

Coaches Frequently Asked Questions (FAQ)

(Revised 7/30/09)

Below are some Frequently Asked Questions that we receive from the many coaches who come to our tournament. If you have a question, please scan below to see if we've answered it before contacting us. If you don't see a question answered, then send us an email to: pepperellfallclassic@pysl.org

General Questions

What is the cost?

Each 6v6 U8, U10, U12, U14 or Highschool team is \$250. Each 8v8 U12 team is \$300. We will be offering discounts for multiple teams from one club. We will offer a 5% discount for 5 or more teams and a 10% discount for 10 or more teams from one club. THAT'S at least ONE FREE TEAM if you have 10 OR MORE TEAMS from your club!

How do I register?

We accept online registrations at www.pepperellfallclassic.com or provide a downloadable form which has mailing instructions in it.

How is the Tournament set up?

Our tournament is based on everyone being placed in a group of four to six teams and playing a 3 game round robin.

Which day would I play?

All Girls and all U8 teams have group play on Saturday. All Boys teams (except U8) have group play on Sunday. All quarterfinals, semi-finals and finals are played on Monday. Coed teams will be scheduled on either day as space permits.

Recreational Teams can sign up for a 3-game or 5-game set?

Recreational teams in a 3-game division play their 3 game round robin on Saturday or Sunday depending on their gender. Recreational teams in a 5-game division play their fourth and fifth games on Monday. This is all subject to change, of course, but we do use this as the guideline and are typically pretty successful sticking to it. Please be sure to check the final schedule to verify when your team plays.

When will the schedule be posted?

PFC would like to have the schedule posted on the website 1 week before scheduled start date with changes able to occur up until the Wed before the tournament. It is advised to ALWAYS check the schedule Friday for any further changes.

Monday 5-game schedule will be posted after your first day of play.

What is required at a patch tournament?

This is a patch tournament and each team must bring patches to trade after each game. Each team should plan on enough patches for 3 games your first day (12 players plus a coach). Teams that come back Monday play 2 or 3 games. Check your division's schedule for Monday.

Do the Coed Highschool teams have a specific rule?

The coed highschool division MUST have 2 female players on the field at all times.

Where are trophies given?

U12Rec & all U8, U9, U10 teams should pick up their participant awards after their last Sat or Sun game at the Bandstand Gazebo on the Town fields. Top 3 finishers in the competitive divisions (U12, U14 and highschool) will receive their trophy at the Varnum Info tent after the playoffs on Monday.

Coach's Check-in

The coach's check-in will be available on the Friday before the tournament from 6-9 pm at **the Sis McGrath Community Center** located on RT111, Hollis St, directly in front of the Town Fields (the T1-T4 fields, see the PFC Field map).

What do I need to check-in?

You will need a roster. For those teams not affiliated with MYSA (out of state) will also need medical release forms for each player and permission to travel form for the team. You must also submit a patch at the registration check in so we can display them at the tournament. One representative may pick up the coach's packet for some or all the teams in their program provided they have all the paperwork.

What will I receive at check in?

You will receive a coach's packet. This includes tournament patches for you to give to your team. It will be your responsibility to have a tournament schedule and team listing which can be printed from the website.

What do I do if I can't make Friday night?

It is highly recommended to have the teams checked in on Friday night. If you are not able to come for Friday then it would be helpful if you could mail a copy of your paperwork (8 Merrimac Drive Pepperell, MA 01463) in ahead of time so any problems can be addressed before game day. Any coach who does not stop by on Friday night MUST check in 45 minutes before** their first game. ALL LATE CHECK-INS WILL CHECK IN AT THE INFO TENT and receive their coach's packet:

- U12 and above ON THE VARNUM BROOK FIELDS
- U8/U10 ON THE TOWN FIELDS.

If you are the first game of the morning then please come only 30 min prior at 7:30am as staff will not be available before then to check you in.

Roster Questions

Why must all players be registered with their state's Youth Soccer Assoc (YSA)?

This is a USYSA certified tournament. It is required that every player and coach is registered with USYSA through their respective state organization (e.g. MYSA, NHYSA, RIYSA). This provides the USYSA liability insurance required for the tournament (and greatly reduces the paperwork for you and us by eliminating the need for a medical release form from each and every player).

We are coming from outside Massachusetts, what paperwork do we need?

Out of state teams must get the appropriate permission to travel and certified rosters from their state's Youth Soccer Assoc (YSA) as well as medical release forms for each player. Our tournament's form that is needed to submit for permission to travel can be downloaded from the tournament website at: www.pepperellfallclassic.com

We are a Massachusetts team, what do we need to submit?

Mass. teams playing in a MYSA league (e.g. BAYS, Middlesex, Nashoba Valley) must supply their League-certified roster. Town/REC teams must submit a stamped or signed roster from their MYSA-certified program.

I have players on our roster that are not attending the tournament, what should I do?

Simply draw a line through the names of the players on the roster who will not be attending. The allowed roster size is 12 players for 6v6 or 15 players for 8v8.

I'm splitting my 11v11 team into two tournament teams, what do we need to submit?

If you're splitting your team into two tournament teams, submit a League certified roster for each team with the appropriate players crossed off each.

We are combining players from multiple teams, what do we need to submit?

If you are taking players from multiple teams, you may submit the rosters from the multiple teams with all players crossed out but the players coming.

We want to add a player for the tournament who is not currently playing on a team, what do we need to submit?

If you are adding a player for the tournament who is not already playing on a MYSA registered team this fall, you must submit a roster and register this player thru MYSA. Please start this paperwork ASAP.

Can we change a roster once it's been submitted?

You may submit a roster change at any point up until the start of your first game. This roster change must be approved with a stamp or signature by a certified league representative prior to the start of the game such that you are in eligible standings. Once your first game starts, those are the players you must use for the entire tournament.

I have 13 players that want to come, is there anyway I can bring them all?

Roster limit is 12 players/team for the 6v6 play. Tournament officials may waive this requirement for recreational teams provided the coach is willing to give up their patch because the other teams may not have enough to trade. For competitive divisions, the 12-player limit will absolutely not be waived. However, here are 2 options to consider for the tournament: 1) you can move one or several players to another team 2) play as a recreational team within your group. You would play 3 games and every player gets an award. The other 3 teams in your group would receive a forfeit for their competitive records.

Can a player be put on more than one roster (i.e. double roster)?

Double rostering a player is NOT allowed within an age group for competitive play (e.g. BU12A & BU12B). Double rostering is allowed across age groups (e.g. BU11A & BU12B) or if one or both of the teams is in a recreational division.

Team Placement

How is placement done?

The entire tournament is based on creating groups of four to six teams. As an example, suppose GU12A had 7 teams register while GU12B had 13 teams. We then try to find the strongest GU12B team and move it to GU12A. This creates an 8-team division and a 12-team division. Often, teams must be moved to balance or consolidate divisions.

How would you describe the divisions?

Sometimes there is a misconception that the "A" group will be filled with club teams and your town travel team does not belong there. This is a fun 6v6 tournament that does get a very good level of competition, but there are no club teams that come, they all go to the 11v11 tournaments. Our "A" group is typically Div 1 and strong Div 2 town travel teams and the "B" group is made up of weaker town travel teams and rec teams.

Can you make sure that I don't play someone from my own town or league?

We realize that one of the biggest reasons to play in a tournament is to play teams you would normally not see. We work very hard to give everyone a diverse mix in their group. We also work very hard at placing teams of similar ability within a group. These two goals can be at odds with each other at times.

I registered for BU11A. Why was I put into BU12B?

We need at least 8 teams to make a viable competitive division. If a single year division won't fly, then we typically move them up an age group and down a division. When doing our pairings for groupings, we will keep these U11A teams together so they play in the same group. If we have to add a U12B to the group, then we look for younger U12B teams to make the best match possible.

How do you determine the relative strength of a team for placement?

We rely heavily on the comments that you, the coach, give us about your team. We trust that everyone is being fair. In addition to this, we have a good feeling from years of experience how the different leagues, as well as towns, stack up. We supplement this with many years of records and results that we maintain from past tournaments. We often check to see what a particular town or even coach did at our tournament last year or the year before. Sometimes, we'll even call the coaches to get more info for placement.

Competitive Divisions

How many teams return on Monday?

In competitive groups, at least the top two teams from each group come back on Monday.

Check scorer's table before leaving!

How many teams get trophies?

In each competitive division, awards go to the top 3 teams. The teams that lose in the semi-finals will play a third place match for the third place award.

Our team went 2-1, but didn't make it to Monday. How can that happen?

If there are 8 or 16 teams in a group, only the top two teams from each round robin return on Monday. You can end up with a three way tie if team #1 beats #2, #2 beats #3, and #3 beats #1. Assuming team #4 loses all 3 games, then #1, #2 & #3 all have 2-1 records. We then go to tiebreakers, and only two of the three teams will go to Monday. For tournament play, know your tiebreakers! Also, check scorer's table before leaving! Note: the scorer's table is located at the info tent on the Varnum fields. This should allow for more timely updates and easier viewing of results.

Our team went 1-2, but still made it to Monday. How can that happen?

This is similar to above; only team #4 wins all 3 games and advances. The 3 remaining teams split with each other and end up with 1-2 records. This is a three-way tie for second place. We then go to tiebreakers, and one of the three teams will go to Monday. For tournament play, know your tiebreakers! Also, check scorer's table before leaving! Results will also be posted on the tournament website each evening so you can check to see if you're coming back for the playoffs from home that night if you can't stick around for the afternoon.

I'm in a 12-team division, but don't understand who plays where on Monday. What's up?

It's not as complicated as it might look. A 12-team division is divided into 3 groups of four with eight teams total moving on to Monday (i.e. top two in each group, plus the next best two teams based on tiebreakers, etc). The eight teams play in the quarterfinals. The winners of the quarterfinals advance to the semi-finals. If field space allows, we may be able to have friendly between the quarterfinal losing teams.

Parking (see PFC Field Map)

Parking will be available in the VBES back parking lot (enter from Tucker Ave) for games on the Town (T1-T4) and Comisky (C1-C4) Fields. Parking will be in the Nissitissit Middle School Parking lot (@ end of Tucker Ave) for games on Varnum fields (V1-V8). NO parking is allowed in the streets. Please note: Cars will be towed at owner’s expense if they park in the streets.

Handicap Parking is located in the Community Center parking lot for games on Town fields, T1-T4 and Comisky fields, C1-C4. The Community Center is right on RT 111 (Hollis St.), directly in front of the Town Fields. Handicap parking for the Varnum Fields, V1-V8 is located in the parking lot behind the Varnum Brook School.

Check the website a few days before the tournament for updates to the parking situation.

Game Day

The tournament schedules only lists the four teams in my group, the 3 game times and a pair of fields. How do I know which team plays where?

To schedule a tournament of this size, we have automated much of the process including scheduling. All groups follow the same formula. The four teams play two games at the same time on adjacent fields. The group stays on the same pair of fields for all 3 games. The field assignment is based on the team # assigned to each team within a group.

	Odd # Field	Even # Field
1 st Game	1 vs 2	3 vs 4
2 nd Game	1 vs 3	2 vs 4
3 rd Game	1 vs 4	2 vs 3

Just remember that team #1 stays on the Odd # Field and plays 2, 3 and 4 in that order. Below is an example:

8:00, 9:20, 10:40	Field C3,4	Field C3	Field C4
1 st Game – 8:00am		1 vs 2	3 vs 4
2 nd Game – 9:30am		1 vs 3	2 vs 4
3 rd Game – 11:00am		1 vs 4	2 vs 3

What do I need to do on game day?

On game day, the coach should bring roster copies. Allow plenty of time. Arrive at the tournament site 45 minutes prior to your first game. We play rain or shine! For questions, look for officials wearing lime green tees with STAFF on the back, driving around in golf carts or stop by one of the info tents (one on Varnum Field, one on Town Field).

Game time flow?

The game start times are every 45 minutes. It is important to move things along to keep on schedule. Be ready to play as soon as the previous game ends. At half time, switch ends immediately for play to resume (no breaks, no substitutions) as the clock does not stop. Finally, when your game is over, move back from the field and then shake hands & exchange patches on the sideline so the next game can get started. We appreciate your help. It really makes the tournament run smoother.

Sportsmanship rule.

We pride ourselves on running a fun tournament. We work extra hard to make the most competitive matchups we can. In the unfortunate event that you find yourself on the high end of a lopsided game, please show some good sportsmanship. Our tiebreakers are designed to minimize scores being run up (e.g. the max goal differential is 4).

First Aid

We have a certified athletic trainer on site for the entire duration of the tournament to tend to any injuries that occur during games. However, ***it is still strongly recommended that each coach bring their own first aid kit and ice packs.*** It may take the trainer a couple minutes to get to you. If you need the athletic trainer, you need to find one of the marshalls, either on a golf cart or wearing a lime green shirt with STAFF on the back. They will contact the trainer and the trainer will get to you as fast as he can (remember he may be tending to another injury). If you feel that an ambulance is immediately necessary, then call 978-433-2424 from a cell phone and ask for an ambulance.

Still have a Question

If you have any questions or comments, feel free to email them to pepperellfallclassic@pysl.com .

Above all else, have FUN!