



# Tournament Rules



## Memorial Day Super Showcase & Tournament May 29-31, 2021 Lakewood Ranch, FL

### Registration and Team Eligibility

The tournament 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

### Player Age and Eligibility

The player's playing age is determined by the following USYSA guidelines for 2020/2021.

U9	Born on or after 1/1/2012
U10	Born on or after 1/1/2011
U11	Born on or after 1/1/2010
U12	Born on or after 1/1/2009
U13	Born on or after 1/1/2008
U14	Born on or after 1/1/2007
U15	Born on or after 1/1/2006
U16	Born on or after 1/1/2005
U17	Born on or after 1/1/2004
U18	Born on or after 1/1/2003
U19	Born on or after 1/1/2002
U20	Born on or after 1/1/2001

\*Each team will be allowed to have guest players, who are properly registered through their National and State Association, federation or any other USSF affiliated organization. Guest players must have permission to participate/travel from their National and State Association, Federation or any other USSF affiliated organization.

\*Players may NOT play for more than one team in the tournament

### Team Check-In

Tournament officials shall conduct all credential checks:

- At initial registration

All teams must check in online. Please visit [www.floridasupershowcase.com](http://www.floridasupershowcase.com) for more information.

## **Guest Players**

All teams will be allowed up to 5 guest players. Guest players should be written in on your roster and player card needs to be provided. If the guest player is from another club, a guest player form must be filled out and submitted.

## **Max Roster Size**

U9 & U10	12
U11 & U12	16
U13 – U20	22

## **Heading Rules**

- 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.

## **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.

## **Laws of the Game**

All matches must be played in accordance with the FIFA laws of the Game, except as specifically modified in the Tournament Rules.

### ○ **LAW 1: Field of Play**

U9-U10 – 7v7 – Field: 60x40 yards

U11–U12 – 9v9 – Fields: 80x50 yards

U13-U20 – 11v11 – Field: 110x70 yards

### ○ **LAW 2: The Ball**

U9-U12            Size 4

U13-U20           Size 5

### ○ **LAW 3: Number of Players**

U9-U10 - Maximum Seven (7)- Minimum Five (5) per side

U11-U12 - Maximum Nine (9)- Minimum Six (6) per side

U13-U20 - Maximum Eleven (11)- Minimum Seven (7) per side per FIFA

U13 and Older Game Roster shall have a maximum of 18 players. Players not on the game roster are allowed to sit on the bench in the team's opposite uniform or street clothes.

\*\*All other U12 Rules of Competition including no heading will apply.

#### ○ **LAW 4: Players Equipment**

Orthopedic Policy 402.2: • b) Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgement as to its safety is at the discretion of the referee. • c) Soft braces can be worn with written approval from a doctor, and judgement as to safety is at the discretion of the referee.

Jewelry Policy 402.3: • It is the policy of FYSA 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

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt

The designated home team per the tournament schedule will be required to change jerseys if there is a conflict. In cases where the schedule does not designate a home team the first team listed on the game report will be the considered home team.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

#### ○ **LAW 5: The Referee**

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

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

In the event the assigned referees 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.

#### **Substitutions**

Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the referee through the linesman, with the referee's permission, at the following

times: - Throw ins (non-possession team is permitted to substitute if possession team substitutes - On goal kicks

- After a goal by either team
- After an injury, by either team, (one for one) when referee stops play
- At the beginning of the second half or overtime periods

The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.

○ **LAW 6: Assistant Referee**

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

○ **LAW 7: Duration of the Match**

Age	Game Length	Overtime Periods
U9-U10	2 x 25 minutes	2 x 5 = 10, then PKs
U11-12	2 x 30 minutes	2 x 5 = 10, then PKs
U13-U14	2 x 35 minutes	2 x 5 = 10, then PKs
U15-U20	2 x 40 minutes	Showcase Divisions – None Tournament Divisions - 2 x 5 = 10, then PKs

\* Note: Kicks from the penalty mark will only be taken in semi-final and final matches

\*\* These may be lessened, due to weather conditions, but will not be exceeded.

○ **LAW 8-10:**

No change per FIFA “Laws of the Game”

○ **LAW 11: Offside**

No change per FIFA “Laws of the Game”

## **Tournament and Match Schedules**

This tournament is designed as follows:

- All teams are guaranteed a minimum of 3 scheduled games
- Maximum number of games is 4
- Teams can play up to 2 games per day

## **Technical Area/Box, Laws of the Game, FIFA Rules**

The technical area relates to matches played in game fields with a designated seated area for team officials, substitutes and substituted players as outlined below:

The technical area shall only extend 1m (1yd) on either side of the designated seated area and up to a distance of 1m (1yd) from the touchline.

- markings shall be used to define the area, temporary or Permanent.
- the number of persons permitted to occupy the technical area is defined by the competition rules
- the occupants of the technical area:
  - are identified before the start of the match in accordance with the competition rules
  - must behave in a responsible manner
  - must remain within its confines except in special circumstances, e.g., a physiotherapist/doctor entering the field of play, with the referee’s permission, to assess an injured player
- only one person at a time is authorized to convey tactical instructions from the technical area

## **Post-Game Procedures**

Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

## **Control of Sideline Conduct**

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "Laws of the Game". The site director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought by any other authority. In addition to good manners, the following rules will apply to Florida Soccer Club Youth Soccer Tournaments.

The site director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum of three (3) managers/coaches/trainers from each team, with one team occupying one side of the midfield and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The tournament director will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner. ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED

## **Conduct and Discipline (502 and 504.1 Policies):**

- It shall be solely the team's responsibility to determine the status of its players and coaches. Any suspension from a tournament, local league, etc., is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check-in.
- 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."
- The Tournament Committee shall have a Discipline Committee of three (3) members. This committee will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc. using the FYSA standards as set by Rules Section 502.
- Any player or manager/coach ejected (red carded) will not complete the game in which the ejection occurred. The ejected player or manager/coach will not participate in the next scheduled tournament game regardless of the cause.
- Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament in accordance with FYSA requirements. The committee's recommendations must be available to the affected parties no later than following the next scheduled match.
- At the conclusion, of the tournament, passes will be returned to the coach, even if the suspension has not been completed. A complete discipline report will be sent to the FYSA office within 72 hours of the tournament's conclusion for possible further discipline.

## **Determination of Group Winners**

The Chargers Memorial Day Super Showcase & Tournament will have two types of Groups. For the U17-U20 age groups, it is strictly a Showcase event that will demonstrate their abilities for college and professional coaches and scouts for opportunities to play at the next level. The Showcase divisions will not have standings with only scores reported. For the U9-U16 age groups, their play will be in the normal tournament format with scoring & standings.

Scoring will be determined by:

3 points for a win

1 point for a tie

0 points for a loss

If two or more teams are tied after group play, then the following tie breaker rules will apply:

1. Head to head competition (if more than 2 teams are tied please see examples below)
2. Most Wins
3. Goal Differential (max of 4 per game)
4. Goals Against
5. Goals Scored
6. Most Shutouts
7. Penalty kicks

In the event of a tie among more than two teams, once a tie is broken by the above system, and if ties among remaining teams still must be decided, those ties would be broken by starting again from Step 1. Please see examples below:

**Example 1:** Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, Team 2 is +4, and Team 3 is +2. Team 1 is 1st, Team 2 is 2nd, Team 3 is 3rd

**Example 2:** Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, Team 2 is +4 and Team 3 is +2. Team 3 is 3rd, Team 2 defeated Team 1 therefore Team 2 is 1st and Team 1 is 2nd.

**Example 3:** Three teams have 6 points and Team 1 has defeated the other two. Team 1 will be the group winner. The tie breaking procedure begins for the remaining tied teams with number 1.

If all 3 teams remain tied after Step 6, then a coin toss will determine which team sits out for the first round of "Kicks from the Penalty Mark". The winner of the first round of "Kicks from the Penalty Mark" will then take on the team that sits out to determine a winner.

## **Determination of Semi-Final and Finals (Tournament Divisions Format for U9 – U16)**

In head to head competition, if the game is not decided after regulation time, two 10-minute overtime periods (ONLY SEMI-FINAL AND FINALS) will be played. If still there is no decision after completion of overtime, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark".

NOTE: Teams may be asked to move to a designated Penalty Kick area to permit the next scheduled game to proceed.

## **Division Structure**

Showcase Divisions (U17-U19 MLS Next and U17-U20 Girls Showcase) will be played in a showcase format of one game per day (3 games total) with no finals.

For Tournament Divisions (U9 – U16):

3 teams – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.

4 teams – Each team will play the other three teams in the group. #1 will play #2 in the Final (Monday).

5 teams – Each team will play the other four teams in the group. Champion and Finalists will be determined by points. No championship game in a 5 team group.

6 teams – Two groups of three. Each team will play the other two teams in their group and one team from the other group (opponent in other group determined at random). Wildcard #1 will play Wildcard #2 in the Final on Monday (this could be two teams from the same group). Out of the 6 teams the top 2 teams will play in the final, regardless of which group they are in.

7 teams – Bracket A will have four teams. Bracket B will have three teams. On Saturday, each team will play two group games. On Sunday, Bracket B#3 will play Bracket A#4 in the Silver Semi-Finals. The winner of the Silver Semi-Finals will play Bracket A#3 in the Silver Final (5th place game). There will be no awards given to teams in the Silver Final (5th place game). Bracket A#1 will play Bracket B#2 and Bracket A#2 will play Bracket B#1 in the Semi-Finals. The winner of the Semi-Finals will play in the Final (Monday).

8 teams – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in the Final (Monday).

## **Forfeits**

A minimum of seven (7) players constitutes a game for U13 and above. A team shall be allowed a ten (10) minute grace period from the scheduled match time before awarding the game to their opponents. A team “walking off” the field during the game shall be considered to have forfeited. No team that has forfeited a game shall be eligible for semifinal or final games. A team that forfeits shall have a game score of 3-0 awarded to their opponent. If both teams fail to appear they shall both be charged with a loss.

## **Protests and Disputes**

There will be NO PROTESTS. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be Final.

## **External Conditions, Weather, ETC.**

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 match; 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 by Tournament Director) ○ Be canceled

Only referees or the Tournament Director can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled game start time, whichever is later.

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 match during which the air temperature is or is expected to reach 85 degrees. (FYSA Bylaw 402.4)

## **Terminated Games**

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties.

## **General**

The host club, Tournament Director, Committee, FYSA, and Tournament Sponsors will not be responsible for any expenses incurred by any team due to the cancellation in part or in whole of this tournament.

The Tournament Director's interpretation of the foregoing rules and regulations shall be final.

The Tournament Director has the responsibility to uphold any previous suspension imposed by FYSA/USYSA. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

## **Tournament Refund Policy**

After a team is accepted, then no refunds are issued, unless the tournament cannot provide a bracket for your team to participate in. Payment is due with application.

## **FYSA refund policy**

Any tournament that fails to return an entry fee and application within fifteen (15) days after notification that the team is not accepted, or within ten (10) days of withdrawal request of the application by a team prior to the acceptance of that application by the tournament, will be subject to an assessment fine not to exceed ten (10) times the original entry fee.

- 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.

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.