RULES OF PLAY FOR SOUTH FLORIDA SOCCER CLASSIC:

Except as otherwise provided herein, the rules of US Youth Soccer and FIFA “Laws of the game” shall govern this tournament.

ELIGIBILITY: Age, the age groups for this tournament shall be in accordance with the US Youth Soccer age groups for the current year for Boys and Girls: U9, U10, U11, U12, U13, U14 Divisions for single age years will be implemented if there are enough entries as determined by the tournament committee.

REGISTRATION: All players must be currently registered with their respective USSF National Affiliates.

**Team Registration:**

 This tournament is open to all USSF affiliates as defined by the rules of USYSA or their National Organizations; US Youth Soccer, US Club Soccer, AYSO etc.

 Out of State teams must submit an approved US Youth Soccer travel permit (US Club Soccer Not applicable).

 All teams must submit National (State) Association approved team roster which may include a maximum of five (5) guest players

 All teams must have approved National (State) Association Players and Coaches Passes and must be laminated with photo and verified.

 FYSA COMMUNICABLE DISEASE RELEASE OF LIABILITY AND ASSUMPTION OF RISK AGREEMENT FOR EACH PLAYER AND PARENTS/GUARDIAN

 Medical release forms for each player.

 Five (5) copies of approved team roster.

 Five (5) copies of approved Guest player Form if applicable.

Any last minute schedule changes will be given out at check-in on Friday night. Missed games will be scored as a forfeit.

**Game Information:**

Any team that is not accepted in the tournament will receive 100% of their registration fee within 5 days and any team that withdraws prior to acceptance to the tournament will receive 100% of their registration fee within 10 days. Once a team is accepted and withdraws from the tournament, there will be no refund.

All teams are scheduled to have three preliminary games. An approved typed tournament roster will be presented to the referees prior to each game. Home Teams will provide FIFA Approved game Balls. Finals will be played on Sunday afternoon. Game score cards will be filled out by the match referee with each team Coach signing that the score is accurate. The referee will submit the score sheet to the field marshal or to the referee game assignor (if there is no field marshal) at the conclusion of the match. The Coach must verify the posted score prior to the team’s next game. If any discrepancy occurs between the two reported scores, then the referee’s score will be final. In the event of inclement weather, the Tournament Director has the authority to reschedule or cancel the Tournament. If the tournament is cancelled refunds will be issued.

. All teams over 90 miles must book lodging through Tournament Hotels as a condition to compete - no exceptions.

. Addresses used for the determination of the distance/time will be the address of the Tournament Soccer fields and the Club’s physical address or the physical address of the Club’s home fields whichever is closer.

. Google Maps or other approved online mapping services will be used to determine driving distance and time.

**Game Format:**

Age Division Birth Year Range Maximum Roster Guest Player Limit

U9 Girls and Boys 01-01-12 thru 12-31-12 12 5

U10 Girls and Boys 01-01-11 thru 12-31-11 12 5

U11 Girls and Boys 01-01-10 thru 12-31-10 16 5

U12 Girls and Boys 01-01-09 thru 12-31-09 16 5

U13 Girls and Boys 01-01-08 thru 12-31-08 22 5

U14 Girls and Boys 01-01-07 thru 12-31-07 22 5

3, 4, 5, 6, 7 & 8 team bracket.

U9-U10: 7v7 OFFSIDE USSF, USYS & FYSA RULE

U11-U12: 9v9

U13-U14: 11v11

**Heading Guidelines**

· **HEADING GUIDELINES:**

* Deliberate heading is not allowed in age groups U12 and younger
* If a U12 or younger player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
* If the deliberate header of a U12 or younger player occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred.

**Team Standings & Tiebreakers:**

Team standings will be based on the following scoring system:

 Win 3 points

 Tie 1 point

 Loss 0 points

 Forfeit 3 points – will be scored as a 3-0 win.

Goals: 5 Goals Maximum per game - goals scored and allowed.

Tiebreaker will be decided using the following format:

 Total points.

 Head to head: 3 Teams N/A

 Goals difference; the difference of most goals scored and goals allowed

 5 Goals Maximum per game - Goals scored and allowed.

 Most goals scored.

 Least goals allowed.

 Tie breakers for Semi-Finals: Straight to Penalty Kicks

 Tie breakers for Finals: U9-10 2x5 Minutes and U11-U14 2x10 Minutes.

 If teams are still tied after following the above 5 options, FIFA penalty kicks will determine the winner. Penalty kicks will only be used if both teams are at the tournament venue; otherwise, a coin toss will decide each team’s position after preliminary matches.

 **Game Length and Ball Size:**

 Ball Half Length of Games

Division Size Time Preliminary Championship

U – 9-10………… 4……..5 min……2x25………..……2x25…………...2x5 min

U – 11/12………...4……..5 min……2x25………..... …2x30…….……..2x10 min

U – 13/14-----------5……..5 min……2x30……………..2x35…………...2x10 min

**Player Substitutions:**

Players may be substituted with the consent of the field referee at the following times:

 Prior to a throw-in in your favor.

 Prior to a goal kick by either team.

 After a goal by either team.

 When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.

 At half time.

 When the referee stops to caution a player, only that player may be substituted prior to restart of the game.

 No player shall leave the field of play without the consent of the referee.

 Players shall enter and leave the field at mid-field.

**Credentials Check:**

At game time, the teams will present a stamped, approved TEAM ROSTER form to the referees prior to each game. This roster sheet contains all the Misconduct Codes USSF. The teams will not present player passes to the officials; however, should a player be ejected, the field marshal or referee will secure the player’s pass and will retain the player pass for the referee report. The player pass will be returned to the team however, player pass will be retained if Referee assault/abuse is involved.

**LAW 5: The Referee:**

The center referee for all games must be certified by the Federation.

Referees are required to submit a complete official USSF or a tournament game report to the Site Director containing game scores and any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

In the event, the assigned referee fail to appear and the assignor and /or Site Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

**LAW 6: The Assistant Referee:**

Two (2) assistant referees will be used in games U11 and above. In the event, the assigned assistant(s) fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

**Roster Size/Field Players:**

The U9-U10 Teams will play offside in a normal tournament format and team roster shall be no more than 12 players and shall have 7 players including the goalkeeper on the field. The U11-U12 Team roster will consist of no more than 16 players, which will have 9 players including the goalkeeper on the field of play. U13-U14 not more than 22 players and Coach must identify 18 players to the Referee for each game (inclusive of a maximum of 5 guest players). The remaining players on the bench that are not playing must wear the same color of Scrimmage Vest or T-Shirt. All teams will have the regulation eleven players including the goalkeeper on the field of play as per US Youth Soccer rules.

**Game Time:**

Kickoff will be at the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, or the team is subject to forfeiting the match. Running clock for all games will apply and no stoppage time will be added for injuries.

**PLAYING CONDITIONS, WEATHER, ETC.**

The home team is listed first or on top in the schedule. Both teams will occupy the same side of the field. Parents and un-rostered visitors will occupy the opposite side of the field. The home team shall wear whites or lighter colors, and will be responsible for providing the game ball. In case of inclement weather, the Tournament Director will determine if a game is to be played. Once the game has started, the decision rests with the referee. If any games are canceled, it is the team’s responsibility to check with the Tournament Director for rescheduling information. Games shall be considered complete if one-half of the game has elapsed. The score at the stoppage of play will be the final score. If one-half has not elapsed, and the game is stopped, the game must be rescheduled if the game affects the outcome of the tournament and if weather permits.

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play.

In case of inclement weather or field conditions, games may:

. Be shortened - The Tournament Director may reduce the length of matches due to weather conditions before the start of a game; all such games will be considered official.

. Be shortened - The Tournament Director may reduce the length of halves due to weather conditions before the restart of a game once delayed due to weather; all such matches will be considered official.

. Be rescheduled - Time and location determined by Tournament Director

. Go to “ Taking of Kicks from the Penalty Mark” - Time and location determined Tournament Director

. Be canceled - Tournament committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play.

If the Tournament Director rules that during the preliminary round that Taking of Kicks from the Penalty Mark will be done due to inclement weather or field conditions, the following rule will apply:

. Each team will take a maximum of five (5) penalty kicks.

. At the end of five (5) kicks the game will be scored as 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.

. Standings - 3 points will be given for the win, 1 point for a tie and 0 point for a loss

. 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement.

. If regular games have played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or 0-0 tie.

Only referees or duty manager can suspend a game already started due to weather conditions. Duration of any suspension will be determined by the Tournament Director.

In case of extreme weather (heat/humidity), a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (If played) for player hydration. This break will be given at a normal stoppage of play and it is mandatory for any FYSA sanctioned game during which the air temperature is or is expected to reach eighty five (85) degrees. (FYSA Bylaw 402.4)

**Forfeits:**

A forfeit will be declared if a team fails to report to a scheduled game with at least 7 players for U13-U14

5 players for U9-U10 and 6 players for U11-U12 within at least 15 minutes of the scheduled game time. The Tournament Director may extend the wait time based on unforeseen circumstances or make a decision to declare a forfeit. A forfeit will be scored 3-0

Tournament Discipline Committee will review the circumstances of the forfeit and may add additional penalties such as:

. Not allowing the team to be declared a division winner or wild card team

. The Committee will decide if the team will advance to the next game

. The forfeiting team may play all remaining Group play games using referees as official exhibitions if it is a forfeit for all their games in the tournament.

. The Committee will decide upon all other forfeit issues and Committee decisions will be final.

A player that arrives late at the soccer field after the pre-game procedure may enter the game after the game official(s) verify that the player is eligible and with the permission of the center referee.

A player may be challenged by an opposing coach/manager ONLY at the pre-game procedure. Challenged player(s) will be noted on the game report by the Referee and will be allowed to participate in the game if the player has been certified as eligible by the Tournament Credentials Committee. A late arriving player may be challenged at the time he/she is allowed to participate by the Referee. ANY TEAM THAT IS USING AN INELIGIBLE PLAYER WILL FORFEIT ALL GAMES PAST, NOW AND FUTURE. A report will be filed with team’s National Organization or National State Association. Contact the Tournament Director in writing if you are not sure of a player’s eligibility. Players can only play for one team in the tournament.

**Team Conduct and Discipline: FYSA Rule 502**

All players and managers/coaches shall be subject to FYSA Section 502 - Discipline and Sanctions.

It is the team’s responsibility to determine the status of its players. Any suspension from a tournament, league etc. is the responsibility of the team to notify the Tournament Director of the player’s suspension at team check-in.

Bazooka Soccer Tournaments will have a Discipline Committee of no less than (3) members. The Discipline Committee will review and rule on all reports of unacceptable conducts by players, manager, coaches, referees, spectators, etc. using the FYSA standards as set by Rule Section 502

FYSA Rule 504.1

Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Guest players are not allowed to serve suspensions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate National and State Association, Federation or any other USSF affiliated organization. The Discipline Committee recommendations will be available to the affected parties no later than before the next scheduled game.

Any ejected player or coach must be escorted by team officials and the player or coach is ineligible for at least the next scheduled game with that team. The player/coach will have no further contact during that game and the next game. Coaches with multiple teams will miss the next game of the team they were coaching. Final disciplinary action will be determined by the Tournament Director and all red cards will be reported to your State Association. The coach will be held responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. Any individual that has been ejected must leave the field area within two minutes of the ejection or the game will be forfeited. Any coach who removes his/her team from the field during the game will receive a red card, and the team will forfeit the game and all other subsequent games. If a player refuses to give his/her correct name when requested by a Referee or Tournament Official, his/her team will forfeit the game and will be removed from the tournament. Smoking, Alcohol and Pets are not allowed in the Soccer Complex.

**Team Protests and Appeals:**

None: Referee decisions are final and Tournament Committee decisions on non-referee decision disputes are final. At the conclusion of the tournament, it is the responsibility of the team’s coach or manager to pick up the passes from the tournament office. A complete report will be sent to the Florida Youth Soccer Association within 72 hours of the conclusion of the tournament for possible discipline.

**Player Equipment: FYSA Rule 402.2**

**402.2** Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules. Additionally:

a.) Screw in cleats is permitted; however, judgment as to their safety is at the discretion of the referee.

b.) Orthopedic casts are not permitted; however, soft braces can be worn with ***written*** approval from a doctor, and judgment as to safety is at the discretion of the referee.

c.) Shin guards must comply with FIFA Law 4:

1) Shin guards are covered entirely by the stockings.

2) Shin guards are made of a suitable material (rubber, plastic, or similar substances).

3) Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.

4) Shin guards are required for any FYSA event for the Safety of the players.

5) No Jewelry may be worn at FYSA sanctioned game. The only exception that may be allowed is the medical alert bracelet or necklace when taped to the body. The referee will make decision as to the safety of the player and referee’s decision is final.

**FYSA Rule 902.13 TOURNAMENT REFUND POLICY**

Tournament entry fee returns/refunds as follows:

A. Within five (5) days after notification that the team is not accepted by their application.

B. Within five (5) days upon cancellation of the tournament.

C. Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

FYSA Rules 902.10 Any team that will not be permitted to play in the contracted age group shall have the option to withdraw and receive a full refund of all entry fees. All tournaments shall notify any participant not less than fifteen days prior to the beginning of the tournament if any age group advertised will not be offered.

CONCUSSIONS:

Pursuant to Florida Statutes (FS 943.0438) Florida in 2012 enacted a very stringent Head injury and Concussion Law. If the referee (or assistant referee) believes that, in his/her opinion, a player has suffered a head injury or possible concussion, the match must be stopped IMMEDIATELY. The injured player if able to leave the field on their own must be escorted to their coach and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player’s parent(s) or legal guardians to seek medical attention. The player may not resume participation until he/she has been cleared by a medical doctor. The referee HAS NO FURTHER responsibility beyond removing the player from the match in which the player was injured. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

 **Hard casts are not allowed in the State of Florida. Any player wearing a hard cast will not be allowed to play! Wrapping a hard cast is not permitted in the State of Florida. All players must wear shin guards. No jewelry may be worn, Tobacco products of any type, Alcoholic Beverages, Pets.** Dog(s) is not allowed at Bazooka Soccer Tournament Except for Service Dog with PERMIT. **Alcohol and smoking is prohibited at this tournament.**