

2011 MARTIN COUNTY SPRING SHOOTOUT
TOURNAMENT RULES

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

1. TEAM ELIGIBILITY - This tournament shall be open to all teams as indicated on the Application to Host approved form, comprised of properly registered youth players (as defined by the rules of USYSA or their National Youth governing body) provided such team is in good standing with its youth association.

Any team entering this tournament may include up to 3 guest players on their roster.

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.

2. PLAYER ELIGIBILITY - USYSA players must be legally registered to USYSA through their respective state association according to USYSA registration requirements. All teams must have current USYSA or approved organization Player Passes, or the appropriate National Association Passes to participate. Passes must be verified, laminated and with photo attached. A player may only play on one team during the tournament.

3. AGE CLASSIFICATION:

AGE GROUP	BIRTH Year	AGE GROUP	BIRTH Year
U9	8/1/01 - 7/31/02		
U10	8/1/00 - 7/31/01	U15	8/1/95 - 7/31/96
U11	8/1/99 - 7/31/00	U16	8/1/94 - 7/31/95
U12	8/1/98 - 7/31/99	U17	8/1/93 - 7/31/94
U13	8/1/97 - 7/31/98	U18	8/1/92 - 7/31/93
U14	8/1/96 - 7/31/97	U19	8/1/91 - 7/31/92

4. GAME SCHEDULE - Team pairing, field of play, times of play shall be accomplished by random draw with adjustment only to secure equity. Teams should play no more than two matches per day and will not play any back to back games. Referees shall be assigned by an approved assignor in accordance with FYSA and FSR assignment procedures.

5. PRE-GAME PROCEDURE - The Tournament Officials shall conduct all credentials checks at Registration 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 Application to Host Tournament Form.

Official USYSA roster forms will be validated, medical release forms presented and passes checked at the Team Check-in. The manager/coach must be present at Team Check-in and must present the original USYSA roster form and 2 copies.

Field Marshals will conduct the pre-game check-in when appropriate, in order to minimize delay between games. The referee will review the results of the check-in with the field marshal and make the final ruling on any questions.

Pre-Game Check-in will be conducted as follows:

The manager/coach of each team will present a validated copy of the roster and all player passes and coaches passes.

The Field Marshal or Referee will verify the identity of each player with each player pass and confirm that all players present are listed on the roster. All coaches will be identified with their coaches pass. All passes and the roster will be held by the Field Marshal or Referee during the game.

Players' uniforms and equipment will be checked and any conflict resolved.

Only at this pre-game procedure may a player be challenged by an opposing manager/coach. Challenged players will be noted by the Referee on the Referee game report, but will be allowed to participate in the game so long as they have valid, verified player passes and are listed on the validated roster.

A player who arrives at the playing field after the Pre-game procedure, may enter the game once the game officials verify the player is eligible and with the permission of the center referee. A late arriving player may be challenged at the time he is allowed to participate by the center official.

Each manager/coach or assistant must have a valid coaches pass. If a manager/coach is ejected, his assistant may conduct the team. If the assistant is also ejected or if there is no assistant, the game will be declared a forfeit and the score recorded as 4-0. In no case will the team be allowed to participate without a properly registered coach or assistant.

The tournament committee recommends souvenir patches, pins, etc. may be exchanged and group pictures may be taken at the pre-game procedure, or during the handshake after the game.

6. LAWS OF THE GAME - Except where modified herein, rules of play shall be FIFA "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 U9 and U10 must play with the rules of Development Player Program - modified playing rules for U10.

LAW I - THE FIELD OF PLAY -

The field of play will conform to the following dimensions:

11v11:

minimum 50 x 100 yds, maximum 100 x 130 yds

goals 8 x 24 ft.

8v8:

Min. 45 x 70 yds., Max. 60 x 90 yds.

with markings proportionate and goals 7 x 21 ft.

6v6:

Min. 35 x 50 yds., Max. 45 x 60 yds.

With markings proportionate and goals 6 x 12 ft. to 6 x 18 ft.

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

U9 to U12 , Size #4, 25-26 circum., 11-13 oz.

U13 & over, Size #5, 27-28 circum., 14-16 oz.

LAW III - NUMBER OF PLAYERS

U19, U18, U17, U16, U15, U14, U13, will play 11 players on the field per side, max 18 players on the roster. U11 and U12 will play 8 players on the field per side, max 14 players on the roster. U9 and U10 will play six players on the field per side, max 12 players on the roster.

Substitutions - Substitution shall be unlimited and may be made only 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 half time or the beginning of overtime periods.
- e. After an injury, by either team, when the referee stops play.

Substitutes may enter field of play only after receiving permission from the referee.

LAW IV - PLAYERS EQUIPMENT - Players equipment shall meet these additional requirements regardless of the rules of their home, state or national association:

- a. All players shall be required to wear protective shin guards (to be worn beneath their game socks) at all times while actively participating in the game. Such shin guards shall be of the type and style of protective athletic equipment specifically designed to protect the player's lower leg (shin bone).
- b. Teams will wear uniforms of matching design and color with 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. Where colors of competing teams are identical or similar, the designated home team must effect a change to colors distinct from their opponents'. Teams dressed in predominately black uniforms will be responsible for providing the referee and linesmen with jerseys in a color distinctly different from the uniforms worn by either competing team.
- c. Goalkeeper's Uniform: The uniform or jersey of a goalkeeper must be distinctly different in color from the basic colors of either competing team.
- d. Illegal Equipment: In accordance with the Laws of the Game, the referee shall be responsible to insure that no player wears anything which may cause injury to himself or another player.

Player Equipment

d. Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules. Additionally:

- d1) Screw in cleats is permitted; however, judgment as to their safety is at the discretion of the referee.
- d2.) Orthopedic casts are not permitted; however, soft braces can be worn with *written* approval from a doctor, and judgment as to safety is at the discretion of the referee.
- d3.) Shin guards must comply with FIFA Law 4:
 - a. Shin guards are covered entirely by the stockings.
 - b. Shin guards are made of a suitable material (rubber, plastic, or similar substances).
 - c. Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
 - d. Shin guards are required for any FYSA event for the Safety of the players.

LAW V - REFEREES - All referees will be U.S.S.F. currently certified. Referees are required to turn in an official game report as directed by the Tournament Committee and are required to submit an Incident Report of the names and teams of all players issued red and yellow cards and details of any other matters involving the improper or unsportsmanlike conduct of a team, its players, coaches or supporters.

LAW VI - LINESMEN - Two linesmen will be used for U11 and older games. In the event the assigned linesmen fail to appear, the referee shall find an alternate. The game will be played as scheduled and will be deemed official.

LAW VII - DURATION OF THE GAME - the duration of games will be as follows

	<u>pool games & semis & finals</u>	<u>finals</u>	<u>extra-time</u>
U19, U18, & U17	2 x 30 = 60 mins.	same	2 x 5 = 10 mins
U16 and U15	2 x 30 = 60 mins	same	2 x 5 = 10 mins
U14 and U13	2 x 30 = 60 mins.	same	2 x 5 = 10 mins
U12 and U11	2 x 30 = 60 mins.	same	2 x 5 = 10 mins
U9 & U10	2 x 25 = 50 mins.	same	no overtime, penalty kicks only

LAW VIII THROUGH XVII NO CHANGE.

7. CONTROL OF SIDELINE CONDUCT - Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The site directors have 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, these rules will apply :

- a. The Site Director will designate one sideline to be for the sole use of players listed on the game rosters, and two managers/coaches from each team, with one team occupying one side of midfield and one team the other. While the game is in progress, the manager/coach and reserve players must remain on their respective benches and not roam the sidelines.
- b. The Site Director will designate the opposite sideline for spectators and fans.
- c. A restraining line shall be drawn 3 yards from the side touch-line and all sideline viewers must remain outside of that line to protect linesmen.
- d. Manager/coaches will be responsible for behavior of their fans.

8. TOURNAMENT RULES - BEHAVIOR - The Tournament Committee shall insure that the rules of the tournament and the behavior of teams, players, coaches and spectators on the sideline is appropriately controlled.

a. The issuance of red and yellow cards will be reported on the game report along with an incident report. Disciplinary action will be suspension from game or games in the tournament. A player receiving 3 yellow cards during tournament play will not be permitted to play in the next tournament game.

b. All disciplinary measures imposed by the tournament Disciplinary Committee may be limited to placing restrictions upon an individual's or group's participation in the tournament; however, all decisions shall be included in the post tournament report and further disciplinary action by the FYSA or national association may be recommended

c. The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded. All matters involving a referee assault shall be handled in accordance with USSF, which shall immediately be referred to the host state association. Referee assaults will be reported to host state association within 48 hrs of tournament completion.

d. The home state association and the home club/league of the player, coach, team, or supporters, shall, except in the case of referee assault, have the responsibility for imposing, should the circumstances warrant, additional sanctions within their respective jurisdictions, with regard to any matters arising from the tournament.

9. POST GAME PROCEDURE - We ask that as a mutual courtesy, both teams congratulate each other for a game well played.

1. The Referee or Field Marshals will insure the return of all player passes to the Site Director Desk.
2. Referee will complete the Game Report and deliver it with any incident reports to the Site Director Desk.

3. Manager/coach of both teams will confirm the score with the site desk and collect the passes after each game.
4. Manager/coach of both teams will insure that their sideline area is clean and that all trash is in containers.

10. DISCIPLINE - 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.

- a. All players and managers/coaches shall be subject to FYSA Section 502- Discipline and Sanctions.
- a. A player or manager/coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- a. 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.
- a. 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.

11. DELAY OF START - Any team delaying the start of a scheduled game by more than 15 minutes without authorization from the tournament director shall forfeit the game to the opponent. Forfeits will be recorded with a score of 4 to 0.

12. PROTEST - There will be NO PROTESTS. All disputes will be resolved immediately by the Site Director/Tournament Director. These decisions will be final.

13. DETERMINATION OF TEAM ADVANCEMENT AFTER QUALIFYING PLAY - There will be no overtime games in qualifying play. Standings in a group will be determined by the following game points: 3 points for win, 1 for tie, 0 for loss.

IF TWO TEAMS TIE:

FIRST: Head to Head result

SECOND: Net goal differential with a maximum of four goals per game. 1 bonus goal will be added to goal differential for each shutout win (no bonus for 0-0 tie). The bonus goal for the shutout makes it possible to have a 5 goal differential.

THIRD: Most goals scored up to 4 per game.

FOURTH: Least Goals Allowed

FIFTH: Mini-Game consisting of 2 periods in accordance with LAW VII

LAST: Penalty Kicks according to FIFA Taking of Kicks from the penalty mark

IF THREE OR MORE TEAMS TIE:

FIRST: Net goal differential with a maximum of four goals per game. 1 bonus goal will be added to goal differential for each shutout win (no bonus for 0-0 tie). The bonus goal for the shutout makes it possible to have a 5 goal differential.

SECOND: Most goals scored up to 4 per game.

THIRD: Least Goals Allowed

FOURTH: Mini-Game consisting of 2 periods in accordance with LAW VII

LAST: Penalty Kicks according to FIFA Taking of Kicks from the penalty mark

14. DETERMINATION OF SEMI-FINAL (if applicable) AND FINAL GAME WINNERS - In semi-final and final games, if the game is not decided after regulation times, overtime will be played in accordance with LAW VII. If still not decided after overtime, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark." 9U and 10U will not play overtime. They will go directly to penalty kicks if the game is undecided at the end of regulation play.

15. EXTERNAL CONDITIONS, WEATHER, ETC. - In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament as a whole, keeping in mind the need to successfully identify winners by a certain time period.

16. AWARDS CEREMONIES –

Following the completion of final games, both teams will present themselves to the awards area where individual and team awards will be presented.

17. GENERAL -

1- 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.

2- If not enough teams are realized within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants will be given the option to play up or receive a full refund.

3- The Tournament Committee, the host affiliate and the FYSA's interpretation of the foregoing rules and regulations shall be final.

4- The Tournament Committee reserves the right to decide on all tournament matters.

5- The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYSA.

6- There will be a copy of the tournament rules at all game sites.

