



Tournament Rules

The rules on the field will adhere to the most recent FIFA laws of the game, unless otherwise noted by tournament directors.

1. Team Composition

- 1.1.** The play is 11v11.
- 1.2.** You may have up to 22 players plus Manager, Head Coach, and Assistant Coach on the roster.
- 1.3.** Out of the 22 players at least 17 players must either born or have heritage from the country you represent.
- 1.4.** If you like to have a team representing two or more different countries (Ex: Liberia/Nigeria) you must get approval from the Tournament Director beforehand.
- 1.5.** Players must be 18 or older.
- 1.6.** All players must bring to the tournament a photo ID that shows their birth date.
- 1.7.** All players must be named on the roster. Players may be on only one roster.
- 1.8.** You may not add or remove players from the roster after check-in.

2. Application

- 2.1.** Twenty (20) teams will compete in the tournament on August 6th and 7th.
- 2.2.** The cost per team is \$600 which includes the team fee charge and 30 tickets for the event (\$150 value). The application deposit is \$300 due by May 1st and the balance of \$300 is due by July 1st.
- 2.3.** If more than 16 teams apply and pay their deposit by May 1st, the following rules will determine who may play in the tournament:
 - 2.3.1.** Distribution of teams based on continent
 - 2.3.2.** History of the team from last year's tournament (if applicable)
 - 2.3.3.** ONE Lowell tournament management reserves the right to make these determinations, and all determinations are final.

3. Tournament Schedule and Format

Team Groups

Teams will be divided into four (4) groups of four (4) teams, as followed:

Group A	Group B	Group C	Group D
A-1	B-1	C-1	D-1
A-2	B-2	C-2	D-2
A-3	B-3	C-3	D-3
A-4	B-4	C-4	D-4

Game Schedules

Each team will play at least three (3) games. Teams will play either one (1) game on Aug. 6th & two (2) games on Aug. 7th or two (2) games on Aug. 6th & one (1) game on Aug. 7th

Saturday, August 6th

Stadium Field (30 minute halves)		Varsity Field (30 minute halves)	
8.30 AM	A-1 vs. A-2	8.00 AM	A-3 vs. A-4
9.30 AM	C-1 vs. C-2	9.30 AM	C-3 vs. C-4
11.00 AM	B-1 vs. B-2	11.00 AM	B-3 vs. B-4
12.30 PM	D-1 vs. D-2	12.30 AM	D-3 vs. D-4
2.00 PM	A-2 vs. A-4	2.00 PM	A-1 vs. A-3
3.30 PM	C-2 vs. C-4	3.30 PM	C-1 vs. C-3
5.00 PM	B-2 vs. B-4	5.00 PM	B-1 vs. B-3
6.30 PM	D-2 vs. D-4	6.30 PM	D-1 vs. D-3

Sunday, August 7th

Stadium Field (30 minute halves)		Varsity Field (30 minute halves)	
8.00 AM	D-1 vs. D-4	8.00 AM	D-2 vs. D-3
9.00 AM	B-1 vs. B-4	9.00 AM	B-2 vs. B-3
10.00 AM	A-1 vs. A-4	10.00 AM	A-2 vs. A-3
11.00 PM	C-1 vs. C-4	11.00 PM	C-2 vs. C-3
12.00- 1.00 BREAK		12.00- 1.00 BREAK	

Quarter Final

Stadium Field <i>(30 minute halves)</i>	Varsity Field <i>(30 minute halves)</i>
1:00 PM (1) Group B winner vs. Group D runner-up	1:00 PM (2) Group D winner vs. Group B runner-up
2:00 PM (3) Group A winner vs. Group C runner-up	2:00 PM (4) Group C winner vs. Group A runner-up

Semi-Final

Stadium Field <i>(30 minute halves)</i>	Varsity Field <i>(30 minute halves)</i>
4:30 PM (5) (1) vs. (2)	4:30 PM (6) (3) vs. (4)

Third Place (Shootout)

Stadium Field
6:00PM Semi-Finals loser (5) vs. Semi-Finals loser (6)

Final

Stadium Field
6:00PM Semi-Finals winner (5) vs. Semi-Finals winner (6)

3.1. The tournament committee reserve the right to adjust the duration of games as needed to complete the tournament.

4. Rules for Advancement

4.1. Game points: 3 points for a win, 1 point for tie, and 0 point for a loss.

4.2. If teams are tied in the standings, the following criteria will be used to determine the team's order of finish and/or placement in any subsequent playoffs:

4.2.1. Head to Head competition (used only if 2 teams tied).

4.2.2. Goal differential (Maximum of 5 per game)

4.2.3. Goal scored

4.2.4. Fewest goals allowed

4.2.5. FIFA Penalty Kicks

4.3. Resolving ties in the Quarter-Finals, Semi-Finals, and Finals matches: If the match is tied at the end of regulation time, the winner will be penalty kick procedure.

4.4. Game Scores: The referee will turn in scores with game summary.

5. Game Starts and Forfeits

5.1. Teams must show up to the field 15 minutes before the scheduled start.

5.2. Seven players from a team must be present and ready to play on the scheduled start time. Otherwise the team will forfeit, and the score will be counted 2-0.

5.3. Teams MUST play all three games in the eliminatory round, even if they lose the first two games. Teams who do not complete all three games will not be eligible to play in future ONE Lowell World Cup.

6. Substitutions

6.1. Unlimited substitutions, when allowed by the referee.

6.2. All substitutes shall be made from the half field line and entrance upon referees signal.

7. Waivers and Release Forms

7.1. All players must sign a release/waiver form before playing.

7.2. All players/coaches/managers must sign that they agree to abide by the rules.

8. Players Equipment

8.1. All players must have to wear OLWC wrist bands.

8.2. Players must wear matching shirts with unique numbers.

8.3. The goalkeeper must have a different colored shirt.

8.4. Each team should bring alternative color shirts or pinnies.

8.5. The toss coin will take place to decide which team will have to wear their 2nd uniform or pinnies.

8.6. All players must wear shin guards.

8.7. No jewelry is allowed, except religious items that players do not wish to remove, as long those items do not represent a danger to other players.

8.8. Splints or cast will not be allowed.

9. Officiating

9.1. Experienced and licensed officials will referee each game.

9.2. Only coaches, managers, and players may stay on the player's sideline.

9.3. Harassment of the officials from coaches and spectators will not be tolerated and is grounds for a person to be removed from the premises.

9.4. All officiating decisions are final. *There will be no protests allowed.*

10. Field Marshals

10.1. Field Marshals will be present at all fields.

10.2. The Marshals have the authority and right to remove any unruly or uncivil spectators from the game field perimeter and/or the field site/facility.

11. Disciplinary Action

11.1. If a players or a coach receives a red card or two yellow cards during a match that player or coach must leave the field and sit out their next match.

11.2. If players accumulate three yellow cards, they must sit out the following match. This applies to all matches, including Round 16, Quarter-Finals, Semi-Finals, and Final matches.

11.3. *No violent behavior will be tolerated. Anyone who initiates a fight will be required to leave the premises and will be suspended from the tournament.*

12. Winnings

12.1. The winning teams will win a trophy, medal for each player, and cash value (to be announced).

12.2. The second place team will win a trophy and medal for each player.

12.3. The third place team will win a trophy.

13. Ceremony

13.1. Each team must bring a flag for the country or countries they are representing.

14. Food and Alcohol:

14.1. Alcohol will not be permitted anywhere on the premises or in the area near the tournament.

14.2. Teams may bring one cooler onto the field. Spectators may not bring coolers.

15. Unforeseen Circumstances (example: weather)

15.1. The Tournament Rules Committee reserves the right to make the following changes in the event of unforeseen circumstance such as inclement weather:

15.1.1. Relocate and /or reschedule a match.

15.1.2. Change a division structure.

15.1.3. Reduce scheduled duration of a match.

15.1.4. Delay or Cancel a match.

15.1.5. *In the event that play must be halted and cannot be complete during the scheduled time, the score shall stand if a least half of the match has been completed.*

Every player, coach, and affiliate of a representing team must adhere and uphold the spirit of the game and festival, which is celebration and displaying the most positive qualities of the communities represented.