

# Florida Premier Spring Showcase

## Tournament Rules

**Tournament Headquarters:** Tournament headquarters is located at W.H. Jack Mitchell Jr. Park, 4025 Little Rd, New Port Richey, FL 34655 located off Little Rd. (2 miles north of State Rd. 54) Tournament Director, Novi Maric 727-534-3371.

**Team Eligibility and Registration:** Florida Premier FC Spring Showcase shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups listed in the “Tournament Rules,” provided such team is in good standing with its youth association. It shall be the responsibility of each State Association or Federation Affiliate to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster.

Tournament officials shall conduct all credentials checks:

- Pre-Tournament Online Check-in required for all teams—Instructions located on website page
- At initial registration
- At the field prior to each game. Teams should be available for check-in with the referee or field marshal 30 minutes prior to the scheduled game.

**Documents required at initial registration (online and/or at site prior to first game):**

### **Teams from the United States:**

- The players and bench personnel must present picture identification cards issued by the team’s federation Organization Member (USYS, US CLUB, AYSO, USSSA, USSF, other)
- Identification cards must be verified, photo attached and laminated.
- Teams from a US Youth Soccer National State Association outside of Florida must provide/upload proof of permission to travel.
- Teams must provide/upload a certified/approved tournament roster from the team’s Federation Organization.
- Teams must possess a completed medical release form for every player.
- Teams must provide payment to be accepted.

### **Documentation required for pre-game check-in:**

- Teams are required to have and present player and bench personnel picture identification cards.
- Identification cards will be checked against the tournament’s generated frozen roster listed on match reports.
- Teams must have on hand a certified/approved tournament roster from the team’s Federation Organization in case of discrepancies with the tournament generated game reports.
- Each team is limited to 3 (three) coaches on the bench. In no case will a team be allowed to participate without a properly registered coach, assistant or team manager.
- The shirt number of each players must be the same as the player’s shirt on the tournament roster/tournament generated game card. If not, the referee is not to allow the player to take part in the match until the numbers are the same (shirt or roster changed). Numbers need to be clear and easy to see.

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

Only at pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by Florida Premier FC Tournaments Credentials Committee). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee. ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT AND FUTURE. A report will be filed with the offending team’s National Organization or National State Association. If you are not sure of a player’s eligibility- -ask the Tournament Director (preferably in writing).

**REQUIRED:** All teams must enter their roster’s complete with bench personnel into the tournaments online scheduling system no later than 14 days (2 weeks) prior to the start of the event. The minimum information required is Name, Date of Birth, Player ID number, Uniform number, and Gender. Revisions can be made to the roster online up to the Monday prior to the event with

notification via email to the Tournament Administrator. Any other revisions can be made up to prior to a team's first game at the site of the team's first match. These revisions must be verified by the Tournament Site Director. After a team's first game commences, no further roster changes will be allowed. Teams failing to input this information Online are subject to removal from the event.

The rules of this tournament shall be in accordance with USYSA and FYSA except as modified approved herein.

### **Player Eligibility**

**In no event will a player be allowed to participate who has not been certified by the Florida Premier FC Tournament Credentials Committee.**

- The Tournament Committee reserves the right to consolidate or eliminate age groups where insufficient numbers of teams apply to that age group. For this tournament, the age classifications are as follows.

U18/19	Born on or after 1/1/2001/2
U17	Born on or after 1/1/2003
U16	Born on or after 1/1/2004
U15	Born on or after 1/1/2005
U14	Born on or after 1/1/2006
U13	Born on or after 1/1/2007
U12	Born on or after 1/1/2008
U11	Born on or after 1/1/2009
U10	Born on or after 1/1/2010
U9	Born on or after 1/1/2011

- The tournament committee authorizes a maximum of four (4) guest/loan players per team. Teams may only have guest/loan players from the same Federation organization and all players must be legally registered through their respective Federation organization. (i.e.: USYSA teams can only have players with USYSA passes; US Club teams may only have players with US Club passes, etc.)
- Club Pass players are not considered Guest players and can be rostered to any team within the correct age guidelines of USYS/FYSA and above.
- Players may play and be rostered to only one (1) team during the Tournament. No switching of teams will be allowed, and players will be considered tournament-bound to the first team the player participates with. If a player illegally participates with more one (1) team in the tournament, games for any team(s) that the player participates with other than the first team that played will be recorded as 3-0 forfeit in the opponent's favor.
- Maximum rosters and game formats for the competitions shall be as follows:

U9, U10	12 players in 7v7 format
U11, U12	16 players in 9v9 format
U13-U19	22 players in 11v11 format (18 players must be declared at the beginning of each game).

### **Laws of the Game**

All matches must be played in accordance with the FIFA laws of the game, except as specifically modified as follows in the tournament rules.

#### **Law 1: Field of Play**

U13-U19 No change per FIFA "Laws of the Game"

U9, U10 (7v7) and U11, U12 (9v9) must play in accordance with the US Youth Soccer Official under 12 and 10 Playing Initiatives

#### **Law 2: The Ball**

U13 and older – size #5

U12 and younger—size #4

#### **Law 3: Number of Players**

U13 and older Eleven (11) per side per FIFA (minimum of 7 players)

U11, U12	Nine (9) per side; (minimum of 5 players)
U9, U10	Seven (7) per side; (minimum of 4 players)

Substitutions shall be unlimited unless otherwise specified by Tournament Administrators. Players may substitute at any stoppage of play with the referee's permission. All substitutions should occur at center field and shall not enter the field of play until the player he/she is replacing has left the field; and the referee has signaled the player onto the field.

**Law 4: Player's Equipment**

- All player equipment, including cleats, orthopedic braces, shin guards must conform to FIFA rules and be in accordance to FYSA Rule 402. All players must wear shin guards under the socks A player may not use or wear anything that is dangerous to him/herself or another player. No jewelry is allowed.
- Orthopedic casts are not permitted; however soft braces can be worn with written approval from a doctor and final judgement as to safety is at the discretion of the referee.
- Players will wear matching design and color uniforms with numbers attached to the back of the uniform jersey. No two players may have the same jersey number while participating in any match.
- In the event of similar team colors, the designated home team will be required to wear white/light color jerseys. The uniform of the goalkeeper must be distinctly different in color from the basic colors of either team, or the referees.
- *Jewelry:* It is the policy of FYSA (402.3 Jewelry) that no player be allowed to wear ANY jewelry while participating in any FYSA sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall make the decision as to the safety of the player and the referee's decision is final. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, the referee must stop the match to correct the situation.

**Law 5: Referees**

The referees are required to submit a completed, official game report to the site directors containing information relating to any game incidents involving players, coaches, spectators, misconduct and injuries. Referees will not be paid before any post-game reports have been submitted.

In the event the assigned referee fails to appear for a match and the assignor/site director fails to provide a replacement, the senior assigned referee shall assume the duties and shall find an "alternate" assistant referee. The duties of the "alternate" assistant referee shall be limited. 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 the event the assigned assistant referee fails to appear, the referee must find a suitable assistant. The game will be played as scheduled and deemed official.

**Law 7: Duration of the Match**

Age Group	Regulation
15-U19	2 x 40 = 80
13,14	2 x 35 = 70
11, 12	2 x 30 = 60
9, 10	2 x 25 = 50

\*All quarter, semi-final and championship rounds will go straight to penalty kicks if tied at the end of regulation.

**Heading Guidelines 2018-19:** In conjunction with US Soccer and USYS, Florida Youth Soccer Association since 2016 has instituted a heading ban for players in the 11U and younger (11U, 10U, 9U). In accordance with the recent U.S. Soccer recommendations on concussion risk management: FYSA has eliminated heading in matches for player's age 11u and younger, per the new calendar year registration guidelines. For the Champions Cup since some 12U (2007) teams may have 11U (2008) players on the roster. All 12U divisions will also be non-heading. Sanctions will be made against teams that do not follow this guideline.

**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 not allowed to return to the game.

### **Build-Out Line (U9, U10)**

- The build-out line promotes playing the ball out of the back in a less pressured setting.
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build-out line until the ball is put into play. This also applies to the taking of a goal kick. However, the goalkeeper/goal kicker does not need to wait until the opposing team moves behind the line. They can begin a quick play at their own risk, without penalty.
- Once the opposing team is behind the build-out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.
- The opposing team must also move behind the build-out line during a goal kick until the ball is put into play.
- Referees should be flexible when enforcing the six (6) second rule and counting the time of possession should only begin after all opponents have moved behind the build-out line.
- Referees should be mindful of any intentional delays being caused by opponents not retreating in a timely fashion and can manage the situation with misconduct if appropriate.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The build-out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build-out line. Players can be penalized for an offside offense between the build-out line and goal line.

### **Control of Sideline Conduct:**

Players, reserve players, coaches, managers, and spectators are expected to conduct themselves within the letter and spirit of the "laws of the game" and comply with FYSA's Code of Ethics. The Tournament Site Director has the authority and responsibility to remove any person from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition, these rules will apply to this tournament.

- The Site Director will designate one sideline to be the sole use of the players listed on the game roster and three (3) managers/coaches from each team.
- While the game is in progress, the manager/coach and the reserve players must remain on their respective benches and may not roam the sidelines.
- The Site Director will designate the opposing sideline for the spectators.

Managers/Coaches will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off any coach whose fans behave in an abusive or disruptive manner.

### **Post-Game Procedures:**

- As mutual courtesy, both teams will meet in the middle of the field and congratulate each other for a game well played.
- Manager/Coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.
- At the end of each match, a team representative must sign/initial the game report.
- Referees will return a completed game report to the Site Director to include any supplemental reports of sendoffs, injuries or special circumstances that need documentation.

ARTIFICIAL NOISEMAKING DEVICES ARE PROHIBITED. ALCOHOLIC BEVERAGES, TOBACCO PRODUCTS AND PETS ARE NOT PERMITTED AT GAME SITES.

## **Conduct and Discipline:**

- It shall be the team's responsibility to determine the status of its players. Any suspension from tournament, local league, etc. is the responsibility of the team to notify the Tournament Director/Site Directors of this suspension at the time of the player's check in. It is the team's responsibility to ensure the referee annotates any suspensions being served on the game report.
- Per 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. Players may not serve suspensions as guest players on another team.
- The Tournament Committee shall have a Disciplinary Committee of no less than three (3) members. The Disciplinary Committee will review and rule on all reports of unacceptable conduct by Coaches, Managers, Players, Referees and Spectators, etc. using the FYSA standards as set by Rules Section 502.
- All players, coaches and managers shall be subject to Rules Section 502- Discipline and Sanctions.
- A player, coach and manager ejected will have a minimum of one (1) game suspension regardless of the ejection
- Depending on the severity of the unacceptable conduct, the Disciplinary Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate state or national association. The Disciplinary Committee recommendations must be available to the affected parties prior to the start of the next scheduled game.
- At the end of the tournament, a complete report will be sent to FYSA within 72 hours of the conclusion of the tournament for possible further discipline.

## **Determination of Group Winners:**

When possible, teams will be assigned to groups of four (4) and only play teams in their group. If an odd number of teams enter an age group, then groups may be larger or smaller than four (4). Cross-over games **will count** in determining which teams within the group advances

In group play there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win; 1 point for a Tie; 0 points for a Loss

*Tiebreakers: Two (2) teams*

Head to Head Result. If no clear winner

Net Goal Differential with a Maximum of four (4) goal differential per game. If no clear winner:

Extra point for every shutout in group play (not counting forfeits).

Least Amount of Goals Allowed (total for all games, no maximum). If no clear winner,

Most Goals Scored with a Maximum of five (5) goals per game. If no clear winner,

Minus 1 game point for any red card/send-offs. If no clear winner,

Penalty Kicks in Accordance with FIFA "Taking of Kicks from the Penalty Mark"

If both teams are to advance to the finals, a coin toss will determine the higher seed in lieu of penalty kicks.

*Wild Card System:* If a division uses a wild card to determine the 4th team to qualify for the semifinals, the team pairings will be as follows:

- Winner A vs. Winner C, and Winner B vs. Wild Card
- EXCEPTION: If the wild card team is from Group B, the team pairings will be as follows:  
Winner A vs. Winner B, and Winner C vs. Wild Card.

To determine wild card teams selected from groups of different sizes, comparisons will be made using averages. That is, dividing game points, net goal differential, and least goals allowed by the number of games played within each group.

In the groups of six (6), if three (3) teams are tied and one of the three teams has defeated the other two (2) teams they are tied with, then that team will advance. (even if the three did not play each other).

## **Determination of Quarterfinal, Semi-final, if any, Final Game Winners:**

In head to head competition, if the game is not decided after regulation, overtime will not be played. Penalty Kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark".

**Forfeits:**

A team is allowed a fifteen (15) minute grace period from the scheduled time before awarding the game to the opposing team. A minimum of eligible players must be present, dressed and ready to play within the grace period, to constitute a "team". A forfeit will be scored as 4-0. An abandoned game is recorded as a forfeit.

If a scheduled time is revised from the printed schedule, coaches/managers will be notified by phone or in person by a Tournament Official of the new game time.

**Protests:**

No protests will be accepted. Decisions by referees may not be appealed. All disputes will be resolved by the Tournament Director. These decisions will be final.

**External Conditions, Weather, etc.**

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the Tournament Committee shall have absolute authority to make changes in order to best serve the completion of the tournament.

**Championship and Finalist Ceremony:**

Following the completion of the championship game, the two (2) teams shall present themselves to the Tournament Site Director for awards.

**General:**

- The Tournament Committee, FYSA, and/or the host affiliate will not be responsible for any expense incurred by any team due to cancellation in part or whole of this tournament.
- The Tournament Committee's interpretation on the foregoing rules shall be final.
- If not enough teams are realized within a single age group, the Tournament Director shall notify the participants as soon as possible. The participants will be given the option to play up or receive a full refund.
- The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYSA, and other USSF affiliate organizations as required.
- The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.

**Refund Policy:**

Tournament entry fee returns/refunds as follows:

- Within five (5) days after notification that the team is not accepted by their application.
- Within five (5) days upon cancellation of the tournament.
- Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

