



Plantation Eagles Soccer Club



PLANTATION EAGLES SOCCER CLUB Thanksgiving Holiday Tournament

2008 RULES OF COMPETITION

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

- Team Eligibility** - This tournament shall be open to all NSA and USSF affiliated teams comprised of properly registered youth players in all age groups indicated on the Application to Host A Tournament or Games form, provided such team entering is in good standing with its state youth association. Competition will be available for both boys and girls teams.

U9/10 teams will play 6v6 format
 U11/U12 teams will play 8v8 format
 U13+ teams will be playing 11 aside

USYSA teams will be certified by their state associations by definitions as listed on the USYSA Application to Host Tournaments, Cups, and Games.

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

Foreign teams - must have written permission and verification from USSF/USYSA and their Federation, indicating authorization to participate in the Tournament. Players must present passports at registration, or if from a nation that the USA does not require a passport, proof of entry into the United States that is required by the United States. Teams are required to have & present picture identification cards.

The maximum number of guest players allowed on a team shall be five (5).

- Player Eligibility** - Players must be legally registered through their respective state association in accordance with the state association registration requirements. All USSF affiliated teams are required teams are required to present player passes that have been issued by their governing body at registration and prior to all matches. Player passes must be current and valid indicating player name, State association registration number and date of birth. Passes must be verified, photo attached and laminated.

The maximum number of players on any one 9U/10U will be 12. 11U & 12U team shall be 14. The maximum number of players on any one 13U – 16U shall be 18. 17U and above may have 22 players on their roster, with 18 active per game. Players may play on only one team during the tournament. No switching of teams will be allowed.

Competition in single age groups will be provided for girls and boys or mixed teams where sufficient entries allow.

- Age Classification** - For this tournament, age classification will follow FYSA guidelines.

18 and Under	08-01-90	to	07-31-91
17 and Under	08-01-91	to	07-31-92
16 and Under	08-01-92	to	07-31-93
15 and Under	08-01-93	to	07-31-94
14 and Under	08-01-94	to	07-31-95
13 and Under	08-01-95	to	07-31-96
12 and Under	08-01-96	to	07-31-97
11 and Under	08-01-97	to	07-31-98
10 and Under	08-01-98	to	07-31-99
9 and Under	08-01-99	to	07-31-00

4. **Game Schedule**

- A. Team pairing shall be done by a seeding process where possible. Field of play, times of play and referee/linesman selection shall be accomplished by random draw with adjustment only to assure equity. Teams will not be required to play more than two matches per day and will not be forced to play back-to-back games.
- B. Referees shall be assigned by an approved assigner, in accordance with FYSA and FSR assignment procedure. No non-registered referee shall be assigned.
The assignor has represented to us that there will be an adequate number of USSF registered referees available during the tournament dates to cover the scheduled tournament games.
- C. The District Commissioner, Assistant District Commissioner and the Tournament and Games Representative will be invited to the aforementioned activities.

5. **Pre-game Procedure**

- A. Credentials checks shall be conducted at team registration/check-in and at the field prior to each game to insure that all players are registered with USYSA, and to insure that all players are properly rostered with their team, and that all are participating in accordance with representations set forth on the Permission to Host Tournament Form. Referees shall check off players participating in the game on a copy of the roster furnished by the coach. This roster is to be retained for attachment to the game report.
- B. The referee will assemble his assistants for pre-game instruction and review of tournament rules.
Referees will handle teams in accordance with guidelines set forth on the USYSA Permission to Host Tournament Form.
The referee or assistant will check player equipment in accordance with tournament rules and USYSA/FYSA rules concerning player equipment.
In no event will a referee allow a player to participate who has not been verified by the Tournament Credentials Committee.
A player who arrives at the playing field after the pre-game procedure, may enter the game once the game official(s) verify the player is eligible and with the permission of the center referee.

NOTE: Only at this pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the referee on the Referee Game Report, but will be allowed to participate in the game (providing the player has been verified). A challenged player does not constitute a game protest, but may serve as the basis for protest should one be submitted. A late arriving player may be challenged at the time he is allowed to participate by the center official.

- 6. **Laws of the Game** - Except where modified herein, rules of play shall be F.I.F.A. "Laws of the Game". Competition sanctioned by this Association shall abide by the "Laws of the Game", along with any modifications or regulations of the Association. Players under 10 years of age will play soccer under the auspices of USYSA and FYSA in accordance with the rules of Development Player Program - modified playing rules for 10U, 8U, and 6U. The offside rule will be in effect for U9 and U10.

Law I - THE FIELD OF PLAY - The minimum field dimensions, goal size and field markings shall be in accordance with LAW I.

Law II - THE BALL - The size of the ball will be as follows:

<u>AGE GROUP</u>	<u>SIZE NO.</u>	<u>CIRCUM. (IN)</u>	<u>WT (OZ)</u>
Over 12	#5	27 - 28	14 - 16
12 & Under	#4	25 - 26	11 - 13

Law III - THE NUMBER OF PLAYERS - The number of players will conform to FIFA with the following exceptions:

13U and Up	On the field at any one time: Eleven (11) players
11U/12U	on the field at any one time: Eight (8) players, one of whom shall be the goalkeeper.
9U/10U	on the field at any one time: Six (6) players, one of whom shall be the goalkeeper.

SUBSTITUTIONS - Substitutions shall be unlimited. Substitutions may be made only from the centerline and upon proper notification of the referee through referee assistants and with the referee's permission at the following times:

- a) Prior to a throw-in by your team.
- b) Prior to a goal kick by either team.
- c) After a goal by either team.
- d) At the beginning of the second half or overtime periods.
- e) At the referee's discretion in the event of an injury.
- f) At the referee's discretion following the issuance of a caution.

Substitutions in groups involving foreign teams (U16 & up) – maximum of 6 substitutions per match

Law IV - Players equipment shall meet these additional requirements:

- 1) **To avoid conflicts, it is recommended that the home team (Team 1) wear their WHITE or their light color jersey. If a conflict should arise, the home team (Team 1) must change.**
- 2) All players in every age group will be required to wear protective shin guards beneath their game socks.
- 3) Teams will wear uniforms with matching design and color with minimum six-inch numbers on the backs. No two players from the same team may be on the field at the same time while wearing identical uniform numbers.
- 4) Goalkeeper's Uniform: The uniform or jersey of a goalkeeper must be distinctly different in color from the basic colors of either competing team.
- 5) Metal hair clips and jewelry are prohibited.
- 6) Casts and Braces: Players wearing an orthopedic cast shall not be eligible to participate in any game. Orthopedic braces may be allowed if:
 - a. The player has a written statement from a physician stating that he feels the brace is necessary and that no further injury is likely to occur to the joint that is supported by the brace.
-And-
 - b. The parent has signed a waiver to free FYSA, the tournament, tournament committee, site officials and the hosting club of any claim against the aforementioned or their insurance company in case of further injury to the joint protected by the brace.

A player may be removed from the game if at any time the referee determines a player is using or attempting to use the brace to injure another player.

Law V - The referee shall complete and submit the completed game report to the Field Marshall or Tournament Director. The game report shall include the player's names, player pass numbers, team names and team codes of all players issued red and/or yellow cards along with their player pass and details of any other matters involving any improper or unsporting conduct of a team, its players, coaches or supporters. In the event the assigned referee fails to appear, the team managers/coaches must agree on a suitable alternative. The game will be played as scheduled and will be deemed official.

Law VI - REFEREE ASSISTANT - Two referee assistants will be used for all matches. In the event one or both of the assigned referee assistants fail to appear, the referee will select suitable alternate. The game will be played as scheduled and be deemed official.

Law VII - DURATION OF THE GAME - The duration of the game will be as follows:

AGEGROUP	GAME (MIN)	SEMI-FINALS	Finals	Overtime
18 & under	2 X 35 = 70	40 Minutes, No OT, Direct to PK	40 Min	2x10 min
17 & under	2 X 35 = 70	40 Minutes, No OT, Direct to PK	40 Min	2x10 min
16 & under	2 X 35 = 70	40 Minutes, No OT, Direct to PK	40 Min	2x10 min
15 & under	2 X 35 = 70	40 Minutes, No OT, Direct to PK	40 Min	2x10 min
14 & under	2 X 30 = 60	35 Minutes, No OT, Direct to PK	35 Min	2x10 min
13 & under	2 X 30 = 60	35 Minutes, No OT, Direct to PK	35 Min	2x10 min
12 & under	2 X 25 = 50	30 Minutes, No OT, Direct to PK	30 Min	2x5 min
11 & under	2 X 25 = 50	30 Minutes, No OT, Direct to PK	30 Min	2x5 min
10 & Under	2 X 20 = 40	25 Minutes, No OT, Direct to PK	25 Min	Direct to PK
9 & Under	2 X 20 = 40	25 Minutes, No OT, Direct to PK	25 min	Direct to PK

* There will be a 5 minute intermission between halves

*In-group play, ties will stand. Overtime periods will be used only for deciding winners in the final rounds.
Overtime periods will be played to completion.

**There will be no over-time periods for 9U and 10U games. In quarterfinal, semifinal, if any, or final rounds, if the game is tied at the end of regulation time, the game will be decided by going directly to penalty kicks. NOTE: Teams may be requested to move to a special Penalty Kick area so that the next scheduled game may continue.

7. **Control of Sideline Conduct** - Players, reserve players, managers, coaches, assistant coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of The Game". The Tournament Committee has the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authority. In addition to the rules of good manners, the following rules will apply in this tournament:

- a) The Tournament Director will designate one sideline for the sole use of players listed on the game rosters, and the registered Managers/Coaches with a maximum of three (3) from each team, with one team occupying one side of the halfway line and the other team the other. Each team's bench area will be from no less than five (5) yards from the halfway line to no more than twenty (20) yards from the halfway line. While the game is in progress, the

11. **Determination of Quarterfinal and Semifinal Game Winners** - In head to head competition, if the game is not decided after regulation time, penalty kicks will be taken in accordance with FIFA "Taking of Kicks From the Penalty Mark".
12. **Determination of Final Game Winners** – Overtime periods will be used only for deciding the winner in Final games. If the game remains tied after the overtime period, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark".

There will be no overtime period for U9 and U10 games. The game will be decided by going directly to Penalty kicks.

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

13. **Forfeits** - A team shall be allowed a five (5) 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. (The only exception would be a team unable to make their first match due to travel restrictions, providing they have made prior notification.) A team that forfeits shall have a game score of 3-0 awarded to their opponent for a total of 3 points. If both teams fail to appear they shall both be charged with a loss and charged three (3) goals scored.

Referees who are responsible for the late start of a game without proper cause or having failed to notify or gain permission for absence from the proper authority, will be subject to disciplinary action, and may be called upon to explain their actions to the SRA or appropriate designee.

Protests - No Protests will be accepted. All disputes will be resolved by the Tournament Director.

14. **External Conditions, Weather, Etc.** - In the event unusual conditions necessitate rescheduling, curtailment, shortening game time, or cancellation of games, the Tournament Committee shall have absolute authority to make these changes to best serve the interests of the tournament as a whole, keeping in mind the need to successfully identify winners by a certain time period. Games that have been started, and subsequently suspended due to inclement weather or other external conditions, will be deemed complete if one half of play has been completed or the first half cannot be completed prior to the start time of the next scheduled game on that field. If the first half cannot be completed, the score at the time of the suspension will be the final score. Any game that is canceled due to weather or other external conditions will be recorded as a (0-0) tie. Each team will be awarded 1 point. Canceled games will not be made up.

15. **Championship Final Ceremony** - Following the completion of each championship game, the two teams will present themselves to the awards area where:

Each runner-up team player will receive an award
Each winning team player will receive an award

16. **General:**

- a. The Tournament Director, Committee, FYSA, Tournament Sponsors and/or Plantation Eagles Soccer Club will not be responsible for any expenses incurred by any team due to the cancellation in part or in whole of this tournament.
- b. If not enough teams are realized within a specific age bracket, the Tournament Committee shall notify the participants no less than two (2) weeks prior to the start of the tournament and be given the option to play up or receive a full refund.
- c. The Tournament Director's, Committee's, Plantation Eagles Soccer Club's, and FYSA's interpretation of the foregoing rules and regulations shall be final.
- d. The Tournament Committee reserves the right to decide on all tournament matters.
- e. The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYSA.
- f. The Tournament Committee agrees to have a copy of tournament rules available at all game sites.