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Sports Force Parks Soccer Tournament Rules

FIFA rules will apply to all games, conditions and situations unless otherwise specified within these tournament rules.

****Sports Force Parks reserves the right to adjust these rules prior to the start of a tournament.**
The Tournament Director will only address questions and concerns from a Manager or Coach.**

TEAM AND PLAYER ELIGIBILITY

- When determining the age group for a season, the year the season ends should be used for determining the birth year. Also note that the format "U followed by age" really means that age and younger. For example, U8 should be read as 8 and younger.
- We reserve the right to combine age groupings based on need.
- The team must hold a roster from the league in which it regularly plays, and US Youth Soccer Association or U.S. Club Soccer player passes throughout the duration of the tournament.
- Each player must provide a medical release and liability waiver signed by parent or guardian. You must use our form provided on the tournament website.

CONCUSSION POLICY

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.

HEADING GUIDELINES

In conjunction with US Soccer and USYS, Florida Youth Soccer Association and 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. Sanctions will be made against teams that do not follow this guideline.



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GAME FORMAT AND MATCH SCHEDULES

- All teams are guaranteed the minimum number of games as designated on the tournament website.
- Game schedules will be released 3-5 days prior to the tournament start date.
- Age brackets and team placement are completed by Sports Force Parks.
- Playing format and roster sizes are as follows:

Age Group	Playing Format	Max. Roster Size
U9-U10	7v7	12
U11-U12	9v9	14
U13-U18	11 v 11	18

TOURNAMENT CHECK IN

Coaches are required to check in 1-hour prior to the start of their first game to receive their welcome package.

GAME CHECK IN:

Cards and rosters may be randomly checked before games and throughout the tournament to ensure teams and rosters fall within the rules.

Players can be listed on multiple rosters, provided the teams do not fall in the same division. No schedule accommodations can be guaranteed to prevent games overlapping. Player must be listed on both rosters. No player may switch teams during the course of a tournament.

REFEREE PAYMENT: FEES ARE PER TEAM PER GAME

PAYMENT MUST BE PAID TO REFEREE PRIOR TO GAME IN THE CORRECT DENOMINATIONS:

7V7 \$25 (1X20 + 1X5)

9V9 \$50 (2X20+2X5)

11V11 U13-14 \$60 (3X20)

11V11 U15+ \$60 (3X20)

GAME RULES:

FIFA Laws of the game apply. U9-U10 offsides apply inside the 18-yard box only.

MATCH LENGTH AND BALL SIZES:

Age Group	Duration	Ball Size
U9-U10	25 Minute Halves	#4
U11-U12	25 Minute Halves	#4
U13-U15	30 Minute Halves	#5
U16-U18	30 Minute Halves	#5

Ties are allowed during pool play. Overtime will be used in all elimination matches. If a tie exists in an elimination match, the teams will play two (2) five minute overtime halves. If a tie exists after the overtime periods, the FIFA kicks from the penalty mark procedure will be used to determine a winner.

NOTE: The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field. Due to the time allowed for

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the completion of all games, the clock must run continuously. Not more than ten minutes will be added to the clock.

MINIMUM NUMBER OF PLAYERS:

To constitute a game, each team (U13+) must have a minimum of seven (7) registered players on the field (one of whom is the goalie) at all times. Each team (U8-U12) must have a minimum of five (5) players on the field (one of whom is the goalie) at all times.

UNIFORMS:

- The first team listed on the schedule is designated the HOME TEAM.
- In the case of uniform conflict, the Home Team will be responsible for changing to a different color. Each team must bring two jerseys of contrasting colors.
- No two uniforms on the same team may have the same number.
- Uniform numbers must match the numbers indicated on the tournament roster.
- Players are to wear shin guards with socks pulled up over them.
- Players' shirts are to be tucked into shorts.
- Sweat pants or warm ups may be worn under soccer shorts during game play.
- If a player has a cast, the cast must be covered in a protective wrap for play and approved by the referee of that game.
- There will be no jersey sharing permitted.

SUBSTITUTIONS:

Unlimited substitutions may be made as follows:

- A team may substitute on their own team's throw-in. If one team makes a substitution the other team may also.
- Either team may substitute after a goal, period end, or half-time.
- Either team may substitute on a goal kick.
- Either team may substitute when the game is stopped for injury. Substitution will be one player for one player.
- Substituted players may return to the game.
- Players issued a yellow card must be substituted by another player.

SPECTATORS & COACHES / MANAGERS:

Spectators are ONLY allowed on one side of the field. During play, both team's benches will be on the same side of the field, split at the halfway line, opposite the spectators. Only three coaches, on the team's roster, are allowed with the team. Coaches must stay in the marked areas. Spectators are not allowed behind the goals.

CONDUCT:

Players, coaches, and spectators are expected to conduct themselves in the spirit of the law as well as the letter of the law. A referee or a tournament official can remove any coach or fan that is disturbing a match being played. If Coaches or fans refuse to leave, the game will be forfeited.

If a player or coach receives a red card during the tournament, that person must sit out for their next scheduled game. A player or coach may agree to appear before the Tournament Director to be reinstated. Receipt of a second offense may result in ineligibility to finish the tournament. The Tournament Director reserves the right to contact the player's own state association if the disciplinary action requires it. If this is a foreign team's player, the tournament committee will notify the US Soccer



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Federation and the Federation will transmit the disciplinary action to his or her provincial or national association.

FORFEITS:

Failure to complete a match, or a team leaving the field during play, will result in a forfeit. Teams not having the minimum required players will result in a forfeit. Failure of a team to show up by game time will result in a forfeit. No team that has forfeited a game will be declared a group winner. The team winning by forfeit will be awarded 4 goals and the forfeiting team's score will be zero. This score will be the official score in case goal differential is necessary. Tournament officials reserve the right to decide all matters concerning a forfeit.

BLOOD RULE:

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be changed or cleaned before player re- enters the game.

TOURNAMENT STANDINGS:

Division standings or playoff positions will be determined by points: Three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.

First Round Tie Breakers:

1. Head to Head Score
2. Greater Goal Differential.
3. Most Goals Scored
4. Fewest Goals Against.
5. Penalty Kicks (*Each team picks 5 shooters best of 5 wins. If still tied 5 more shooters and then continue until one team misses and one team does not.*)

COMPETITIVE BALANCE RULE

In order to prevent lopsided results, Sports Force Parks will use a competitive balance rule. If a team is down by 5 goals, the leading team must remove a player from the field and play short until the goal differential is less than 5.

To maintain integrity we will also cap the goal differential at a maximum of 4 goals.

REFEREES:

All referees must have current certification through the USSF or US Club Soccer and be able to produce a registration card, if asked. Referees will wear the standard uniform and all three-man referee teams must match. Primary shirt color is yellow for all referees. Game cards must be marked with any disciplinary actions that took place during the game or any cancellation of play.

TOURNAMENT OFFICIALS:

Tournament officials will help facilitate a timely schedule of games. Tournament officials will have a radio communication in the case of an injury or if medical attention is needed. Tournament officials will assist the referees with pre-game team check-ins and with reporting scores as needed.

MATCH AND SCORE REPORTING:

All referees will be handed an official game card before their scheduled match by the Referee Assignor or tournament officials. All Referees will be responsible for final scores and ensuring that game situations are clearly marked on the cards. Referee will give card to the tournament official to be recorded by the tournament director.



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HYDRATION BREAK

In any FYSA sanctioned match, 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 eighty- five (85) degrees. Violation may result in charges under FYSA's Code of Ethics. The game clock will continue to run during the breaks.

INCLEMENT WEATHER:

In the event that play cannot be started or is stopped for some reason, such as severe weather, teams will take cover, but will remain at the game site and proceed as follows:

- If time allows, resume play and play to completion.
- If the first half was completed, the match will be called complete and the score at the end of play will be final.
- If the first half cannot be completed, the match will be a "4-4" tie and each team will be awarded one (1) point.

The tournament director will coordinate the stoppage of play. Sports Force Parks reserves the right to make whatever adjustments may be necessary regarding game length to proceed with the schedule following delay(s) due to inclement weather, including cancellation of games if necessary.

PROTESTS AND APPEALS:

Every coach is responsible for providing and carrying documentation of birth for all players on their roster for the duration of the tournament. Acceptable forms of identification include:

- Birth Certificate
- Passport
- State ID
- Any other government issued document

Only coaches may lodge an age protest before or during a game. There is a protest fee of \$100 per protest. If your protest is upheld, your fee will be returned. Sports Force Parks tournament officials may request age documentation at any time. If a coach cannot provide necessary documentation, the player(s) in question will be ruled ineligible.

Protests and other complaints concerning the outcome of a game made directly to tournament staff by parents could result into a forfeit of that game. All decisions from the referees are FINAL. There will be no protest referring to a referee judgment call. Only challenges as to the legality or eligibility of players/teams and or coaches are permitted as outlined in above sections. No other appeals will be accepted or heard.