

Central Brevard Hurricane Classic
TOURNAMENT RULES

Important:

- ❖ Please visit <http://www.BrevardSoccer.net> for the most current release of rules.
- ❖ Last update: 2/22/10

Tournament headquarters:

Mitchell Ellington Sports Complex
Hall Road
Merritt Island, FL 32953
e-mail: wquinter@cfl.rr.com

The rules of this tournament shall be in accordance with US Youth Soccer and Florida Youth Soccer Association (FYSA) except as modified 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 US YOUTH SOCCER or their National Youth governing body) provided such team is in good standing with its youth association. Teams entering this tournament may include up to four (4) guest players on their roster. The guest players must be officially carded players with the appropriate guest player paper work according to their association.

It shall be the responsibility of each Association to certify the eligibility of its teams and to provide such teams with a certified roster, permission to travel, and proof of insurance.

Falsification of any information provided in the application or registration process, including illegal players will result in the withdrawal of the invitation to compete. In such a situation, there will be no refund of any application fee that may have been paid. The appropriate organization will be notified for further action.

2. PLAYER ELIGIBILITY

All players must be properly registered to US YOUTH SOCCER through their respective National State Associations according to US YOUTH SOCCER registration requirements. All teams must have current US YOUTH SOCCER or approved organizational player passes, or the appropriate National Association pass to participate. Passes must be verified, laminated, and have a photo attached. Players may play on only one team during the Tournament.

Each player must have a medical release (notarized) form.

3. PRE-GAME PROCEDURES

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 appropriate affiliated organization", 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 organizational rosters 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 organizational roster and 4 copies.

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 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 challenged player does not constitute a game protest, but may serve as grounds for protest.
- A late arriving player may be challenged at the time he/she is allowed to participate by the referee.

Each manager/coach or assistant must have a valid coach's pass and be listed on the approved roster. If a manager or coach is ejected, an assistant must manage the team. If the assistant is ejected or there is no assistant, the game will be forfeited and the score recorded as 4-0. In no case will a team be allowed to participate without a properly registered coach or assistant.

4. LAWS OF THE GAME

All matches must be in accordance with the FIFA "laws of the game", except as modified below.

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 by the rules of the USYSA Developmental Program - modified playing rules for U9 & U10, except as modified below:

LAW 1: Field of Play

U13-17 No change

U9 & U10 (6V6) and U11 & U12 (8V8) must play in accordance with the US Youth Soccer Official under 12 & 10 Playing Recommendations.

LAW 2: The Ball

U09-U12 Size #4 (25-26 in., 11-13 oz.)

U13-U19 Size #5 (27-28 in., 14-16 oz.)

LAW 3: Number of Players

U09-U10 six per side (max. of 12 players on the roster)

U11-U12 eight per side (max. of 14 players on the roster)

U13-U16 eleven per side (max. of 18 players on the roster)

U17-U19 eleven per side (max. of 22 players on the roster)

Substitution shall be unlimited. Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee's permission, at the following times:

- Prior to a throw-in by your team. The other team may substitute if your team is substituting;
- Prior to a goal kick by either team;
- After a goal by either team;
- After an injury by either team when the referee stops play;
- At the beginning of the second half or overtime periods;

The substitute shall not enter the field of play until the player he is replacing has left, and then only after receiving a signal from the referee.

LAW 4: Players' Equipment

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

Additionally:

- a.) Screw in cleats is permitted; however, judgment as to their safety is at the discretion of the referee.
- b.) 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.
- 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.

Religious headdresses will be allowed as long as the material is not harmful to any other participant.

No jewelry of any kind shall be worn on the field of play. No tape over earrings. No Rings, No Watches, No Bracelets, No Necklaces, No Friendship Bracelets (string, plastic or rope-type bracelets), No Earrings, No Body Piercing, and No HARD Hair Holders.

Teams will wear uniforms of matching design and color with a minimum of six-inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers while participating in any match.

1. In the event of similar team colors, the designated home team will be required to change to a color accepted by the referee.
2. The uniform of the goalkeeper must be distinctly different in color from the basic colors of both competing teams.

LAW 5: The Referee

The center referee for all matches must be certified by the Federation.

Referees are required to submit a completed tournament specific game report to the site director containing information relating to any game incidents involving players/coaches/spectators misconduct and injuries immediately following the game.

In the event the assigned referees fail to appear and the assignor and/or site director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant referee. The duties of the alternate assistant referee shall be limited. No two-referee system will be allowed. The match will be played as scheduled and will be deemed official.

LAW 6: The Assistant Referee

Two assistant referees will be used for U11 and older games. In the event the assigned assistant referee fails to appear, the referee must find a suitable assistant. The game will be played as scheduled and be deemed official.

LAW 7: The Duration of the Match

Games will have the following duration:

AGE GROUP	POOL PLAY (min)	SEMI & FINALS (min)	OVERTIME/Mini-game (min)
17, 18, 19	2 X 35 = 70	2 X 45 = 90	2 X 5 = 10
15, 16	2 X 35 = 70	2 X 40 = 80	2 X 5 = 10
13, 14	2 X 30 = 60	2 X 35 = 70	2 X 5 = 10
11, 12	2 X 30 = 60	2 X 30 = 60	2 X 5 = 10
9, 10	2 X 25 = 50	2 X 25 = 50	No Overtime

No overtime/PK's in the Preliminary or Group Rounds.

At any time in the 2nd half, the goal differential reaches six (6), the match shall be declared complete at that point. No match can be concluded under this rule prior to the beginning of the 2nd half.

LAWS 8 – 11: No Change per FIFA “Laws of the Game”

LAW 12: Fouls and Misconduct

The referee has the authority to take disciplinary sanctions, as from the moment he enters the field of play until he leaves the field of play after the final whistle.

LAW 13 - 17: No Change per FIFA "Laws of the Game"

5. 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" and comply with FYSA'S Code of Ethics. The site director has the authority and the responsibility to remove any person from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to this tournament.

- The site director will designate one sideline to be for the sole use of the players and coaches/managers listed on the game roster. While the game is in progress, the manager/coach and the reserve players must remain on their respective benches and may not roam the sidelines.
- The site director will designate the opposite sideline for the spectators.
- Artificial noise-making devices are prohibited.

COACHING: Each team will only be allowed three (3) coaches/managers on the sidelines. Coaches/managers must be rostered to the team. A trainer is permitted to be on the sideline as a fourth team official if he/she is rostered to the team and holds a valid coaching card. Coaching from the sidelines (giving direction to one's own team on points of strategy, positioning and positive reinforcement) is permitted, provided:

- The tone of voice is instructive and not derogatory;
- Each coach stays within his/her coach's area and ensures all substitutes remain on the team bench at all times.
- 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 or incites, in any manner, disruptive behavior.

6. POST-GAME PROCEDURES

As a mutual courtesy, both teams meet at the center circle and congratulate each other for a game well played.

- Referees will return player passes to the COACH and submit completed game reports and Red card Player passes with report to tournament officials.
- Managers/coaches of each team will have the opportunity to confirm the score with the site director after each game. One hour after the completion of the game any score that has been submitted by officials and is not challenged by team coaches is FINAL.
- Also, as a courtesy to the game that is starting directly after you please vacate the bench area immediately after the game. **All teams should clean up their bench area after their game by picking 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.**

7. CONDUCT and DISCIPLINE

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check in.

The Tournament Committee shall have a Discipline Committee of no 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 the minimum suspensions for unacceptable conduct in accordance with FYSA's discipline procedures, FYSA Section 502- Discipline and Sanctions.

B. A player or manager/coach ejected will have an automatic one (1) game suspension regardless of the severity of the ejection. The suspension will be served in the next scheduled tournament game of that team.

C. Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend a suspension of up to the duration of the tournament with further disciplinary action by the appropriate State or National Association. The Discipline Committee's recommendations must be made available to affected parties no later than prior to their next scheduled game.

D. Any coach or team official shall be held responsible for the actions of any individual(s) at any match that in the opinion of the referee is a supporter of that team.

E. At the conclusion of the tournament, it is the responsibility of the team's coach/manager to pick up the passes from the tournament office (even if suspensions have not been completed). A complete report will be sent to the FYSA Review & Discipline Committee for forwarding to the appropriate State and National Association.

8. DETERMINATION OF GROUP WINNERS

In-group play, there will be no overtime games. Standings in a group will be determined by:

GAME POINTS: (3) Three points for a win (1) One point for a tie (0) Zero points for a loss

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

In the Event of a tie.

TIEBREAKERS:

FIRST. Head to head result

SECOND. Net goal differential, Maximum four (4) goals per game

Ex: 10 to 5 Final score

Winning Team = 10 goals - 5 goals = +4 Differential

Losing Team = 5 goals - 10 goals = -4 Differential

Ex: 4 to 2 Final Score

Winning Team = 4 goals - 2 goals = +2 Differential

Losing Team = 2 goals - 4 goals = -2 Differential

THIRD. Most goals scored, maximum of four (4) per game

FOURTH. Least goals allowed, no maximum

FIFTH. Mini-game consisting of 2 periods IAM with Law VII.

LAST. If tie still Exists, Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark"

DETERMINATION OF SEMI-FINAL & FINAL GAME WINNERS:

A. For games winner not decided in regulation, overtime will be played in accordance with the LAW VII.

B. If a clear winner is not decided after the overtime period, penalty kicks will be used in accordance with FIFA "Taking of Kicks from the Penalty Mark".

C. U10 go directly to penalty kicks.

D. All overtime periods will be played to their conclusion - No Golden goal or Silver Goal will be permitted.

9. FORFEITS

A team will be allowed a 15-minute grace period from the scheduled game time before awarding the game to the opponent. The Tournament Director has the ability to extend the grace period per extenuating circumstances (Ex. Section 13). Failure to meet scheduled play will automatically require payment of forfeiture fine. A game shall be started as soon as the minimum number of players as required under the Laws of the Game are present. A forfeited game shall be recorded as 4-0 score in favor of the opponent.

Important: If a team forfeits a game during pool play, they will not be eligible for medal play or Playoff's

10. TERMINATED/SUSPENDED GAMES

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed. The exception to this rule is as follows: The Tournament committee will decide the outcome of the game based on the circumstances involved in the termination if said circumstances produce an unusual or unfair outcome.

The Tournament Director will make the decision as to the score of such games and whether teams advance, after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken with state and national organizations.

In order to keep to the scheduled start times, the 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. Matches that, for one reason or another, do not reach half time will be considered a 0-0 tie.

11. PROTEST

The Protest and Appeals committee, 3 or 5 persons of the Tournament which can include a referee, the District Commissioner, an appointed representative of the host organization, the Tournament Director and others having no affiliation with the parties involved, will rule all protests/appeals on. For a protest to be considered, the following procedure will be followed:

1. No protest on referee judgment or discretion calls will be accepted.
2. Verbal notification of intention to protest must be given to the Tournament Director immediately following the game and noted in the game report.
3. All protest must be in writing, delivered by the team coach to the Tournament Director within one hour following the conclusion of the match. A protest fee of \$300.00 must accompany the protest, delivered to the Tournament Director. This fee must be a money order or cash. Personal checks will not be accepted. The Tournament director will then deliver the fee and written protest to the committee. The decision of the committee will be binding on all parties, allowing the competition to proceed. The protest fee will not be refunded.
4. The Tournament Committee will investigate the facts of the protest and rule on the protest within two (2) hours of receipt of all materials needed.

12. INCLEMENT WEATHER

Games will not be played in inclement weather if there is a possibility of injury to players or damage to the playing surface. Thus, in the event of inclement weather or adverse conditions, not limited to weather, the Tournament Director has the authority to:

1. Relocate or reschedule any game
2. Change the duration of any game. Preliminary games terminated for weather after the beginning of the second half of play shall be considered official and score shall stand
3. Cancel any preliminary game which has no bearing on the selection of group winners
4. Cancel consolation games
5. Cancel the entire tournament for the safety of the players and the good of the playing fields

13. AWARDS CEREMONY

Following the completion of final games, both teams will present themselves to the Game Site Coordinator for awards.

14. FYSA Revised Water Break Policy Revision to 402.4

In any FYSA sanctioned match a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees. Violation may result in charges under FYSA's COE.

15. GENERAL

- A. The Tournament Committee, Director, FYSA and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.
- B. The Tournament Committee's interpretation of the foregoing rules and regulations shall be final and reserves the right to decide all tournament matters.
- C. 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 of playing up or receiving a full refund.
- D. The Tournament Committee has the responsibility to uphold any previous suspension imposed by the FYSA/USYSA/USSF other affiliated association.
- E. Central Brevard Soccer is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.
- F. Alcohol, illegal drugs and unauthorized prescription drugs shall not be possessed, consumed or distributed before during or after any game or at any other time at the field and/or game complex.
- G. Any player, coach or spectator found in possession of alcohol, illegal drugs, or weapons will be banned from the tournament and appropriate notifications made to the local law enforcement.
- H. The Tournament Committee has the authority to remove any person(s) from the tournament for abuses to FYSA Code of Ethics, in addition to any specific disciplinary action brought on by other authority.