

2010 EMERALD COAST CUP TOURNAMENT RULES

Eligibility and Number of Players

NO PASS-----NO PLAY-----NO EXCEPTIONS

U9 - U10 (6v6) Boys and Girls Division

Players must be registered with their respective club and have current player passes. Team size will be a maximum of twelve (12) players. Maximum number of players on the field will be six (6) including the Goalkeeper. ALL PLAYERS MUST HAVE CURRENT PLAYER PASSES. A maximum of three (3) guest players allowed per team.

U11 - U12 (8v8) Boys and Girls Division

Players must be registered with their respective club and have current player passes. Team size will be a maximum of fourteen (14) players. Maximum number of players on the field will be eight (8) including the Goalkeeper. ALL PLAYERS MUST HAVE CURRENT PLAYER PASSES. A maximum of three (3) guest players allowed per team.

U13 - U18 (11v11) Boys and Girls Division

Players must be registered with their respective club and have current player passes. Team size will be a maximum of eighteen (18) players. Maximum number of players on the field will be eleven (11) including the Goalkeeper. ALL PLAYERS MUST HAVE CURRENT PLAYER PASSES. A maximum of five (5) guest players allowed per team.

A player may play for only one (1) team during the tournament.

Team Roster and Other Documentation

- A. A current US Youth Soccer or approved national organization Player Pass is required for each player. (BIRTH CERTIFICATES AND/OR PASSPORTS WILL NOT BE ACCEPTED).
- B. Team rosters will be required. Properly executed guest player forms for guest players shall be attached to the roster. Players must meet the age requirements of the Tournament age group in which they are to compete and may play only on the team with which they are registered. Copies of team rosters will be retained by the Field Marshal at the field.
- C. All teams must have approved Medical Release forms for each player signed by a parent or legal guardian. They will be verified during pre-tournament team check in and held by the team manager on the sideline during games. Referees have the option to inspect these before each game.

Game Balls

The Home team will provide the referees with two balls for the game. The referees will inspect the balls and approve them as game balls.

Duration of Games (Boys & Girls)

Divisions	Minutes
U17 - U18	70*/90**
U15 - U16	70*/80**
U13 - U14	70
U11 - U12	60
U9 - U10	50

- * Preliminary games
- ** Championship games

All games will consist of two (2) equal halves with one half-time period of five (5) minutes in length. Preliminary games will have no overtime periods to settle ties. Ties in Semi-Final and Championship games will be settled in accordance with Section F.

Ball Size

- U13 Thru U18 Size 5
- U9 Thru U12 Size 4

Laws of the Game

A. All games will be played in accordance with FIFA, FYSA and as specifically modified by these rules.

B. Points will be awarded as follows:

- Win 6 points
- Tie 3 points
- Shutout..... 1 point
- Loss 0 points

One (1) point will be awarded for each goal up to three (3) per game. A forfeit counts nine (9) points for the prevailing team.

C. In case of a tie in total points after the preliminary games, the Division Winners will be determined in the following sequence:

IF TWO TEAMS TIE IN POINTS

1. Head-to-Head competition; if no clear winner then
2. Net goal differential (maximum four (4) goals per game); if no clear winner then
3. Most goals scored up to a maximum of four (4) goals per game); if no clear winner
4. Fewest goals allowed (maximum of four (4) per game) in all matches; if no winner
5. Penalty Kicks according to FIFA's "Taking of Kicks from the Penalty Mark".

IF THREE OR MORE TEAMS TIE IN POINTS

Items 2 through 5 (above) will be applied to determine the winner.

(Note-In no case; once a tie breaker has been used will it be revisited if a team is eliminated.)

D. In the event of a forfeit:

1. The team winning the forfeit will receive six (6) points plus two (2) goals scored, plus one (1) point for the shutout, and zero (0) points for goals scored against. The team losing a forfeit will receive zero (0) points plus zero (0) points for goals scored, and two (2) points for goals scored against.
2. A team will be allowed a ten (10) minute grace period after scheduled kickoff time before the game is awarded to their opponent. A minimum of four (4) players constitutes a team for U9 and U10. A minimum of six (6) players constitutes a team for U11 to U12 (8v8) teams. A minimum of seven (7) players will constitute a team for the U13 to U18 (11v11) teams. The grace period shall be used only to collect the minimum number of players required to start the game.
3. If the Tournament Director notifies a team that another team that they had been scheduled to play has dropped out of the tournament and a forfeit will be awarded as a result, then the team awarded the forfeit does not need to show up at game time against the absent team in order for the forfeit results to be official.
4. If the forfeit is deemed intentional, in the opinion of the Tournament Committee (after consultation with the Field marshal, Referee, and opposing coach), a formal letter of protest may be sent to the team's sanctioning club, league and/or association, as appropriate.

E. Mercy Rule. If one team leads their opponent by six (6) goals, the game can be called if the Losing Coach requests it be called after the first half.

F. Rules for settling ties in Semi-Final and Championship games:

1. U13 - U18: Two full ten (10) minute overtime periods (no sudden death) will be played beginning five (5) minutes after the end of regulation play.
U11 - U12: Two full five (5) minute overtime periods (no sudden death) will be played beginning five (5) minutes after the end of regulation play.
U9 - U10: No overtime periods will be played. Proceed directly to Penalty Kicks (section F6).
2. All tournament rules will apply.
3. A Referee coin toss will determine kick-off and choice of end.
4. Teams will switch ends and kick-off after the first overtime period; play is to be restarted at once. Substitutes will be permitted at this time.
5. Both overtime periods must be played (no sudden death).
6. If the score is tied at the end of overtime play, penalty kicks will decide the outcome as follows:

- a. Only the players on the field at the end of overtime play are eligible to participate in penalty kicks.
- b. The Referee will decide the goal to be used.
- c. The Referee will toss a coin; the team winning the coin toss will have the choice of whether to kick first or second.
- d. Other than the kicker and the two Goalkeepers, all eligible players will remain in the center circle while the penalty kicks are in progress. The Referee will position the idle Goalkeeper so as not to interfere with the kick in progress. The coach will be allowed in the circle to determine the next 5 kickers.
- e. The Referee may also reposition any spectator he or she chooses so as not to interfere with the kick in progress.
- f. Each team will take five kicks, alternatively; the team scoring the most goals wins. If the team trailing in the first five kicks cannot catch up in the kicks remaining the referee may end the kicks at that point.
- g. If the score remains tied after five kicks by each team, the taking of penalty kicks continues, alternatively; until one team scores and the other does not. The team scoring wins.
- h. No player may kick a second time until all eligible players including the Goalkeeper, have kicked. Any of the eligible players may serve as Goalkeeper and the Goalkeeper may be changed at any time. A Goalkeeper who is injured may be replaced by another eligible teammate from the sideline.

G. Field Marshals will collect and check player/coach passes at the beginning of the game. Field Marshals will hold the passes during the game with a blank copy of the official Game Report. Immediately upon conclusion of each game, the Referees will record the scores of the game on the Game Report. Each coach/manager will then sign the game score section of the Game Report, thereby verifying the Final Score. The Referee will complete the remainder of the Game Report and sign it, and return it to the Site Coordinator. Player cards will be returned to their respective coaches with approval of the Referee.

H. Any player or coach who is ejected from a game by the Referee must leave the field for the remainder of the game and is automatically banned from the next tournament game. The Field Marshal is required to report to the Tournament Director, as expeditiously as possible, any player or coach who is given a red card or sent-off during a game. Violations of a serious nature require notification of the Tournament Director and may result in further disciplinary action, including suspension from the Tournament. This tournament follows Section 502 Discipline - Game Conduct of the FYSA By-Laws and Rules concerning suspension for red cards and send-offs that occur during these tournament games.

- I. The home team is designated as that team listed first in the game schedule.
- J. Spectators: Coaches are responsible for the behavior of their spectators. Players, coaches and spectators shall conduct themselves in a temperate, sportsmanlike manner. Displays of temper or dissent are cause for ejection from the field of play. FYSA Rules apply.
- K. Substitution shall be unlimited , with the referee's permission at the following:
 - a. Prior to throw-in in your favor;
 - b. Prior to goal kick by either team;
 - c. After a goal by either team;
 - d. After an injury by either team;
 - e. At the beginning of the second half or overtime periods

Player Equipment and Protection

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

- 1) Screw in cleats are permitted; however, judgment as to their safety is at the discretion of the referee.
- 2) Orthopedic casts are not permitted; however, soft braces can be worn with **written approval** from a doctor, and judgment at the discretion of the referee.
- 3) 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.

B. When, in the judgment of the Referee, jersey colors conflict, the designated home team will change colors. Designated visiting teams are requested to help resolve any uniform conflicts. If the home team has only 1 color jersey, the visiting team shall change. If both teams have only 1 color jersey and there is a conflict, the home team shall wear "pennies" over their jerseys. All players will have numbers on their soccer jersey.

C. All equipment is subject to approval by the Referee.

Spectators, Coaches, and Substitutes

A. The designated home team has first choice of which end of the field of play it occupies for its spectators, coaches, and substitutes. The Field Marshal has the authority to separate spectators as deemed necessary. Players and coaches occupy one side of the field; spectators occupy the other side of the field.

B. Coaches and substitute players will remain at least one meter from the sidelines at all times and within one meter of the end of their benches/technical areas or within the marked technical area; parents and other spectators will remain at least three meters from the sidelines at all times. They will not be permitted on the sidelines and not past the line of the penalty area parallel to the goal line.

C. Spectators deemed exhibiting poor sportsmanship will be given 1 warning, and then removed from the field if the warning is not heeded. Spectators are not allowed to coach or incite players - this is defined as poor sportsmanship.

Inclement Weather and Schedule Changes

A. The Referee will decide if play is to be halted due to unsafe field conditions. Suspension of a game because of high winds or lightning will be at the discretion of the Field Marshal, in consultation with the Referee.

B. The Tournament Committee reserves the right to make the following changes:

1. Relocate and/or reschedule any game.
2. Reduce up to 50% the scheduled duration of any game.
3. In the event of major weather problems, entire age group competitions may be canceled.
4. In the event inclement weather forces cancellation of a game after at least half of regulation time has been played, the game shall be considered official and the score at the point of cancellation shall be the final score.

General Rules

- A. All decisions of the Referee are final and binding.
- B. The Tournament Committee and FYSA will not be held responsible for any expense incurred by any team if the Tournament is canceled in whole or part.
- C. The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament; its judgment is final.
- D. No protest is allowed.

MAY GOOD SPORTSMANSHIP PREVAIL AND MAY EVERYONE ENJOY A WEEKEND OF COMPETITIVE SOCCER!