

Treasure Coast Soccer League PRESIDENT'S DAY CUP 2003

RULES OF COMPETITION

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

1. Team Eligibility: This tournament is open to all teams comprised of properly registered youth players (as defined by the rules of USYSA) in all age groups U9 through U19 both boys and girls as indicated on tournament approval form, provided that such team is in good standing with its state youth association.

USYSA teams will be certified by their state association by this definition based on the USYSA Application to Host Tournaments, Cups, and Games as a Club Team which is "a travel or competitive team composed of players who are listed on the team's roster of league play and which includes guest players from one or more Club teams." A participating team may have up to three guest players on its tournament roster as long as the total roster does not exceed 18 players. U9 & U10 teams are limited to 15 total players.

It shall be the responsibility of the State Youth Association or the appropriate official designated by each State Youth Association to certify the eligibility of the competing teams and to provide such teams with a certified and signed official tournament roster, permission to travel and proof of insurance.

2. Player Eligibility: USYSA players must be legally registered to their teams in accordance with USYSA registration requirements. USYSA/FYSA player passes must be current and valid, indicating player name, USYSA/FYSA registration number and date of birth (birth certificate certified), and with a current photo I.D. NO REGISTERED OR GUEST PLAYER CAN PLAY WITHOUT A VERIFIED PLAYER PASS. The age classifications are as follows:

AGE DIV. ELIGIBLE BIRTHDATE

U9 08-01-93 through 07-31-94	U15 08-01-87 through 07-31-88
U10 08-01-92 through 07-31-93	U16 08-01-86 through 07-31-87
U11 08-01-91 through 07-31-92	U17 08-01-85 through 07-31-86
U12 08-01-90 through 07-31-91	U18 08-01-84 through 07-31-85
U13 08-01-89 through 07-31-90	U19 08-01-83 through 07-31-84
U14 08-01-88 through 07-31-89	

3. Game Schedule: Teams will be assigned to groups based on information provided on their tournament entry applications and up-to-date performance information available to the Tournament Committee. The Committee will create both Premier and First Division Championships where an age group has sufficient teams to fill the tournament matrix at both levels.

Team pairing, field of play, game times shall be decided by random draw within each playing division with possible adjustments only to secure equity and team/coach time conflicts known in advance. The Committee reserves the right to make any schedule changes it deems appropriate for the proper administration of the tournament and the safety of the players, coaches, and spectators.

Each team will play a minimum of THREE GAMES in Round 1. There is a possibility, depending on the number of teams in an age division, that you will play a minimum of 4 games in Round I. The schedule will provide for no more than two games per day in this round. In age divisions of 4-5 teams, the two teams with the most points accumulated will advance to the Final Round in a single elimination game for the championship. In age divisions with 6 to 11 teams, the top 4 teams will advance to the Semi-finals. It is possible for a team to play up to six games during the tournament. There will be no back to back games unless made necessary by weather postponements.

USSF-license referees will officiate all games and will be assigned by an approved Tournament assignor in accordance with FYSA and FSR assignment procedures.

The head coach of each team will receive schedules after receipt of the completed and verified roster and copies of medical release forms for each participating player.

4. Pre-Tournament Procedure: Each team coach or manager must present his/her team's official USYSA/FYSA roster form, player and coaches passes, and medical releases for validation at the pre-tournament Coaches Meeting. Team manager or coach's attendance at the Coaches Meeting is mandatory.

5. Pre-Game Procedure: The Field Marshal and/or Referee will conduct a pre-game check-in as follows:

a. Verify the identity of each player with each player pass, and confirm that all players present are listed on the roster. During the game, the Referee will hold all passes.

b. Players' uniforms and equipment will be checked and color conflicts resolved. Each team is expected to have two sets of jerseys. In case of color conflicts, the home team (listed first on the schedule) will change jerseys.

A player may be challenged by an opposing coach/manager only at the pre-game check-in. Challenged players will be noted by the Referee on the game report but will be allowed to play in the game as long as they hold a valid, verified player pass and are listed on the validated roster. A challenged player does not automatically constitute a game protest but may serve as the basis for protest should one be submitted.

No player will be allowed to participate without a valid, verified player pass (within picture and all required signatures), or without required equipment.

A player who arrives after the pre-game procedure can become eligible to enter the game by showing his pass to the opposing manager/coach who may challenge him/her at this time and any referee or assistant referee who will check his/her equipment.

Each manager/coach must have a valid pass. If a team's coach/manager is ejected and there is no additional coach or manager with a valid pass to continue, the game will be stopped by the referee and will be declared a forfeit. In no case will a team be allowed to participate without a properly registered coach or manager.

6. Laws of the Game: All games will be played in accordance with the FIFA "Laws of the Game" except as modified below:

a. LAW I - The Field of Play: The field of play shall be reduced to U9 and U10 games as follows (max): Field (yards): 40x80; Goals (feet): 7x21; Markings: 2/3 standard width. All other games will be played on regulation fields.

b. LAW II - The Ball. The size of ball will be as follows:

AGE GROUP	SIZE	CIRCUM. (INCHES.)	WEIGHT (OZS.)
OVER 12	#5	27-28	14-16
12 & Under	#4	25-26	11-13

c. LAW III - Number of Players: U9 teams will play six per side and U10 teams will play eight per side. All other age groups will play 11 per side. Substitutions shall be unlimited except as indicated below. A substitute must be at the center point of the sideline parallel with the half way before the stoppage of play and can enter the field only after receiving permission from the referee or assistant referee at the following times:

1. Prior to his/her own team's throw-in.

2. Prior to a goal kick by either team.

3. After a goal by either team.

4. At the beginning of the second half or overtime periods, where applicable.

5. At the referee's discretion in the event of injury (both teams).

d. LAW IV - Player's Equipment: Players equipment shall meet these requirements regardless of the rules of their home state or national association:

1. All players must wear shin guards.

2. Teams will wear uniforms of matching color and design with easily distinguishable number of the back. Goalkeeper(s) jerseys(s) must be distinguishably different than his/her or opposing team's field jerseys. Teams should bring two jerseys to every game. In the event of a color conflict, the designated home team (listed first on the schedule) will change jerseys.

3. Metal hair clips and jewelry are prohibited.

4. Players wearing orthopedic casts of any kind shall not be allowed to play in any game. An orthopedic brace will be allowed if the player has provided the Tournament as part of the Pre-Tournament procedure with a written statement from a physician stating that the brace is necessary and that no further injury is likely to occur to the joint that is supported by the brace AND the parent has signed a waiver to free FYSA, the tournament, tournament committee, site officials, hosting club of any claim against the above mentioned or their insurance company in case of further injury to the joint protected by the brace. FYSA rules will override all other regulations except that of the referee who at his/her discretion can refuse to allow that player to play. A player may be removed from a game if at any time a referee determines that he/she is using or is attempting to use the brace to injure.

e. LAW V - Referees: Following each match, a referee will complete and submit an Official Game Report including the game score, cautions and ejection's issued, and any unusual occurrences. Coaches/managers are to address all issues concerning the game on that game report.

f. LAW VI - Assistant Referees: Two assistant referees will be used for each game. In the event one or both of the assigned assistant referees fail to appear, the referee may seek a suitable alternate from either team. The game will be played as scheduled and will be official.

g. LAW VII - Duration of Game: Regulation Time for all games from Under-11 through Under-12 will be two periods of 30 minutes each. (60 minutes total); Under-9 and Under-10 games will be two periods of 25 minutes each (50 minutes total); Under-13 through Under-19 will be two periods of 35 minutes each (70 minutes total). Ties will stand at the end of regulation play of all Round I games. For Championship Round games, the winner will be determined by penalty kicks if the game is tied at the end of regulation play. For each division Championship Game, the winner will be determined by one 10 min. "Golden Goal" period, followed by penalty kicks if necessary.

h. LAWS VIII-XVII - No change.

7. **Control of Sideline Conduct:** Players, reserves, coaches, managers, and team supporters are expected to conduct themselves within the letter and spirit of FIFA's fair play and sportsmanlike conduct. The Tournament Committee has the authority and responsibility to remove any person(s) from the tournament premises for abusive conduct and initiate disciplinary action by other authorities.

In addition to this general conduct overview, these specific rules will apply to this tournament.

- a. One side of the field will be designated for the sole use of the players, coaches, managers, and equipment of both teams. Each team will choose a bench on one side of midfield. While the game is in progress, all reserve players of a team must be seated on the bench and the movement of coaches and/or managers is restricted to their side of midfield, no more than 10 yards from their bench.
- b. Verbal coaching is allowed. Referee dissent by a coach or manager may result in a warning and/or ejection.
- c. Absolutely no coaching is allowed from the opposite side of the field or behind either goal line.
- d. Spectators and fans are to remain behind the restraining lines on the opposite sideline. Excessive coaching and referee dissent should be avoided as much as possible. Under no circumstances is any parent to enter the field of play during a game without referee permission.
- e. Coaches and managers are responsible for the behavior of their parents and fans.

8. **Post Game Procedure:**

- a. Both teams line up and congratulate each other for a game well played.
- b. The referee will inform both teams of the official final score.
- c. The referee will report the score to the Field Marshal and complete the Official Game Report. Coaches have the right and responsibility to note any criticism of game conduct or officiating on the game report. The referee and both coaches must sign the game report. The Tournament Team Packets and completed game report will be returned to Tournament Central at the conclusion of each game.
- d. Each team is responsible for the removal of all trash from their bench area.
- e. In the event of ejection(s), the pass(es) will be attached to the game report. The referee will complete an Ejection Report as soon as he finishes his current officiating tour and submit it to Tournament Central. Ejection's will be forwarded to the Discipline Committee for immediate review and resolution.

9. **Discipline:** The Discipline Committee will consist of three members and will review and rule on all reports of unacceptable conduct by players, coaches, managers, officials, spectators, etc. The following standards will be applicable:

- a. A player, coach or manager ejected or sent off the field will be suspended at least one game.
- b. Depending upon the severity of the violation or unacceptable conduct, the Committee may rule suspension for the remainder of the tournament and recommend further disciplinary action by the appropriate governing state or national association.
- c. Breaking local, county, state, and/or federal laws could result in legal prosecution.

10. **Tournament Rules - Behavior:** These rules are designed to maintain appropriate control of the tournament's activities for the enjoyment and safety of all involved.

- a. Cautions (yellow cards) and ejection's (red cards) once approved by the Discipline Committee will be limited to a suspension from a game or games in the tournament.
- b. All disciplinary measures imposed by the Committee shall be limited to placing restrictions upon an individual's or group's participation in the tournament.
- c. The issuance of all ejection's and other matters involving gross misconduct of a team, its players, coaches, managers, and/or supporters will be recorded and provided to the FYSA.
- d. In the event of a referee assault, all matters shall be handled in accordance with the USSF Rule 1108, which requires immediately notifying the state association.

11. **Preliminary Seeding Round I Game Points:** For Preliminary Seeding Round I, teams in each Championship Age Division will be assigned to a group of either three or four teams. Each team will play either solely within its group or play crossover games with another group in the same age division. Teams will accumulate points in Round I based on the following:

- 3 points for a win
- 1 point for a tie
- 1 additional point for a winning shutout
- 0 points for a loss

For placement purposes, tie in point total will be broken as follows:

1st: Head-to-head results where applicable; 2nd: Total goal differential; 3rd: Total goals allowed; 4th: Total goals scored; 5th: Penalty kicks. Where there are more than two teams involved, elimination will continue in the above priority to final resolution. The Tournament Committee will rule on disputes.

12. **Determination of Quarterfinal, Semifinal and Final Game Winners:** Team placement will be based solely upon Round I performance and ranking including the use of the point system and tie-breaking system if necessary. The format or team placement for this round will be based on the number of teams in the age division, some examples are below:

4 Teams - after Round I

Two Teams with the most points play for championship

8 Teams - after Round I

Semi final I - #1 seed in pool A vs. #2 seed in pool B

Semi final II - #1 seed in pool B vs. #2 seed in pool A

Winner of each semi final play for championship

The games will result in a winner either at the conclusion of regulation play or by penalty kicks if the game is tied at the end of regulation play. The single elimination format provides for only the winning teams of each game to move on toward the championship.

14. **Forfeits and Delay of Start:** A team shall be allowed a 15-minute grace period from the scheduled reporting time before the referee calls the game. In such instances, the Committee will award a 3:0 forfeit to the team on the field.

15. **Protests:** All pre-game disputes shall be resolved on the spot by the Field Marshal. All game disputes shall be resolved on the field by the referee. No team protest concerning game performance and conduct will be accepted.

16. **External Conditions, Weather, Lightning, Etc.:** In the event unusual conditions necessitate rescheduling, curtailing, or canceling games, the Tournament Committee has the absolute authority to make changes to best serve the interests of the tournament as a whole keeping in mind the need to identify winners by a certain period of time. Games will be stopped immediately upon the sighting of lightning (as determined by Parks staff).

17. **Award Ceremonies:** Following the completion of the Finals of each Age Division Championship, the two finalists are to present themselves to the awards area to receive individual and team trophies.

18. **General:** The Tournament Committee and/or the Treasure Coast Soccer League will not be responsible for any expense incurred by any team due to the cancellation in whole or in part of this tournament. If not enough teams are realized within a specific age bracket, the Tournament Committee shall notify the participants no less than two weeks prior to the start of the tournament and be given the option to play up or receive a full refund. The Committee and/or the TCSL's interpretation of the forgoing rules and regulations shall be final. The Committee and the TCSL reserve the right to decide on all tournament matters and has the responsibility to uphold any previous suspensions imposed by the FYSA or the USYSA.

19. **Protest:** There will be NO PROTESTS. All disputes will be resolved immediately by the Site Director. These decisions will be final.