



# Islas Malvinas Internacional



S U M M E R 2 0 1 9

## Tournament R U L E S and Guidelines



## Rules Table of Contents

<b>1. REGISTRATION DETAILS .....</b>	<b># 3</b>
TEAM REGISTRATION .....	# 3
PLAYER REGISTRATION .....	# 3
1-DAY TOURNAMENT .....	# 3
AGE GROUPS AND FORMAT .....	# 3
COACH REGISTRATION .....	# 3
 <b>2. RULES OF PLAY .....</b>	 <b># 4</b>
DURATION OF THE GAME .....	# 4
BALL SIZE, AGE GROUP FORMAT, NUMBERS OF PLAYERS AND FIELD SIZE .....	# 4
SUBSTITUTIONS.....	# 4
OTHER FIFA EXCEPTIONS .....	# 4
<i>Heading Rule</i> .....	# 4
<i>Build out lines</i> .....	# 4
SUSPENSIONS .....	# 5
<i>Player</i> .....	# 5
<i>Coach</i> .....	# 5
SCHEDULING .....	# 5
 <b>3. GAME RULES AND REGULATIONS .....</b>	 <b># 5 -8</b>
GROUP FORMATS AND QUALIFICATION .....	# 4 - 6
<i>Brackets U8 to U12</i> .....	# 5
<i>Brackets U13 to U16</i> .....	# 6
STANDINGS .....	# 6
COACHING FROM SIDELINES .....	# 7
FIELD CONDITION AND GAME DAY RULES.....	# 7
ACCIDENTS, UNUSUAL INCIDENTS AND CONCUSSION PROTOCOLS .....	# 8
HYDRATION BREAKS.....	# 8
 <b>4. ZERO-TOLERANCE RULE .....</b>	 <b># 8</b>
 <b>5. PLAYERS EQUIPMENT .....</b>	 <b># 8 - 9</b>
UNIFORMS.....	# 8 - 9
SHIN GUARDS .....	# 9
GOAL KEEPER ATTIRE .....	# 9
TEAM CAPITAN IDENTIFICATION.....	# 9
FOUL WEATHER GEAR.....	# 9
SAFE EQUIPMENT .....	# 9
 <b>6. REFEREES .....</b>	 <b># 9 - 10</b>
PLAYER VERIFICATION .....	# 9 - 10
REFEREE REPORTS.....	# 10
CAUTION .....	# 10
EJECTION .....	# 10
 <b>7. PROTEST .....</b>	 <b># 10</b>
 <b>8. REFERENCES .....</b>	 <b># 11</b>



# 1. REGISTRATION DETAILS

## Teams Registration:

All teams must be registered prior to tournament, have an official U.S. Soccer federated passes and the official roster provided by the tournament organizer.

US Passes, all from the same club. All passes must be valid for the duration of the tournament. All players participating in a game must be listed on the official roster. Age-eligible players' names from another team, within your club, may be handwritten on the bottom of the roster. Name, date of birth and US pass expiration date must be included. No coach or player may participate if his or her pass is not provided to the referee or designee.

Official registered players must have current ID from your league such as US Club, ENYYYS, AYSO, US Youth Soccer, etc. If any player is unable to present a valid/current ID, will not be able to play. All teams must register prior to deadline.

## Player Registration:

Players must be registered with any US Club or team. Players are bound to play for only one team during the duration of the tournament. Players are permitted to play on any age-appropriate team, from within their own Team.

Eligibility is open to all youth irrespective of race, nationality, color or religious affiliation or non-affiliation. The tournament is limited to youth players.

**Guest Players:** All guest players, must have proper identification such as State ID, Passport, or Club Pass from the previous/current club. **Guest players are NOT allowed to play in more than 1 team during the course of the 1-day competition.**

**Failure to present any of the required IDs, will void player's eligibility to play in the tournament.**

## 1-Day Tournaments

All tournaments are one-day tournament. 1-Day Tournament means the competition will be played in the course of 1-day. There will be several tournaments during the summer, beginning July 8 to August 5, 2018.

## Age Groups and Formats

Each team must enter the age group consistent with the calendar birth year of the oldest player on the roster. **If player does not meet the required age, the player will not be able to play.**

Tournament Ages and Formats				
Birth Year**	Age Group	Game Format	Maximum Roster Size	Guest Players
2011	U8	9 vs 9	14 Players	ALLOWED
2010	U9	9 vs 9	14 Players	ALLOWED
2009	U10	9 vs 9	14 Players	ALLOWED
2008	U11	9 vs 9	14 Players	ALLOWED
2007	U12	9 vs 9	14 Players	ALLOWED
2007	U12	11 V 11	18 Players	ALLOWED
2006	U13	11 V 11	18 Players	ALLOWED
2005	U14	11 V 11	18 Players	ALLOWED
2004	U15	11 V 11	18 Players	ALLOWED
2003	U16	11 V 11	18 Players	ALLOWED

**\*\* Birth Year Exceptions: ONLY Female players** will be allowed to play one year above the required birth year. Any female players beyond the one birth year exception, will not be allowed to play under the age group requested.

## Coach Registration:

Eligibility to coach is open to all adults irrespective of race, nationality, color or religious affiliation or non-affiliation. Clubs are responsible for selecting coaches.

**Age Requirement:** Coaches must be 18 years of age to be eligible to coach up to and including U14 and must be 21 years of age to coach up to U16.

**Pass and Other Requirements:** The club must have a coach from within the same club at all scheduled matches in which the team participates. The coach must be in possession of a valid coaching pass from the same club as the team. A coach must be present throughout the entire match or the match will be terminated and forfeited to the opponent with a score of 3-0. A maximum of three (3) coaches are permitted on the team sideline per match.



Coaches may coach for multiple age groups but must present the pass at each scheduled match.

## 2. RULES OF PLAY

All competitions must be played in accordance with the most current FIFA Laws of the Game and the modifications noted within these rules unless otherwise specified by these rules.. It is the responsibility of all coaches and referees to be thoroughly familiar with and abide by the FIFA laws and these modifications.

**Duration of the Game:** All age groups will only play 1-half of 30 minutes. There shall be no overtime periods.

### Ball Size, Age Group Format, Number of Players and Field Size:

The tournament will enforce the following rules outlined on the grid below as indicated on each section.

Tournament Ball Size, Age Group Format, Number of Players and Field Size							
Birth Years	Age Groups	Ball Size	Game Format	Number of Players	Minimum # of Players	Approximate Field Size-Range	Goal Size
2007 – 2011	U8 - U12	# 4 *	9 vs 9	9 **	6 ***	45/55 x 70/80	Min:6x12 - Max:7x21
2006 & Older	U12 - U 16	# 5 *	11 vs 11	11 **	7 ***	60 x 110	8 x 24

**U8, U9 and U10 Teams – Build Out Lines are required**, equivalent to the distant between the penalty area and halfway line.

\*Tournament will provide at least two (2) balls for each game.

\*\* Two teams shall play a match with no more than the listed number of players on the field at one time, one of whom shall be the goalkeeper.

\*\*\* A minimum number of players shall be required for the scheduled game. **If a team does not have the minimum number of players and it is playing the FIRST MATCH of the tournament, a 5 minutes wait period will be allowed. Failure to appear or have the minimum number of players shall forfeit the game 3-0. The 5 minutes wait period applies ONLY to the first match of the tournament NOT the first match of the team. No exemptions allowed.**

### Substitution:

- **Re-entry** is unlimited for all games on this tournament with the consent of the referee at any stoppage in play.
- **Change with the Goalkeeper:** Any of the other players may change places with the goalkeeper provided that the referee is informed before the change is made and the change is made during a stoppage in the game.
- **Substitution Procedure:** When a goalkeeper or any other player is to be replaced by a substitute, the following conditions shall be observed:
  - a. The referee shall be informed of the proposed substitution before it is made.
  - b. The substitute shall not enter the field of play until the player being replaced has left and then only after having received a signal from the referee.
  - c. The substitute shall enter the field at the halfway line during a stoppage in the game.

### Other FIFA Exceptions:

**Heading Rule (For U11/2008s and younger):** When a player heads the ball intentionally in a game, an indirect free kick (IFK) will be called to the opposing team from the spot of the offense. If the intentional header occurs within the goal area, the indirect free kick (IFK) should be taken on the goal area. Referees shall enforce this rule by the age group of the teams.

**Build Out Lines (For U8 through U10 Only)** Build out lines are required for 7v7 play at the U8 through U10 age groups.

- If the GK has the ball, either during the play or from a goal kick, the opposing team must retreat behind the build out line.
- GK can play the ball right away or once the opposing team is behind the build out line. GK can pass or throw/roll the ball to a teammate anywhere on the field (NO PUNTING).
- After the ball is put into play by the GK, by either leaving GK's hand or by a goal kick, the opposing team may cross the build out line and play resumes as normal.
- A restart from the GK's hands or goal kick will take place if the opposition infringes inside the build out lines.



## Suspensions

**Player Suspension:** A player who has been placed on suspension is not permitted to dress for any match during the time period of his/her suspension assigned by the Referee. Player may participate in a different game depending suspension period.

**Coach Suspension:** Any coach who has been placed on suspension is not permitted to participate in this event. The suspended person is not permitted to be present at the site lines where the team substations are located.

**Ejection from a Match:** In instances where the designated coach has been ejected from a game or has failed to control the activities at the match site to the detriment of the game, the referee will retain the coach’s pass and return the pass to the tournament.

## Scheduling

All games will be scheduled prior to tournament and will be submitted to each team via e-mail accordingly.

**Start at the Scheduled Time:** At the scheduled time for the match, the minimum number of players will constitute a team and the match will start at the scheduled time. There is a 5-minute wait for additional players to arrive for the first game, the day of the tournament. There will be no wait time for any of the other matches.

**Change A Scheduled Match:** Changes will only be performed by the tournament Director or designee prior to any schedule game. Changes will only be made in the event the assigned fields cannot be used. All teams will be notified via e-mail.

**Change of Game Location:** Should there be a last-minute change to a match location; the tournament Director or designee will communicate to all participant teams via e-mail.

## 3. GAME RULES AND REGULATIONS

### Group Format and Qualification Brackets:

#### U8 - U12 BRACKETS:

There will be 2 groups of 4 teams each. Based on the standings, the team located in the first place of group will play the Finals.

The best second of each group will play a consolation game.

**All U8 teams will be awarded for participating in this tournament.**

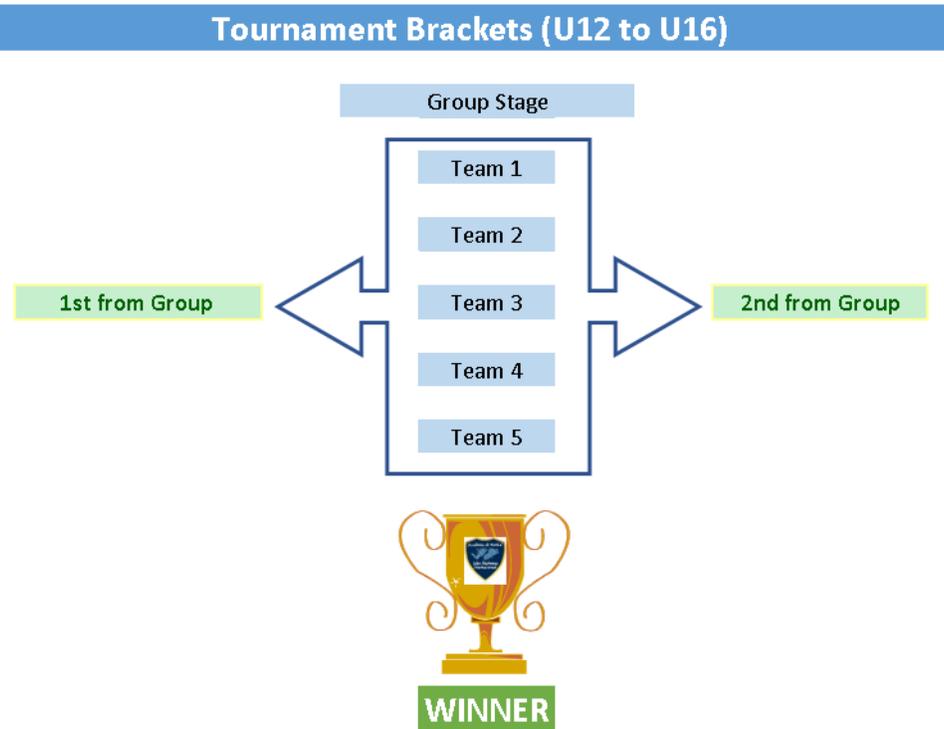




## U12 - U16 BRACKETS:

There is only one group with 5 Teams.

Based on the standings, the teams located on the first and second place of the group will play the Finals.



## Standings

Standings will be determined as follows;

WIN	=	3 Points
TIE	=	1 Point
LOSS	=	0 Points

- 1) **Standings Determined:** Standings will be kept and recorded for all games and are determined by the above point system.
- 2) **Team Forfeits:** If a team forfeits a game, the team is ineligible to win the division. If a team forfeits more than two (2) games during the season, they will be considered to have withdrawn from competition.
- 3) **Team Withdraws from Tournament:** If a team withdraws or is removed from competition during the tournament, all scores and point records for or in connection with that team shall be nullified and all games played or scheduled to be played shall be recorded as a 3-0 win for the opposing team.
- 4) **Final Two Qualification:** In the event of a tie for first place in the standings at the completion of the group stage the team will be decided by the following tiebreakers, in the listed order:
  1. Goal differential, capped at maximum # of goals per game.
  2. Fewest goals allowed
  3. Most goals overall, capped at maximum # of goals per game.
- 5) **Final Winner Determination:** The team with the most goals in the final game will be determined as the winner the tournament.
  1. If the final game results in a tied game, the winner will be determined by penalty kicks.
    - o There will be 5 penalties kicks and the team scoring the most goals out of 5 will win.
      - a. If at the end of these three rounds of kicks the teams have scored an equal number of goals, sudden death rounds of one kick each are used until one side scores and the other does not.



**NOTE:** No player will be allowed to take a second kick from the penalty mark until all other eligible players on his team have taken a first kick.

### **Coaching from the sidelines:**

Coaching from the sidelines is permitted, as long as the coach is giving direction to one's own team on points of strategy, tactics and position. The following conditions must be complied with:

- a. No mechanical devices are used
- b. The tone of voice is informative and sportsmanlike
- c. Any coach, substitute or player must be within 20 yards from the mid-field line on their team's sideline

No club official, club member, team manager, player, or spectator may enter the field of play regardless of the circumstances, unless the referee has given them permission. If this is disregarded, they shall become subject to disciplinary action by the Disciplinary Committee.

### **Field Conditions and Game Day Rules:**

**Neutral Playing Field:** All games will be played under a neutral field for all teams participating in this tournament.

**Position of the Team and Spectators at the Game Site:** Spectators for each team will take a position on the opposite side of the field than the valid coaches and rostered players. The home team shall have the choice of which side the spectator's will be positioned.

**Delaying the Start of a Scheduled Match:** Any team delaying the start of a scheduled game more than five (5) minutes without the authorization of the tournament Director shall forfeit the game by a score of 3-0. The five (5) minute forfeit time will commence upon completion of the previous match on fields with multiple games. Games that are delayed will result in a shorter game.

**Short Games:** In the event a game is delayed, the game will be shorted by the amounts of minutes the game has been delayed. If a game is delayed by 5 minutes, the game will only last for 25 minutes.

**No-Shows/Forfeits:** A no-show occurs when a team does not show up to a scheduled game. Penalties for no-shows are as follows:

- o A forfeit to the opposing team: 0-3 loss
- o A team that has forfeited a game cannot win its group qualification or qualify for the Final game.

A team unable to attend a scheduled game because of an accident, weather or act of God should immediately notify the Tournament Director. Each situation will be reviewed by the Tournament Committee, which shall enter a decision.

**If Both Teams Fail to Appear:** In the event both teams do not appear for a scheduled game, both teams will be assessed a forfeit.

**Team Uses Illegal Player:** An Illegal player shall mean any player who does not present to the officiating referee a valid, unexpired, age appropriate player pass. If club is unable to present the pass, the team using an illegal player will be assessed a 3-0 forfeit.

**Forfeiture and Failure to Compete (Complete One's Scheduled Games):** If a team fails to complete its scheduled game, the tournament Director, will have the authority to take such actions against the team as it deems appropriate.

**Team Refuses to Continue:** If a team refuses to continue to play after being so instructed by the referee, the team will forfeit the game by a score of 3-0.

**If the Referee Fails to Appear:** If a referee should fail to appear for a scheduled game, the coaches of the competing teams must agree upon a person to substitute for the referee.

**Score Reporting:** All scores will be posted by the tournament organizers shortly after the game has been completed. Please note that the scores will be provided by the referee.

**Once the scores have been submitted by the referee, scores will NOT be modified regardless of the teams complains.**



**Bad Weather and/or Poor Field Conditions:** Fields will be inspected prior to any games, in the event of bad weather.

### **Accidents, Unusual Incidents and Concussion Protocols:**

The team coach or manager must report any accident or unusual incident to the tournament organizers immediately.

**Concussion/No-Reentry Protocol:** The referee will stop the game when he/she believes that a player has suffered an injury involving that player's head and immediately remove the player from the game. That player's pass will be retained by the referee, who will make a notation in the referee report. The referee is responsible for providing the pass to the tournament organizers, shortly after the game is completed.

### **Hydration Breaks:**

Under the MLS rules, it is mandated the use of hydration breaks if the WetBulb Globe Temperature (WBGT) measures 82 degrees Fahrenheit or higher. The referee can, at any time, implement a discretionary hydration break in cases in which player safety is determined to be at risk.

Implementation and control of the breaks will be managed solely by the referee:

- Each break will last up to three (3) minutes in length and held approximately 15 minutes into game.
- The ball must be out of play for the break to commence.
- The clock will continue to run and all time allotted. No stoppage time will be added.

## **4. ZERO-TOLERANCE RULE:**

To avoid any physical or verbal abuse or brawl during the tournament Islas Malvinas is implementing a Zero Tolerance Policy.

This rule applies to all participants in this event, including but not limited to players, coaches, parents and spectators of all games.

Please note that any of the items below used during the tournament will be considered inappropriate and will not be tolerated.

- Inappropriate comments using;
  - Sarcasm
  - Abusive language
  - Derogatory comments,
- Violent conduct
- Fights or Brawls
- Profanity

This policy is applied prior, during and after the tournament and/or game. It is the coach responsibility to provide support to the referees assigned in order to maintain any situation under control.

Additionally, parents and/or spectators will not be able to perform any of the following;

- Should not perform any complaints before, during or after the game.
- Should not speak to the referee before, during or after the game.
- Should not insult or shout to the referee in any way, including but not limited to sarcasm, before, during or after the game.

Failure to comply can result in any suspension based on the referee discretion and/or tournament organizers as follows;

- Ejection from the game.
- Suspension from the tournament.
- To be escorted out of facilities.
- In the event of a violent confrontation (fight) or struggle the referee and/or tournament organizers will decide if one or both teams to be suspended from the competition.

## **5. PLAYERS EQUIPMENT**

**Uniforms:** All players on a team shall wear similar colored jerseys, shorts and soccer socks. A legible non-duplicated number on the back of each jersey is required. If necessary, tape may be used to alter a duplicated jersey number.



Players and substitutes shall not change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee.

The color of a team's jerseys may be different than the color of the team's shorts and or soccer socks. At each game, both teams shall be able to make a change of jersey color. If both teams are wearing similar colored jerseys, the home team shall be required to change. Goalkeepers shall change jerseys as the referee directs, regardless of the home/visitor status. All players shall have their jerseys tucked into their shorts.

**Shin Guards:** Shin guards are required equipment for all players and are to be worn during all games. Shin guards are to be covered entirely by the players' socks. Shin guards are to be made of suitable-material, rubber or plastic, to provide a reasonable degree of protection. Failure to wear shin guard can result on a warning (yellow) card.

**Goalkeeper Attire:** The goalkeeper is permitted to wear a tracksuit, similar trousers and stockings or other type of clothing in all league sanctioned activities. The goalkeeper is permitted to wear a vinyl foam soft soccer helmet.

**Team Captain Identification:** The captain(s) of a team shall wear a band for identification purposes, which is to be displayed only on the arm.

**Foul Weather Gear:** In the event of severe weather conditions, players will be permitted to wear a sweat suit, similar trousers and stockings, or other type of clothing under their team uniform. Sweat pants may not have a metallic buckle, snaps, buttons or other items that the referee considers dangerous.

## Safe Equipment

Under FIFA Law V, the referee is granted the authority to determine the safety of a player's equipment as defined in FIFA Law IV. The following shall not be permitted:

1. Hair control devices with any hard parts
2. Earrings, wearable technology, or any other jewelry regardless of covering.

The following shall be permitted:

1. A soft splint, soft brace or a soft cast, provided that the match referee has determined that it is not a danger to himself or another player
2. A brace, joint or prosthetic device, provided that it meets the guidelines and the match referee has determined that it is not a danger to himself or another player
3. Sports Spectacles: Protective sports spectacles or plastic prescription frames sports spectacles with the lenses fully contained with the frame and held on by an elastic strap are expressly permitted. Any eyewear containing glass, metal or any sharp edges are prohibited.
4. Headgear: Soft foam headgear for goalkeeper, Full 90 type headgear for player, provided that the referee has determined that it is not a danger to himself or another player

If the referee finds that a player is wearing articles not permitted by the Laws or this rule, the referee shall order the player to remove them. Failure to carry out the referee's instruction, can result on a warning (yellow) card or the player shall not take part in the game.

## 6. REFEREES:

### Player Verification:

- a) **Game Roster Form:** The referee shall require that both teams provide two (2) copies of the Tournament Official Roster, one (1) to be given to the opposing coach. Age-eligible player's names may be handwritten on the bottom of this roster. Any player not on the team's roster (printed or handwritten on bottom of printed roster) may not play in that match. Any player not present for pre-match check-in must be verified against the game roster form by the referee, prior to playing in the match.
- b) **Jersey Numbers:** Teams must list a unique jersey number for each player present for that match and must match roster (may be adjusted prior to presentation to the referee).
- c) **Collect and Validate Player Passes:** The referee shall collect and validate the players' laminated passes prior to starting the match and retain them until the conclusion of the match. The referee shall verify that the



players' passes indicate the correct club name and that the player's date of birth is within or younger than the team's age group range.

- d) **Verify the Player's Identity and Eligibility to play:** The referee shall verify the identity of the players represented on the pass by inspecting the affixed photograph. If a valid player pass is not presented, the referee will not permit a player to participate.
- e) **Discrepancy in the Data:** Should there be a discrepancy in the age group, and/or club name, the player shall NOT be permitted to participate in the match.

### Referee Reports:

The referee must submit the referee report for each game officiated, shortly after the completion of the match. The referee must provide the copy of both team rosters to the tournament organizers when submitting the report and scores.

### Caution:

- a) **Yellow Card:** Cautioned A Yellow Card is displayed by the referee to indicate that a player or coach is being cautioned for violating Rules and/or FIFA Laws of the Game.
- b) **Two (2) Cautions:** If a player or coach receives two (2) cautions during one match, the player or coach will be ejected from the match, and a suspension is in effect.
- c) **Three (3) Cautions:** If a coach receives three (3) cautions during the tournament, a suspension is in effect and will no longer be able to coach.
- d) **Disciplinary Committee:** The disciplinary committee, at its discretion, will determine the length of the suspension and any other punishments, fines, and/or assessments.

### Ejection:

- a) **Red Card - Ejection** A red card is displayed by the referee to indicate that a player or coach is ejected from the match and a suspension is in effect. That player's or coach's pass will be retained by the referee, who will make a notation in the referee report. The referee is responsible for providing the pass to the tournament organizers once the game has finished.
- b) **Disciplinary Committee** The disciplinary committee, at its discretion, will determine the length of the suspension and any other punishments, fines and/or assessments.

## 7. PROTESTS:

It is forbidden to protest to the referee for decisions made in the game. If a team has any claim, they must do it with one of the Tournament Organizers. The deadline to submit a protest will be no later than the immediate completion of the match (maximum 15 minutes after the end of the match), requesting the captain of the team to the referee who signs on the card of the game his protest that must be ratified at the end of the game. The request should be performed as follows;

1. Request the Protest form to a member of the tournament organizers.
2. The protest form must be completed thoroughly and sign it by the President of the Club or Representative,
3. Corresponding evidence to justify this argument must be provided.
4. Attach a protested deposit the amount of \$ 100.00 in cash for each protest.

**NOTE:** Only if the protest proceeds, will the economic deposit be refunded. If the protest is considered to be inaccurate, misleading, or lacking evidence as to the implementation of a disciplinary action, the deposit will NOT be refunded.

Only protests related to the Official Regulations will be considered. No match will be repeated, reprogrammed or any action that alters the established schedule of the tournament will be implemented. In your case, all decisions made will be made to protect the interest of the tournament and will not be appealed.

**Lawyer Shall Not Represent:** A disciplinary committee hearing is not a legal proceeding; therefore a legal counsel may not represent involved parties. Attorneys may appear before the committee only as involved parties in an individual capacity and not as legal counsel.



## ***References:***

- MLS Competition Guidelines 2018
  - <https://www.mlssoccer.com/league/official-rules/competition-rules-and-regulations>
  
- Cosmopolitan Junior Soccer League
  - <http://www.bppmac.info/drupal/?q=node/717>
  - Additional attachments used as referenced material as well.
  
- US Youth Soccer
  - <https://www.usyouthsoccer.org/referees/rules-of-the-game/>
  
- New York Club Soccer League
  - <https://www.nyclubsoccerleague.com/html/5Boro/spring/rules.asp>
  
- Big Apple Youth Soccer League
  - Zero-Tolerance Policy