



Fields of Play

Austin Tindall Sports Complex
4100 Boggy Creek Rd, Kissimmee, FL, 34744

1. Team and Player Eligibility

This Tournament shall be open to all US Youth Soccer and State Associations in all age groups indicated on the Tournament Approval Form. Each team must also be in good standing with its youth association. It shall be the responsibility of each State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel and proof of insurance as required by the granting authority. **Multiple divisions within an age group are not guaranteed** but may be offered where sufficient numbers of teams apply to that age group. Decision of the Tournament Committee for the placement of teams within age groups with multiple divisions is final.

- **Age classifications** are as follows:

BIRTH YEAR	2021-22 Season	MAX ROSTER SIZE	GUEST PLAYER LIMIT
2013	U9	12	3
2012	U10	12	3
2011	U11	16	3
2010	U12	16	3
2009	U13	22	3
2008	U14	22	3
2007	U15	22	3
2006	U16	22	3
2005	U17	22	3
2003	U19	22	3

2. Guest Players

- No team will be allowed more than three (3) guest players. Players must play on their primary registered team (USYSA and/or US Club) if their primary team is playing in the 2019 tournament. They are NOT eligible to play as a guest player with another team. Guest players must meet all requirements for individual team players. An official guest player form, medical release form, laminated player pass, and interstate form if required (Guest player passes must be the same type as the team for which the guest is playing: USYSA or US Club).
- 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 with which the player participates. If a player illegally participates with more than one (1) team in the tournament, games for any teams the player participates, including the first team, will be recorded as 4-0 forfeit in the opponent's favor. Falsification of player registration forms, team rosters, player passes or other records used in the tournament will result in immediate disqualification of the team from the competition, and shall result in disciplinary action, up to and including

disbarment for the individual(s) involved.

- All teams must have current, valid player and coaches passes from their authorizing federation organization, for everyone who will be participating at the event. Passes must have a verified team code and player's date of birth, have current photo attached, registrar's signature and be laminated.

3. Pre-Game Procedures

- Prior to the beginning of the tournament at the designated check-in site per field or online using GOTSPORT, each team's coach/manager will present the approved roster along with valid player and coach passes, medical release forms for each player, approved guest/loan player documents and travel authorization as required.
- Prior to each game, player passes will be verified again by game officials against the approved tournament participation roster. All teams need to be at their respective game field no less than 30 minutes prior to each scheduled match. A player who arrives late to a match may not enter that match until the game officials verify the player is eligible and the center referee permits the player to enter the match.
- Each manager/coach (or assistant) must have a valid coach's pass. If a manager or coach is ejected, an assistant properly registered may conduct the team. If the assistant is ejected, or if there is no assistant, the game will be forfeited.

4. Concussions

- Pursuant to Florida Statutes (FS943.0438) Florida 2012 enacted a very stringent head injury and concussion law. If the referee (or assistant referee) believes, in his/her opinion, a player has suffered a head injury or possible concussion, the match must be **immediately** stopped.
- The injured player, if able to leave the field on their own, must be escorted to their coach and the coach must be told 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 notify the coach 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 in the tournament 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 **under no circumstance** or due to the appeal from any coaching staff the player is not allowed to return to the game.

1. Heading

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.

2. Laws of the Game

- All games shall be in accordance with the FIFA "Laws of the Game". U9-U12 age groups will play under the Rules of the Developmental Program - modified playing rules.
 - Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee's permission. The substitute shall not enter the field of

play until the player he/she is replacing has left the field and after being signaled onto the field by the referee.

- Substitutions are unlimited and will be allowed at any stoppage by either team with the referee's permission.
- The number of players shall conform with FIFA with the following exceptions:
 - U13 and up on the field at any one time: eleven (11) players, one of whom shall be the goalkeeper.
 - U11 and U12 on the field at any one time: nine (9) players, one of whom shall be the goalkeeper.
 - U10 and younger on the field at any one time: seven (7) players, one of whom shall be the goalkeeper
- Offside: No change per FIFA "Laws of the Game."

3. Player Equipment

- a) Teams will wear uniforms of matching design and color with a minimum of six-inch numbers on the backs. Players' uniform numbers are to be affixed to the back of the uniform shirt; no two players from one team may have an identical uniform number while both are playing on the field at the same time. The player and coach will be Yellow carded if they do. Where colors of competing teams are identical or similar, the designated home team must change to colors distinct from their opponents'.
- b) Goalkeeper's Uniform: The uniform or jersey of a goalkeeper must be distinctly different in color from the basic colors of either competing team.
- c) 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
- d) Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgment as to its safety is at the discretion of the referee.
- e) Soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.
- a) Shin guards must be worn (beneath the socks) at all times by all players.
- b) All referees' decisions are final regarding player equipment.

4. Referees

Referees are required to submit a completed official USSF or tournament-specific game report to the site director containing game scores and any information relating to any game incidents involving players/coaches, 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. In the event two official assistant referees are not provided by the tournament, each team shall provide a line person for their side of the field. If only two officials appear at a match, the match shall proceed with an appointed linesman. Duration of Game

Due to the extreme heat at this time of year and multiple games played in one day, all games will be played per age group as follows:

AGE GROUPS	REGULATION (minutes)	Semis & Finals only
U9 - U10	2 x 25 = 50	PKs
U11 - U14	2 x 30 = 60	2 x 5 = 10; then PKs
U15	2 x 35 = 70	2 x 5 = 10; then PKs

Mercy Rule: All games will be subject to a mercy rule of a 6-goal differential at any time after the completion of the first half.

Semi-finals and Finals will go straight to PKs if tied after regulation.

In any FYSA sanctioned match, a break will be given at the midpoint of each half of regulation time for player hydration. This break will be given at a normal stoppage of play and is mandatory for any FYSA sanctioned match during which the air temperature is, or is expected to reach, eighty-five (85) degrees Fahrenheit. Violation may result in charges under FYSA's Code of Ethics. The referee reserves the right to decide if the game clock will continue to run during the breaks.

5. Control of Sideline Conduct

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game". The Site Director has the authority and responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. Tournament Field Marshals will be present at games to assist. In addition, these rules will apply:

- a) The Site Director will designate one sideline for players and the opposite sidelines for spectators.
- b) Team Managers/Coaches will be responsible for the behavior of their fans. If the referee warns any coach about their fans' behavior, and the behavior does not improve, the coach can be sent off by the referee.

- **The 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:
 - o are identified before the start of the match in accordance with the competition rules
 - o must behave in a responsible manner
 - o 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

6. **Post-Game Procedures**

As a mutual courtesy, the tournament committee asks both teams to congratulate each other for a game well played.

- a) Referees will return the completed game report, supplemental report for send-offs, injuries and special circumstances to the Site Director (or Tournament Official), as well as any ejected player(s) or coach (es) passes.
- b) Manager/Coach of each team will collect the players and coaches passes from the referee following the match on the field.
- c) Manager/Coach of both teams will make sure their respective sideline areas are clean and all trash is in the provided containers.

7. **Discipline**

8. 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.

- a) 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.
- b) 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."
- c) 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.
- d) 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.
- e) At the conclusion of the tournament, passes will be returned to the coach, even if 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.

9. **Forfeits**

A team is allowed a ten (10) minute grace period from the scheduled time before awarding the game to the opposing team. A minimum number of eligible players (7 for 11v11, 6 for 9v9, 5 for 7v7) must be present, dressed and ready to play within the grace period, to constitute a "team". Otherwise, the game will be scored as 4-0 in favor of the opposing team. In the event the scheduled time is revised from the printed schedule, coaches/managers will be notified by email, tournament website, phone or in person by a Tournament Official of the new game time. See also Section 15. External Conditions, Weather, etc.

10. **Brackets of Play**

- **Bracket of Four:** Played as a single group of four teams in a round robin format, with the two teams accumulating the most points advancing to the final.
- **Bracket of Five:** Played as a single group of five teams with all teams playing each other once. The

team accumulating the most points will be announced as the Champion. The team accumulating the second most amounts of points will be the Finalist.

- **Bracket of Six:** Played as two groups of three teams. Each team will crossover and play the three teams in the other group. The two teams accumulating the most points (Wildcard 1 and Wildcard 2) from all six teams will advance to the finals to determine which team is the champion. It is possible the finalists could have played each other already.
- **Bracket of Eight:** Played as two groups of four. The winner of each round robin group will play a final game to determine the Champion and Finalist.
- **Bracket of Ten:** Played as three groups. Group A will have 4 teams. Group B and C will have 3 teams. Group A will play 3 games within the group. Group B and Group C will play 3 crossover games between Group B and Group C. The winner of each group (A-B-C) and a wildcard (4th best team based on points) will advance to the semi-finals. Winner of Group A vs Group B and Group C vs Wildcard. In the event the wildcard team advances from Group "B" they would have already played the winners of the Group C and therefore the semi-final opponents will be as follows: Winner Group C vs. Winner Group A and Winner Group B vs. Wildcard.
- **Bracket of Twelve:** Played as three groups of four. The winner of each round robin group and a wildcard (4th best team on points) will advance to the semi-finals. Winner of Group A vs Wildcard and Group B vs Group C. In the event the wildcard team advances from Group "A" they would have already played the winners of the group and therefore the semi-final opponents will be as follows: Winner Group C vs. Winner Group A and Winner Group B vs. Wildcard.
- Group Winners will be determined by the following game point system, with a maximum of 3 points awarded for a single game: Win = 3 points, Tie = 1 point, Loss = 0 points
- *If a tie in points exists between teams after group play, the following tie-breaker rules apply:*
 - a) Head-to-Head competition (not applicable if more than 2 teams tied on points); then
 - b) Net Goal Differential (total goals scored less total goals allowed) with a maximum differential of +/- four (4) per game; then
 - c) Least Goals Allowed with a maximum of four (4) per game; then
 - d) Most Goals scored with a maximum of four (4) per game.
 - e) Penalty Kicks per FIFA rules
- In four group divisions that result in semi-finals, the pairings will be as follows: Winner A vs. Winner D, and Winner B vs. Winner C.
- Wild Card System: If an age group has a wildcard position advancing to the semi-finals, the team pairings will be as follows:
 - a) Winner A vs. Wild Card, and Winner B vs. Winner C
 - b) **EXCEPTION:** If the wild card team is from Group A, the team pairings will be as follows: Winner A vs. Winner C, and Winner B vs. Wild Card.
 - c) 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.

11. **No Protests Shall Be Entertained. The Tournament Director has the final decision on all matters and will do his/her best to ensure the laws of the game are upheld.**

12. **Inclement Weather & Conditions, etc.**

In the event unusual conditions necessitate the rescheduling, curtailment, shortening or cancellation of games, the Tournament Committee shall have absolute authority to make changes in order to best serve the completion of the tournament. No protests of the Tournament Committee decisions due to format changes necessitated by external conditions will be allowed. In the event games are suspended or halted due to weather or other external conditions, one (1) team staff member is required to report to the Field Site Headquarters where instructions as to the timing of and method for notification of restarts and/or schedule revisions will be communicated. The Tournament Committee will have the authority (in its sole discretion) to change games as follows:

- a) Relocate or reschedule any game(s).
- b) Change the duration of any game(s).
- c) Go to Penalty Kicks
- d) Cancel the game(s).
- e) 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. For any such game that is not completed, the score at the time of the suspension will be the final score. Any game that is not started and is canceled (as opposed to postponed) due to weather or other external conditions, will be recorded as a 0-0 tie. Canceled games will not be rescheduled.

13. **Championship and Finalist Ceremony**

Following the completion of the championship game, the two (2) teams shall present themselves at the awards area where:

- a) Each player from the Finalist team will receive an individual award; team receives a team award.
- b) Each player from the Championship team will receive an individual award; team receives a team award.

14. **Refunds**

After a team has been accepted into the competition, NO REFUND WILL BE GIVEN should the team decide to withdraw from the event. Tournament entry fee returns/refunds will be granted, as follows:

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

15. **General**

- a) 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.
- b) The Tournament Committee's interpretation on the foregoing rules shall be final.
- c) If enough teams are not 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.
- d) The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYS, and other USSF affiliate organizations as required.
- e) The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
- f) Prohibited items: Smoking/Vaping/Electronic Cigarettes are not allowed on the sidelines and other areas as marked at each site. Alcohol, drugs, etc. are strictly prohibited at all locations at all times. Pets and animals, except seeing-eye and other "working" dogs, are not allowed. Noise makers and amplification devices deemed disruptive to play by site and tournament officials are not allowed during play.

- g) Participants and spectators are reminded to be respectful of all officials and game sites, and are reminded to pick up after themselves, and utilize the trash receptacles found throughout the complex.
- h) Teams that cancel or pullout of the tournament after the registration deadline of Aug 25, 2021 are not entitled to a refund of their registration fee.
- i) Teams that register and/or pay after the registration deadline of Aug 25, 2021 will incur a \$50.00 late fee.
- j) No sales of any kind are permitted at facilities (fields)