered players & coaches only must assemble at the field benches at least 5 minutes before the scheduled match start time but no earlier than 10 minutes before the scheduled match time.  
At the end of each match both teams must line up and cross with a touch of hands.
6. All teams may be required to present the player picture identification cards that are issued by the tournament organizers at all matches. Identification cards may be checked by the field marshals during each match and returned to team officials once the match is completed. All player jersey numbers must be the same as the jersey number registered on the team sheet. If the numbers are not the same, the referee will be instructed not to allow the player participate in the match until the matter is resolved by tournament manager.
7. Teams shall not be allowed to have **Guest Players** registered with other clubs in the BFA youth leagues unless approved by the tournament committee. Guest players are permitted when the club team for which the player is registered is not participating in the tournament. Girls who are listed on boy's team's roster will be allowed to play one age year lower in the boys division as long as they are registered with that team in the BFA leagues. For instance a girl who is born in 2007 is eligible to play in the boys U8 Division.
8. Matches for the Under 8 - Under14 age groups will be two (2) halves of fifteen (15) minutes with a five (5) minutes interval unless shortened by the referee. The Under 16 age group will be two (2) halves of thirty (30) minutes with a five (5) minute interval unless shorten by the referee. During the duration of the match all substitutes and team officials must remain in the area designated for the team benches. Team officials constitute the registered team coach and the registered team manager/assistant coach. These are the only adults allowed on or around the team benches. Team officials and spectators are prohibited from standing near or along the goal lines at any time. All spectators must remain behind the barricades away from the touch and goal lines at all times. Teams must report to the designated holding area immediately after half time of the preceding match. At the commencement of each half a grace period, of two (2) minutes, will be allowed for teams to be on the field of play. If not the match will be awarded to the opposing team. The score of the match will be 3 - 0.
9. During the preliminary stage of the tournament, teams are bracketed in groups of four and matches will not have overtime periods. Matches will be counted as: Win – 3 points; Tie - 1 point; Loss – 0 points. In the elimination stage, if a winner is not decided after regulation time, kicks from the penalty mark of three (3) per team (and sudden death thereafter if a tie remains) will decide the winner of the match. Penalty shootouts involving kicks from the penalty mark taken

after regulation time are to be taken in The Penalty Shoot Out Zone specified by the tournament manager.

10. Boys' U8, U10, U12, and U14 will have the 1<sup>st</sup> and 2<sup>nd</sup> place teams in the each group advance to the quarter final stage. The U16 boys and girls' age divisions will have the 1<sup>st</sup> and 2<sup>nd</sup> placed teams advance to the age division final.
11. For groups consisting of three teams; each team will play each other once and the second and third place teams will play off to determine who will advance to the next round.
12. In the event a tie breaker is necessary to determine which teams will advance beyond the preliminary stage, the following order of tie breakers will apply:
  - Head to head competition;
  - Highest gross goals scored in overall competition;
  - Goal difference in overall competition;
  - Penalty Shoot out (as per #9)
13. For groups where the placements cannot be determined by the preceding section due to multiple identical records, all teams will draw from a hat numbers 1..... Teams that draw highest two numbers will have a Penalty Shoot out (as per #9); the loser will be out and the winner will have a Penalty Shoot out (as per #9) with the team that drew the next highest number until we determine a group winner and runner up. For example in a group of three if all three teams have an identical record the teams that draw two and three will play in the first penalty Shoot out; the loser will be out and the winner will play the team that drew number one. The winner of that match will be declared Winner of the group and the loser declared runner up.
14. Substitutions will be allowed during natural stoppage of the match at the referee's discretion. The substitution is completed when the substitute enters the field of play and the player whom he/she is replacing ceases to be a player. **Free substitution is not permitted.** Once a player leaves the match and is substituted, he/she can return to play further in the match i.e. re-entry will be allowed.
15. The official match report for each completed match must be verified (i.e., score, cautions, sending offs and all star choices) immediately after the game by the team coach or manager. Match reports that are not verified stand as submitted and may not be contested or appealed.
16. **Players or coaches sent off during a match are not allowed to play /coach in the remainder of the tournament.** A player receiving two cautions during the preliminary stage of the tournament is not allowed to play in the next match. A player receiving two cautions during the elimination stage of the competition is not allowed to play in the next match. In case of continued bad conduct of players, teams, officials, or supporters, the team may be withdrawn from the competition. **Coaches are responsible for the conduct of their team and**

**supporters. Coaches, managers or fans that continue to be guilty of misconduct will be escorted off the NSC grounds by tournament security.**

17. Any player or coach sent off during the tournament or any player receiving multiple cautions during the tournament may be required to attend a Disciplinary Committee hearing. Players must be accompanied by their coach and /or manager. The Disciplinary Committee will review official Match Reports, and they will determine if a hearing is necessary. Any hearing could result in the player or coach being required to sit out additional matches or being refused to participate in the competition in the future. Team officials will be notified as soon as possible if a HEARING HAS BEEN SCHEDULED.
18. Judgment calls by referees may not be appealed.
19. Disciplinary Committee decisions may not be appealed.
20. All protests must be submitted in English to the Disciplinary Committee within one half hour of the end of the match with a \$50 cash non-refundable fee. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of football and may not be appealed.
21. Subject to the foregoing, FIFA Laws apply with the following exceptions:
  - Unlimited substitution
  - Minimum of 5 players per team on field of play at one time except U16 which the minimum of players is 7
  - Maximum of 7 players per team on field of play at one time except in the under 16 boys who will have a maximum number of 11 players
  - Size four (4) ball (provided by tournament organizers) for all age groups except Boys U14, U16 and girls U16 who will use size five (5) balls.
22. **Please note that FIFA Laws of the Game number 4, the wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards.**
23. Games will not be made up for loss of time due to an Act of God (like lightning). Those games will be determined by Penalty Shoot Out as per #9.
24. In the event that the tournament is cancelled, a refund of the entry fee (if any) or a portion of the entry fee (if any) will be determined by the tournament committee after all expenses have been calculated.
25. The decision of the Tournament Chairman, in conjunction with the Tournament committee, on any matter is final and may not be appealed.