

# GSA's Gator Soccer Classic

Gainesville, Florida February 17<sup>th</sup> – 18<sup>th</sup>, 2018

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## **TOURNAMENT RULES**

#### REGISTRATION AND CREDENTIALS

**TEAM AND PLAYER ELIGIBILITY:** This is an FYSA sanctioned tournament for GIRLS teams U9 through U19. Teams MUST be registered to and affiliated with their State or National organization, which are in turn affiliated with **FIFA**. This tournament is for advanced and intermediate teams. Players must be legally registered to their team in accordance with their National registration requirements with a current and valid player pass that verifies their name and birth date. No player shall be allowed to participate on two (2) or more teams during tournament play. For this tournament, the age classifications are:

| 19 and UNDER | 1999 birth year |
|--------------|-----------------|
| 18 and UNDER | 2000 birth year |
| 17 and UNDER | 2001 birth year |
| 16 and UNDER | 2002 birth year |
| 15 and UNDER | 2003 birth year |
| 14 and UNDER | 2004 birth year |
| 13 and UNDER | 2005 birth year |
| 12 and UNDER | 2006 birth year |
| 11 and UNDER | 2007 birth year |
| 10 and UNDER | 2008 birth year |
| 9 and UNDER  | 2009 birth year |

U9-U10 AGE GROUP WILL PLAY 7 V 7 U11-U12 AGE GROUPS WILL PLAY 9 V 9 U13-U19 AGE GROUPS WILL PLAY 11 V 11

<u>US SOCCER PLAYER DEVELOPMENT INITITIVES:</u> The Gator Soccer Showcase will incorporate all of the <u>US Soccer Player Development Initiatives</u>, which will include:

- Birth year registration and age groups
- Small sided standards
- Build out lines for all 7v7 fields

**HEADING GUIDELINES:** The Gator Soccer Showcase will follow all mandated heading restriction rules as required by FYSA.

**REGISTRATION:** Teams must check in at the **MANDATORY** registration and team check in. **Mandatory Registration is on February 16<sup>th</sup>, 2017,** the evening before the first day of play. Teams will be notified to the time and location of mandatory registration. Failure to check in will result in automatic disqualification (without a refund of fee).

<u>CREDENTIALS:</u> At the Mandatory registration, teams must provide the required credentials. All US teams must provide <u>laminated player ID cards with photograph, signed medical release forms and five (5) organizational <u>rosters.</u> FYSA teams should use their on-line <u>FYSA rosters</u> (NOT GotSoccer event roster). This roster must include all (roster/guest/loan) players participating in the tournament. Out of State teams must also provide a <u>State</u> **Association Permission to Travel Form.**</u>

**ROSTERS:** Teams U9-U10 may register a maximum of twelve (12) players and may use up to three (3) guest/loan players. Teams U11-U12 may register a maximum of sixteen (16) players and may use up to four (4) guest/loan players. Teams U13-U19 may register a maximum of twenty two (22) players and may use up to five (5) guest/loan players. All teams must bring five (5) official rosters.

#### **RULES OF PLAY**

FIFA Laws of the Game will apply as modified by the USYS and FYSA as described herein.

Duration of Games & Overtimes, by halves, and Ball Size are as follows:

| <u>Div</u> | <b>Preliminary Games</b> | <b>Finals</b> | <b>Overtime</b> | <b>Ball</b> |
|------------|--------------------------|---------------|-----------------|-------------|
| U19        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U18        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U17        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U16        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U15        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U14        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U13        | 2/35 Minutes, no OT/PKs  | 2/35 Minutes  | 2/5 Minutes     | 5           |
| U12        | 2/30 Minutes, no OT/PKs  | 2/30 Minutes  | 2/5 Minutes     | 4           |
| U11        | 2/30 Minutes, no OT/PKs  | 2/30 Minutes  | 2/5 Minutes     | 4           |
| U10        | 2/25 Minutes, no OT/PKs  | 2/25 Minutes  | No OT/PKs       | 4           |
| U9         | 2/25 Minutes, no OT/PKs  | 2/25 Minutes  | No OT/PKs       | 4           |

**PRELIMINARY GAMES:** A game will consist of two (2) halves of the above noted time allotments based on age division. If a game in a Preliminary Round is completed and ends in a tie, the tie will stand. There will be no overtime in Preliminary Games. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called.

**FINALS:** If after regulation play, a game is tied, both teams will play two (2) <u>complete</u> overtime periods. If a tie still exists after the two overtime periods, FIFA Penalty Kicks will determine the winner. The Penalty Kicks will be taken immediately after the completion of the overtime halves on the assigned fields. The tournament committee reserves the right to move any and/or all Penalty Kick Shoot-outs in order to accommodate the flow of games on active scheduled fields.

**HALFTIME:** Halftime will be approximately ten (10) minutes.

**FORFIETS:** A minimum of seven (7) players constitutes an 11v11 team (U13-U19). A minimum of seven (7) players constitutes a 9v9 team (U11-U12). A minimum of five (5) players constitutes a 7v7 team (U9-U10). All games should start at a given starting time. In the case where a team does not have enough players present, it should be allowed a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. A forfeit will be scored 4-0. The same rule limit will apply for a referee or assistant referee not showing up at the required time. The tournament director or referee assignor will appoint another referee or assistant referee for the game.

**PRE-GAME CHECK-IN:** Prior to the start of each scheduled game, each team will have their equipment and uniforms checked by the referee.

- Player pass cards do not need to be shown to the referee.
- No team rosters need to be shown to the referee.
- Both teams need to position themselves on one side of the field with parents and spectators situated on the opposite side.

The coach/manager MUST have player pass cards and rosters in their possession on the sideline along with each player's Medical Release Form to present to the referee if asked. Please wait until the team before you, has vacated the team bench you are about to use.

**POST GAME PROCEDURE:** Immediately upon completion of each game;

• The coach of the both teams **SHOULD** inspect and **SIGN** the **Referee Game Report**. Make sure the correct score is noted!

• All Coaches **MUST** turn in to the Site Director at the assigned park all player passes or coaches passes for all red cards issued within ten minutes after the end of the game.

Also, as a courtesy to the game that is starting directly after you, please vacate the bench area immediately after the game. If you are going to give a speech to your team or warm them down, please do it off the playing field and to the side, as to not delay the start of the next game. Also, all teams should clean up their bench area after their game. Please pick up all bottles, cups, tape, ice bags, orange peels and trash from the ground and place them in the trash receptacles located at each field. Please help keep the team areas clean, Thank You!

**SUBSTITUTION:** Free/unlimited substitution will be allowed in all age groups. In order to keep the games moving, please have your players at mid-field when calling for a substitution. Substitutions shall not enter the field of play until the player she is replacing has left the field and only at the direction of the referee. She shall enter the field during the stoppage of play at the midfield line. However, teams may substitute only with the referee's permission and only at the following times (including overtimes):

- Prior to a throw-in, by either team;
- Prior to a goal kick, by either team;
- After a goal, by either team;
- After an injury on either team when the referee stops play;
- At halftime:

**PLAYER EQUIPMENT & CASTS:** Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules.

Additionally:

- a.) Screw in cleats are permitted; however, judgment as to their safety is at the discretion of the referee
- b.) Orthopedic casts and soft braces may be permitted with <u>written</u> approval from a doctor, and judgment as to safety is at the discretion of the referee. The ultimate authority is the referee.
- c.) Shin guards must comply with FIFA Law 4:
  - 1) Shin guards are covered entirely by the stockings.
  - 2) Shin guards are made of a suitable material (rubber, plastic, or similar substances).
  - 3) Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
  - 4) Shin guards are required for any FYSA event for the safety of the players.

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 that decision will be final.

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

**CONCUSSIONS:** Pursuant to Florida Statutes (FS 943,0438) Florida in 2012 enacted a very stringent 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. 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. It is the responsibility of the coach and the player's parents or legal guardians to seek medical attention. The player cannot resume participation until the player has been cleared by a medical doctor. The referee has no further responsibility beyond removing the player from the match in which the injury occurred. The referee crew must ensure that UNDER NO CIRCUMSTANCES or due to any appeal from the coaching staff that the player is allowed to return to the game.

**HEADING GUIDELINES 16-17:** In conjunction with US Soccer and US Youth Soccer, Florida Youth Soccer Association will be instituting a heading ban for players age 10 and younger. In accordance with the recent U.S. Soccer recommendations on concussion risk management:

FYSA has eliminated heading in matches for player's age 10-years-old and younger (2006-11u and younger), per the new calendar year registration guidelines. 2005-12U teams will participate in non-heading divisions until December 31, 2016 and then heading divisions shall be permitted Jan 1, 2017.

The guidelines apply to leagues, tournaments, and other FYSA sanctioned events that include 2006-11u and younger age group teams (2005-12U in 2016) heading will not be permitted.

Leagues and tournaments shall allow for 2005-12u heading age divisions after January 1, 2017. Leagues and tournaments will be permitted to form 2005/2006-12u non-heading divisions. (see playing up guidelines)

Teams that opt for 2005-2006-12u non-heading divisions shall only participate in non-heading divisions in league play, tournaments, and all events. Sanctions will be made against teams that do not follow this guideline.

**COACHING:** Each team will only be allowed two (2) coaches on the sidelines. Both coaches must be registered to the team and noted. A trainer is permitted to be on the sideline, if he/she is registered to the team, holds a valid laminated coaching card and is noted on official tournament approved roster. All coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy, positioning and positive reinforcement) is permitted, provided:

- No mechanical devices are used;
- The tone of voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards of either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity.

The Tournament Director has the authority to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought on by other authority.

<u>CAUTIONS & EJECTIONS</u>: The tournament committee shall have a discipline committee of not less than three (3) members. The discipline 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 FYSA Rule 502.

- All players and managers/coaches shall be subject to FYSA Section 502- Discipline and Sanctions.
- b. A player or manager/coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- c. Depending on the severity of the unacceptable conduct, the discipline committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate state or national association. The discipline committee recommendations must be available to the affected parties no later than prior to their next scheduled game.
- d. At the conclusion of the tournament, passes will be returned to the coach (even if a suspension has not been completed). A complete report will be sent to FYSA within seventy-two (72) hours of the conclusion of the tournament for possible further discipline.
- e. Per FYSA Rule 504.1, red card 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".

**SUSPENDED & TERMINATED GAMES:** The Site Director may call the game at his discretion. In order to keep to the scheduled start times, the Site Director has the ability to end the game at his discretion, as long as the game is in the second half. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team(s) could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played.

**INCLEMENT WEATHER:** The Tournament Director reserves the right to change, reschedule and/or cancel any game and/or round of games should the tournament be affected by inclement weather, play ability of fields or Acts of God. In the event changes do occur, each team should have submitted at Registration and Check-In an Emergency Team Contact Form. The person noted on this form will become the person the tournament committee will contact. Please make every effort to have correct information on this form at time of Check-In. Also you will be given a contact number at Registration and Check-In, where you may dial in should you somehow not hear from the tournament committee or have any questions.

In the event that the entire tournament has to be cancelled due to inclement weather and subsequent field closures, registration fees will be returned to all paid entries in full.

TOURNAMENT REFUND POLICY: Any tournament that fails to return/refund an entry fee per the time lines listed below will be subject to an assessment fine not to exceed ten (10) times the original entry fee. Any report of violation of the above will be referred to the Tournament and Travel Committee. Failure to pay the assessed fine could result in the hosting affiliate/associate affiliate being placed in NGS with FYSA. Future approval requests to host tournaments by the affiliate/associate affiliate could also be denied.

Tournament entry fee returns/refunds as follows:

- 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.

#### TOURNAMENT COMPLETION

**<u>DETERMINING WINNERS</u>**: Teams will be awarded points in the preliminary rounds on the following basis with a **3 Point Scale**:

- THREE (3) points for a Win
- ONE (1) point for a Tie
- ZERO (0) points for a Loss

The team at the end of bracket play with the most total points will be declared the bracket winner.

In the event of a tie in points at the end of bracket play, the winner for advancement will be determined as follows:

- 1) The winner in head to head competition.
- 2) Net goal differential (with a limit of four goals per game).
- 3) Fewest goals allowed (with no limit).
- 4) Most goals scored (with no limit).
- 5) If a tie still exists after steps 1-4, FIFA Penalty Kicks will be taken at a designated time and place by the Site Director.

<u>U9/U10</u>: The Tournament reserves the right to play with a festival format in the U9 and U10 age groups based on the competitive level of the entries. Ideally, we will play two divisions in each of these age groups. The top division will play with the point scale above and the lower division will play in a festival format.

**HOME TEAM:** The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game balls. The game balls will be subject to Referee approval. The Home Team will be required to switch jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game.

**FORFEITS and BYES:** Teams failing to report ready to play at forfeit time, Home Team unable to supply alternate jerseys, or teams failing to check in at the Mandatory Registration & Check-In or for taking actions which cause a game to be terminated will forfeit the game(s) 1-0. The winner will be awarded the maximum THREE (3) points. The same point total will be awarded for a bye.

**PROTEST:** The Protest Committee shall be created by the Tournament Director and shall consist of five (5) persons having no affiliation with the parties involved.

For a PROTEST to be considered, the following procedure WILL be followed:

- A. **NO** protest on Referee judgment and/or discretion calls will be accepted.
- B. Verbal notification of intention to protest **MUST** be given to the Referee immediately following the game and noted in the game report.

- C. Protest **MUST** be in writing and delivered by the Coach to the Tournament Director one (1) hour following the completion of the game and accompanied by a cash fee of \$250.00. The fee shall be returned if the protest is upheld.
- D. The Tournament Committee will investigate the facts of the protest and rule on the protest within two (2) hours of receipt of same.

#### **AWARDS & CHAMPIONSHIP FINAL CEREMONY:**

Immediately following the completion of each Championship Final:

- 2<sup>nd</sup> Place Team Award will be presented to each losing finalist.
- Championship Team Award will be presented to each winning finalist as well as individual awards for all winning players.

### **GENERAL INFORMATION:**

- A. The Tournament and/or the host Club **WILL NOT** be responsible for any expenses incurred by any team due to cancellation of the tournament.
- B. The Tournament's interpretation of the foregoing rules and regulations shall be subject to final approval by the FYSA.
- C. The Tournament reserves the right to decide on all tournament matters within guidelines set by US Youth Soccer and FYSA.
- D. The Tournament will follow the official rules for small sided games provided by US Youth Soccer. These rules can be found on line at: http://www.usyouthsoccer.org/coaches/RulesSmallGames.asp