



2021 North Reading Youth Soccer Fall Kickoff Classic - Rules

The 2021 Fall Kickoff Classic follows the FIFA Laws of the Game as amended by the Rules of Local Competition for the Essex County Youth Soccer Association (ECYSA) [see <http://www.ecysa.org/Documents/Rules.pdf>], and further amended or clarified below:

1. Size of the Ball:
 - Grade 3/4 and Grade 5/6 age divisions will use a #4 size ball
 - Grade 7/8 and older age divisions will use a #5 size ball
2. Game Length:
 - All divisions and ages will have two 25-minute halves
3. Substitutions may be made by either team, after proper notification to the referee, at any of the following times:
 - At half-time
 - After a goal is scored
 - Prior to a goal kick
 - Prior to a throw-in, *provided the team taking the throw substitutes first*
 - After an injury for the player involved (only the injured player may be substituted)
4. All players must wear shin guards.
5. No jewelry of any kind will be allowed.
6. No casts of any kind will be allowed.
7. Opposing teams will remain on the same side of the field during the games. Families, friends, accompanying parties, and other spectators must be on the opposite side of the field. Spectators are not allowed at the goal lines.
8. Failure to place the required minimum number of players on the field within ten (10) minutes of the scheduled starting time will result in a game forfeit to the opponent with a score of 1-0.
9. Protests will not be considered.

GRADE 3/4 RULES

1. Play 7v7 with the maximum number of players on any team's roster 14.
2. The minimum number of field players is five (5).
3. Penalty kicks are not used. If the defending team commits a foul or misconduct in its own penalty area, the free kick shall be taken on the 14-yard line at the spot nearest where the infraction occurred.
4. Offside will be enforced inside the attacking 14-yard line.
5. Goalkeepers may not distribute the ball (by kicking, throwing, or punting) past the halfway line.
6. Heading or attempting to head the ball is not permitted.

GRADE 5/6 RULES

1. Play 9v9 with the maximum number of players on any team's roster 16.
2. The minimum number of players is six (6).
3. Heading or attempting to head the ball is not permitted.

GRADE 7/8 AND OLDER RULES

1. Play 11v11 with the maximum number of players on any team's roster 18.
2. The minimum number of players is seven (7).

SELECTION PROCESS, GRADE 5/6 AND OLDER PRELIMINARY ROUND

1. Each team will receive three (3) points for a win; one (1) point for a tie; and no points for a loss. Teams will also receive one (1) point for a shutout, and one (1) point for every goal scored in a game (up to 3 goals).
 - Coaches should verify scores by the end of each day. Discrepancies or inquiries need to be made to the NRYS FKC Committee or the Official Scorer by the end of each day.
 - Game scores will be posted. The official scorer reserves the right to post game scores only showing the maximum 3 goal differential – (the maximum goal differential used to determine preliminary round bracket winners).
2. In the case of a tie in total points, the following criteria will be used (decisions of the NRYS FKC Committee are final):
 - a) Result of head-to-head competition.
 - b) Fewest goals allowed.
 - c) Most shutouts. If still tied, or not applicable, go to e.
 - d) Goal differential
 - e) A coin toss.

ELIMINATION RULES, GRADE 5/6 AND OLDER CHAMPIONSHIP ROUND

1. Championship round games will have two 25-minute halves.
2. If games are tied after regulation play, kicks from the penalty mark shall be taken in accordance with the Laws of the Game to determine a winner.
3. Only those players on the field of play at the conclusion of regulation play may take penalty kicks.

OTHER RULES

1. Team rosters must be certified by the league to which the team is affiliated and be supported by the league commissioners.

These rosters must be submitted to the NRYS FKC Committee or Official Scorer along with the Player Liability Release Forms two hours before the first game at the Official Scorer's tent at Maguire field.

Teams that do not provide certified rosters will not be allowed to play and forfeit their registration fee.

Out of state teams must provide written Permission to Travel forms from their respective state associations.

2. Players can only play for one team in the Classic. Failure to comply with these rules results in a forfeiture of any games played.
3. The first team listed in each game-pairing on the schedule will be the home team and will be responsible for wearing alternate colored jerseys when and if they are required.
4. Any player or coach ejected from any game shall be ineligible to appear in his or her team's next game. The NRYS FKC Committee may determine if other action is warranted. The NRYS FKC Committee shall notify the ejected player or coach's local and state youth soccer association of the ejection.
5. Alcoholic beverages are not permitted at any of the NRYS FKC sites. Violators will be asked by the Field Marshals or Police to leave the venue.
6. In the event of conditions beyond the control of the NRYS FKC Committee, final decisions with respect to game cancellation or termination shall lie solely with the NRYS FKC Tournament Committee.
7. Patches or pins are to be exchanged by players and coaches after each game.
8. Coaches and players must report to the designated Field Marshall 15 minutes prior to each game.

9. Rain/Inclement weather: The NRYS FKC Committee will make every reasonable effort to ensure that all games are played during the weekend. In the event of inclement weather or other safety hazards, the NRYS FKC Committee will make the decision to change, delay, reduce the length of games, count partially completed games or cancel games. If lightening or thunder is detected there will be a ½ hour delay after the last lightning or thunder is detected in the area, teams must leave the field, but be ready and stay in the area. Only the Referee, Field Marshall or NRYS FKC Committee can cancel or post-pone a game. If games are canceled, the NRYS FKC Committee, at its sole discretion, shall determine the winners based on games already played.
10. The Classic has been organized to promote healthy competition between players in the game of soccer. It is hoped that all participants, including players, coaches, and fans will join in the positive support of referees and officials. Coaches are reminded that they are responsible for the behavior of their players and fans. The NRYS FKC Committee reserves the right to disqualify a team from the Classic for gross misconduct on the part of any or all of its coaches, players, and/or fans. The decision of the NRYS FKC Committee shall be final.
11. NRYS FKC Committee reserves the rights to adjust any rules/regulations to comply with local Board of Health regulations and/or MYS rules due to the Covid 19 pandemic.

FORMAT – GRADE 3/4

All Grade 3/4 teams participating in the Fall Kickoff Classic will play a minimum of three games during the weekend. All players will receive a participation award.

FORMAT GRADE 5/6 AND OLDER

The Fall Kickoff Classic will consist of two (2) rounds as follows:

Preliminary Round

Teams will be placed in 3, 4, or 5 team brackets. In brackets with 4 or 5 teams, each team will play every opponent once for a total of 3 or 4 games. In brackets with 3 teams, each team will either play every opponent once for a total of 2 games, plus 1 or 2 additional cross-over games with an opponent in a different bracket. Alternatively, each team in a 3-team bracket may play every opponent twice for a total of 4 games.

The NRYS FKC Committee will determine the number of divisions of competition to create, based on the number of teams and other factors. Two teams from each division will continue on to the championship round.

Championship Round

The two division finalists will play under "Elimination Rules" for a first-place cup.

These teams will have their team name placed on the Fall Kickoff Classic Winners web page.