



2018 Florida Premier Spring Showcase
Hosted by: Florida Premier FC – 04/13/18-04/15/18

Tournament Rules

Tournament Headquarters: W.H. Jack Mitchell Jr. Park, 4025 Little Rd, New Port Richey, FL 34655 located off Little Rd. (2 miles north of State Rd. 54) T: 813-766-8312.

Tournament Check-In: Will take place prior to your first game. Each coach must supply player passes, rosters, medical release forms, and any guest player forms that may be needed.

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

1. Team and Player Eligibility

- This tournament shall be open to teams (unrestricted) comprised of properly registered youth players) as defined below) from all Federation organizations (USYSA, US Club, Super-Y, etc). In all age groups indicated on the Tournament approval form. Each team must also be in good standing with its youth association or other Federation affiliate. It shall be the responsibility of each State Association or Federation Affiliate 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 is required by the granting authority. The tournament Committee reserves the right to consolidate or eliminate age groups where insufficient numbers of teams apply to that age group. For this tournament, the age classifications are as follows.

U18/19	Born on or after 1/1/1999
U17	Born on or after 1/1/2001
U16	Born on or after 1/1/2002
U15	Born on or after 1/1/2003
U14	Born on or after 1/1/2004
U13	Born on or after 1/1/2005
U12	Born on or after 1/1/2006
U11	Born on or after 1/1/2007
U10	Born on or after 1/1/2008
U9	Born on or after 1/1/2009

- The tournament committee authorizes a maximum of five (5) guest/loan players per team. Teams may only have guest/loan players from the same Federation organization and all players must be legally registered through their respective Federation organization. (i.e.: USYSA teams can only have players with USYSA passes; US Club teams may only have players with US Club passes, etc.)
- 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 the player participates with. If a player illegally participates with more one (1) team in the tournament, games for any team(s) that the player participates with other than the first team that played will be recorded as 3-0 forfeit in the opponent's favor. Falsification of player registration forms, team rosters, player passes or other records used in the tournament will forfeit all tournament matches past, present and future. A report will be filed with the offending teams' National Organization or National State Association. If unsure of a player's eligibility inquire, in writing, to the tournament director.

- Maximum rosters and game formats for the competitions shall be as follows:

U9, U10	12 players in 7v7 format
U11, U12	16 players in 9v9 format
U13, U14, U15, U16	
U17, U18/19	22 players in 11v11 format

- 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 and be laminated.
- Mandatory: All teams must enter a complete roster into the tournament's online scheduling system no later than 14 days prior to the start of the event. The minimum required information is Name, Date of Birth, Player ID number, Uniform number and Gender. Revisions can be made to the roster up to the night of team registration. This information will appear on the tournament game reports. Teams failing to follow this procedure are subject to removal from the tournament.

2. Pre-Game Procedures

- Prior to the beginning of the tournament at the designated check-in meeting, each team's coach/manager will present the approved roster, along with valid player and coach passes, notarized medical release forms for each player, approved guest/loan player documents and travel authorization as required. U9, & U10 Academy teams may play on modified rosters as outlined in FYSA's Academy guidelines. This verification will occur at the Tournament Headquarters site ONLY, prior to proceeding to their first game.
- Prior to each game, teams are required to have and present player and bench personnel picture identification cards. (passes)
- Passes will be checked against the tournament generated game cards.
- Teams must have on hand a certified/approved tournament roster from the team's Federal Organization. This roster must be presented if different than game card roster.
- Players must be checked in at this time through the CENTER REFEREE, to properly reflect the information on the approved roster. The referee will verify the identity of each player listed on the roster and determine those who are to participate in the game. **IN NO EVENT WILL A REFEREE ALLOW A PLAYER TO PARTICIPATE WHOSE NAME DOES NOT APPEAR ON THE FSYA APPROVED ROSTER, WITHOUT A PROPER PLAYER PASS OR WITHOUT REQUIRED PROTECTIVE EQUIPMENT.** Jersey numbers must match players to roster.
- 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.

3. Laws of the Game

- All games shall be in accordance with the FIFA "Laws of the Game" except as specifically modified by these rules.
 - Law 11: Offside
 - U9-U10: Offside will be called. U9 and U10 will play with the offside rule in accordance to FIFA "Laws of the Game."
 - U11-U19: No change per FIFA "Laws of the Game."
- US Soccer Player Development Initiatives: The West Pasco Junior Showcase will incorporate the US Soccer Player Development Initiatives which will include all the small sided standards for 7 v 7 U9 and U10; and 9 v 9 U11 and U12. 7 v 7 will play with build out lines per US Soccer.
- Substitutions shall be unlimited and made at any stoppage of player per referee discretion. Substitutions must be made from the center line and only upon proper notification of the referee through the linesman, 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.

4. Player Equipment

- No jewelry will be allowed.
- Player equipment must conform to FIFA Rules. Shin guards will be worn, under the socks, by all players. A player wearing an orthopedic cast SHALL NOT be eligible to participate in any game under any circumstances. Soft braces may be allowed IF:
 - a) The player has a signed waiver from a parent (or guardian) to release FYSA or its insurance company and the Tournament from any claim in case of further injury to the joint protected by the brace.
 - b) The player has a written physician statement stating the player requires the brace to play and no further injury is likely to occur while the joint is supported by the brace.
 - c) A player may be removed from the game at any time if the referee determines the player is using (or attempting to use) a brace to injure another player.
- Players will wear matching design and color uniforms with numbers attached to the back of the uniform. No two players may have the same number while both players are on the field.
 - a) In the event of similar team colors, the designated home team will be required to change to an alternate color accepted by the referee. The home team is the first team listed on the schedule for each match, and appears in the "Home Team" column.
 - b) The goalkeeper's uniform must be distinctly different in color from the basic colors of either team and the referee.

5. Referees

- If an assigned referee fails to appear for a game, the assignor and/or Site Director will provide a replacement. The game will be played as scheduled and deemed official. Referees are required to submit a completed official game report to the Site Director, along with the player and coaches passes from the teams that competed, upon the conclusion of each match. Referees will be paid after the completed game report has been submitted after the match.

6. Duration of Game

- Game will be played per age group as follows:

AGE GROUPS	REGULATION
15-19	2 x 35 = 70
13,14	2 x 30 = 60
11,12	2 x 25 = 50
9,10	2 x 25 = 50
	No finals

* All quarter final, semi-final and championship rounds will go straight to penalty kicks if tied at the end of regulation.

- 7. **Heading Guidelines 2016-2017:** 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 recent U.S. Soccer recommendations on concussion risk management, FYSA has eliminated heading in matches for players age 10 years old and younger (2007- 11u and younger), per the new calendar year registration guidelines. The guidelines apply to leagues, tournaments and other FYSA sanctioned events that include 2007-11u and younger age group teams- heading will not be permitted. Sanctions will be made against teams that do not follow this guideline.

- 8. **Concussions:** 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 an ineligible player will be disqualified from the tournament and their tournament fee will be forfeited. Teams participating in the tournament must provide notarized medical releases for each player in a format as required by the Tournament Committee and as posted on the tournament web-site. Foreign/international teams are exempt from the notarization part of this requirement. These authorizations shall be presented at registration and a copy kept by the team at the field, available for presentation in the event of an

emergency. Where required by the State or National Association for which a team/player is registered, all competitive teams/players traveling from within the United States but outside the State of Florida must have a copy of their Permission to Travel Forms, approved and signed by a US Soccer or duly authorized State or National Association representative.

9. 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.

10. Post-Game Procedures

- As a mutual courtesy, the tournament committee asks that both teams congratulate each other for a game well played.
 - a) Referees will return the completed game report and all passes 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 confirm the score as reported on the Game report with the Tournament Official and mark their initials on the Game report.
 - c) Manager/Coach of both teams will make sure their respective sideline areas are clean and all trash is in the containers provided.

Artificial noisemakers are prohibited.

11. Discipline

- It is the coach’s sole responsibility to determine the status of his/her team players. Players and/or coach shall notify the tournament director and/or referee of any suspension incurred at tournament, local league etc. Per FYSA Rule 504.1- Red card or send off suspensions can only be served with the team with which the suspension occurred in games played by said team. Players may not serve red cards as guest players.
- Any player or manager/coach ejected (red carded) will not complete the game in which the ejection occurred. A player or coach will have a minimum of one game suspension regardless of ejection.
- All players and coaches shall be subject to FYSA Section 502—Discipline and Sanctions.
 - b) 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 Disciplinary Committee’s recommendations must be available to the affected parties no later than following the next scheduled match.
 - c) 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 two (2) days of the tournament’s conclusion for possible further discipline.
 - Discipline Reports must be sent in within 72 hours of tournament completion.

12. Forfeits

- A team is allowed a fifteen (15) minute grace period from the scheduled time before awarding the game to the opposing team. A minimum of eligible players (7 for 11v11, 5 for 9v9, and 4 for 7v7) must be present, dressed and ready to play within the grace period, to constitute a “team”. The game will be scored as 3-0. In the event that the scheduled time is revised from the printed schedule, coaches/managers will be notified by phone or in person by a Tournament Official of the new game time.

13. Determination of Group Winners and Finalists

- When possible, teams will be assigned to groups of 4 teams and only play the teams in their group. If an odd number of teams enter an age group, then groups may be larger or smaller than four (4). Cross-over games **will count** in determining which teams within the group advances. In group play, there will be no overtime games.
- Group Winners will be determined by the following game point system, with a maximum of 6 points awarded for a single game:

Win	3 points
Tie	1 points
Loss	0 points

- *If a tie in points exists between teams*, 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 three (3) per game); then
 - c) Extra point for every shutout in group play (not counting forfeits).
 - c) Least Goals Allowed; then
 - d) Most Goals Scored with a maximum of 4 (four) goals per game. If no clear winner:
 - e) Minus one point for each Red Card/send off
 - e) Penalty Kicks in accordance with FIFA “taking of kicks from penalty mark”.

* If both teams are to advance to playoffs, a coin toss will determine the higher seed in lieu of penalty kicks.
- Wild Card System: If a division uses a wild card to determine the 4th team to qualify for the semifinals, the team pairings will be as follows:
 - a) Winner A vs. Winner C, and Winner B vs. Wild Card
 - b) *EXCEPTION*: If the wild card team is from Group B, the team pairings will be as follows:
 - c) Winner A vs. Winner B, and Winner C vs. Wild Card.
 - d) 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.

14. Protests

- No protests will be accepted. All disputes will be resolved by Tournament Director.

15. External Conditions, Weather, etc.

- In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the Tournament Committee shall have absolute authority to make changes in order to best serve the completion of the tournament. In case of extreme heat or humidity, the referee shall allow brief stoppage of the game to allow players a water break.

16. Championship and Finalist Ceremony

- Following the completion of the championship game, the two (2) teams shall present themselves at the awards tent where:
 - a) Each runner-up, Finalist player will receive an individual award and coach will receive a team award.
 - b) Each Winner, Champion player will receive an individual award and coach will receive a team award.

17. General

- 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.
 - a) The Tournament Committee’s interpretation on the foregoing rules shall be final.
 - b) If not enough teams are 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.
 - c) The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYSA, and other USSF affiliate organizations as required.
 - d) The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
 - e) Prohibited items: Smoking is 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.

18. Refund Policy: *(In accordance with FYSA Rule 902.13 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.