

**** CONGRATULATIONS ****

**WELCOME TO THE
2007 MASSACHUSETTS TOURNAMENT OF
CHAMPIONS**

The Massachusetts Tournament of Champions weekend will be filled with many a trying moment for players, coaches, parents and officials.

Let us all try to remember the true *SPIRIT of the GAME*.

Sportsmanship, Fair Play and Respect will always be valued cornerstones of the GAME.

Take pride in yourself, your team, your town and your league.

Represent them with dignity & sportsmanship.

Team Sportsmanship Awards will be given to those teams which best exemplify the true meaning of Sportsmanship & Fair Play

GOOD LUCK TO ALL. !!!!!!!

MTOC COMMITTEE

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Ted Ritchie

Peter DeNatale

Greg Nowicki

Dave Coutts

Jack Waron

Bob Trudeau

Andy Page

Ben Myers

Lou Teixeira

John Ostrom

Skip Gorman

Sheldon Epstein

Chairman, Middlesex

Vice-Chairman, BAYS

BAYS

Berkshire

Coastal

Essex

Essex

Mays

Nashoba

Pioneer Valley

South Coast

South Shore

South Shore

MTOC Procedures and Rules

Qualifying for the Massachusetts Tournament of Champions is a tremendous achievement. This tournament brings together over 200 teams from throughout Massachusetts, each of which has worked hard all spring to earn the honor of representing their league. Your MTOC Committee is delighted to host some of the finest teams from throughout the state. We are expecting nearly 4,000 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 of competition and a high degree of sportsmanship in this tournament. We look forward to your participating in, and extending, that rich tradition.

We recognize that in the heat of competition emotions can run high. We sincerely hope that all participants, including players, coaches and fans, will strive to maintain a balanced perspective of the purpose of the tournament. We are here for the growth and development of the state's top players, both as soccer players and young adults.

Sportsmanship is an important part of the Massachusetts Tournament of Champions. Respect for fellow players, coaches, spectators and referees is a value we hold in high regard. In each division of play in the tournament, one team will earn the recognition of the Sportsmanship Award.

Each of the MTOC leagues provides two volunteers to assist in the process of determining the Sportsmanship Award winners. Each of these volunteers have been involved with youth sports for a number of years and are known throughout their town leagues to set the highest standards of sportsmanship.

Additionally, each referee crew (center referee and assistant referees) will be providing input to the Sportsmanship Committee. The volunteers and referees will be looking for consistent displays of both uncommonly good and kind behavior on the part of players, coaches and parents. Likewise, they will be noting the occurrence of the opposite type of behavior – players who resort to fouls in an attempt to gain advantage, coaches who berate or badger their players, or fans who shout at opposing players, referees or even their own players (often their own children!).

In the final analysis, recognizing good sportsmanship just isn't rocket science – we all know it when we see it, and we are often painfully aware when it doesn't exist. Through the continuous gathering of information by the referee crews and the sportsmanship volunteers from each league, we hope to select a winner from each division of play. The Sportsmanship Committee will not, however, select a winner if there isn't one that is truly deserving in a particular age bracket. Unfortunately, this has been the case in a few instances in previous years.

The information provided on the following pages should answer most of your questions regarding the logistical details of the weekend, schedule, and rules. In addition, the MTOC Committee members will be available throughout the tournament site. Please do not hesitate to ask them for assistance.

TEAM REGISTRATION and CHECK-IN:

1. Teams should report to the registration tent at least 30 minutes prior to their game time. For all preliminary round games, teams check in only before their first game of the day. For all semi-final and championship games, teams must check in prior to each game. Many teams will be checking in at the same time, and the tournament staff will do their best to make the process proceed smoothly and quickly. Cooperation on the part of Players and Coaches is also important to assuring that the registration process works well. Here's what needs to happen:
 - a. Rosters eligible for MTOC play are frozen as of June 1 each year. Rosters are limited to 18 players (15 for U12) .No changes may be made to rosters after June 1. The roster you present at your first registration check-in is your roster for the full tournament.
 - b. Each team must bring 4 game official game roster forms to the tournament. These forms must be the same forms approved for use in your home league, and must be stamped by your league registrar.
 - c. Rosters must be typed, with players in alphabetical order, and must be completed to show the jersey number of each player. Jersey numbers will be verified during the check-in process.
 - d. Each player and coach must have a current Player Pass Card (with picture) laminated in clear plastic. Many leagues are allowing players to reuse passcards from year to year, and some age getting a little out of date. Players and coaches must be recognizable from their passcard pictures – if there is any question, please have the passcard redone prior to the tournament weekend.
 - e. Players must be in full uniform and ready to play at check-in. Teams must play in the same uniforms in which they have checked in (see uniform information below.) Teams will line up in roster order (alphabetical) and will then be check-in.
 - f. No more than **3** out-of-state players are allowed on a team's roster. These players must be rostered as per the Mass Youth Soccer rules on out-of-state players.

Failure to supply rosters and/or rosters and players cards will result in the head coach being suspended for each game that the forms are not available. If the information is not available prior to the completion of the game, the game will be recorded as a forfeit.

UNIFORMS

2. Players' uniforms consist of:
 - a. a soccer jersey with visible, legible, non-duplicating numbers matching the roster listing
 - b. soccer shorts of matching color
 - c. pair of matching socks
 - d. pair of soccer shoes (NO SPIKES ALLOWED)
 - e. shinguards are mandatory. Players will not be allowed to check-in or play without them.

There are sound reasons behind the uniform requirements. Matching uniform details are of tremendous importance in assisting the officials of the games. For example, having each team in matching socks helps the referees visually untangle a mass of players' legs and determine who touched a ball last.

The HOME team will provide alternate jerseys (or mesh pinnies which allow the player number to be discernable). The home team is the team listed first on the schedule. The referee shall have final say on color conflicts.

3. Please note that players' uniforms do **not** include:
 - a. cut off shorts
 - b. JAMS
 - c. spandex that does not match the short color
 - d. boxer shorts
 - e. jewelry (string bracelets, barrettes, hairpins, earrings, etc.)
 - f. casts, splints, hats, hard protective headgear or unprotected braces
 - g. unnecessary zinc oxide painting or other offensive displays

Tournament officials will inspect each team during the check-in process, giving special attention to potentially dangerous items (casts, splints, jewelry, faulty cleats) as well as assuring that protective items like shinguards are in place.

In all instances, the tournament 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 Tent, and the judgment of the tournament's Director of Referees will be final.

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

GAME LOGISTICS

4. 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 the players and two coaches per team are allowed on the team side of the field.
5. Substitutions are unlimited. Both teams may substitute on a goal kick, after a goal, and at half time. As to throw-ins, however, only the team in possession has the initial option of substituting, but if it does, the opposing team may substitute as well. All substitute players should be ready at midfield, and substitutions are made with the referee's consent.
6. In U12 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.
7. All preliminary round-robin games will consist of 25 minute halves with a 5 minute halftime interval. 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.
8. 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.
9. 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, 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;
 - b. In the event of a stoppage, games that are in the first half will be replayed in their entirety, subject to time and field constraints of the tournament.
10. Should conditions warrant, the length of games is subject to change by the Tournament Director and the Referee Committee. 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.
11. There will be a spectator line (dashed line about 1 yard outside the touch line) on the spectator side of the field. Spectators are expected to stay behind this line. This line is for the Assistant Referee so that he/she can run his/her side of the field and see the touchline on the other half of the field.
12. There shall be **NO PETS** allowed in the game complex.
13. **NO TENTS** 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 shall be allowed only in DESIGNATED AREAS that are well away from the perimeter of the playing fields.

GAME CONDUCT

14. Players, coaches and spectators are expected to conduct themselves within the letter and the SPIRIT of the law. MTOC committee expects 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.
15. No player ejected (red carded) may reenter that game, nor may the player have a substitute. Any player ejected from a game will be ineligible to appear until after the completion of the team's next game. Penalty kick procedures are not considered games.
16. If two red cards are assessed to a team, that team will forfeit the game. The Tournament Committee and the Referee Director will determine whether further action is warranted.
17. Coaches receiving a Red Card (EJECTION) for any reason will be SUSPENDED for the REMAINDER of the Tournament.
18. Each coach is responsible for his/her spectators' behavior. Coaches should inform their spectators of the rules (i.e.: behavior, spectator line, 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.
19. PROTESTS: any protest must be in writing and submitted to the tournament committee (located at the registration tent) along with a \$100.00 cash protest fee. The protest must be filed within one hour of the completion of the match in question. The protest fee of \$100.00 will be returned if the protest is upheld.

ADVANCEMENT TO THE FINAL FOUR (Semi-Finals)

20. The **official scores** will be posted **only** at the main registration tents at the Mullin Fields. Each team's coach has the responsibility of having a team representative check scoreboards at the registration tent to determine if their team is advancing, and to obtain their scheduled time and field location.
21. In divisions of competition with three sections, the winners of each preliminary round-robin section of play will advance to the "final four" along with a wild card team. The wild card team will be that team with the best record of those teams not qualifying as sectional winners.
22. In divisions of two sections, the winners and runners-up in each round-robin section of play will advance to the final four.
23. The determination of order of finish will be made according to the following procedures:
 - a. Aggregate points earned in preliminary round games (3 pts for a win, 1 pt for a draw);
 - b. Head-to head results;
 - c. Goal differential, to a maximum of four earned per game;
 - d. Fewest goals allowed overall, to a maximum of four per game;
 - e. Most shutouts
 - f. MTOC~FIFA penalty kicks (to be taken immediately after the preliminary round robin phase of the tournament is completed – see special details applicable to this provided below.)
 - g. In the event of a three way tie within a section, the head-to-head results tiebreaker will not be considered
 - h. In the event of a forfeited game, the non-forfeiting team will be awarded
 1. 3 points for a win;
 2. a goal differential equal to the average goal differential of the other games the forfeiting team played vs. other teams in the same section;
 3. a goals allowed of zero.

SEMIFINALS AND FINALS

24. All semi-final and championship games shall be as follows (schedule permitting):
 - a. U12 = 30 minute halves
 - b. U14 = 35 minute halves
 - c. U16 = 40 minute halves
 - d. U18 = 40 minute halves
 - e. U19 = 40 minute halves
25. Overtime periods will only be played in the semi-final and championship rounds of play. All overtime periods will conform to current FIFA rules (no golden goal any more). Overtime periods will be as follows:
 - a. U12 through U19 = two **five** minute overtime periods, both played to completion – there is no sudden death ‘golden goal’;
26. If teams remain tied after regulation and overtime play, regular FIFA penalty kick procedures will be followed to determine a winner. These will take place immediately following the completion of overtime play.

Special Rules for MTOC Tie Breaker Penalty kicks (following preliminary round only):

1. The time and location for each tie breaker shootout will be set at the registration tent, generally one to two hours after the ties are determined. Each team’s coach has the responsibility of having a team representative at the main registration tent to obtain the scheduled time and field location;
2. Each team selects 7 players from the MTOC Tournament 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 their player passcards, to the referee in charge of the penalty kicks;
3. if more than two teams are tied, they will all kick penalty kicks at the same time, the order of teams participating to be determined by coin toss;
4. Each team will take five kicks from the penalty mark, 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.