

**2022 Winter Classic**  
**TOURNAMENT RULES**

**Important:**

❖ Please visit <http://www.BrevardSoccer.net> for the most current release of rules.

**Tournament headquarters:**

**Mitchell Ellington Sports Complex**  
**575 Hall Road**  
**Merritt Island, FL 32953**  
e-mail: Soccer@Brevardsoccer.net

The rules of this tournament shall be in accordance with US Youth Soccer and Florida Youth Soccer Association (FYSA) except as modified herein. Tournament rules shall also be in accordance with US Club Soccer.

**1. TEAM AND PLAYER 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 association. Teams entering this tournament may include up to four (4) guest players on their roster.

It shall be the responsibility of each State Association to certify the eligibility of its competing teams and provide such teams with certified copy of the roster, permission to travel and proof of insurance, which is to be presented at the mandatory registration.

Players must be legally registered to their team in accordance with their National registration requirements with a current and valid player pass that verifies their name and birth date. Guest players must have appropriate guest playing forms. 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 form.

Age Division	Birth Year	Max Roster	Guest Player Limit
19U	Born 2003	22	4
18U	Born 2004	22	4
17U	Born 2005	22	4
16U	Born 2006	22	4
15U	Born 2007	22	4
14U	Born 2008	22	4
13U	Born 2009	22	4
12U	Born 2010	16	4
11U	Born 2011	16	4
10U	Born 2012	12	4
09U	Born 2013	12	4

**2. CREDENTIALS**

At the Mandatory registration, teams must provide the required credentials:

- 5 copies of the Official Organizational Rosters.
- Medical release forms for each player.
- Player/Coach passes/ID cards with current photographs.
- Notify tournament personnel of any players sitting out suspensions.

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

- **For teams having more than 18 on the roster - declare the 18 active players 30 minutes prior to the start of each game.**
- The manager/coach of each team will present a validated copy of the roster and all player and coaches passes.
- **NO PASS - NO PLAY - NO EXCEPTIONS**
- The Referee or Field Marshal 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 by their 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 tournament 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 and assistant must have a valid coach's pass and be listed on the approved roster. If a manager or coach is ejected, an assistant may 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.

### 3. LAWS OF THE GAME

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

Players U9 to U12 must play by the rules of the USYSA Developmental Program - modified playing rules for U9 to U12.

- U9-10: No punting the ball
- Deliberate heading is not allowed in age groups U12 and younger
  - If a U12 or younger player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
  - If the deliberate header of a U12 or younger player occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred.

#### LAW 1: The Field of Play

U13- U19 No change per FIFA "Laws of the Game" • U11& U12 (9v9) & U9/U10 (7v7) must play in accordance with the USSF new player development initiatives.

The Technical Area/Box, Laws of the Game, FIFA Rules: The technical area relates to matches played in game fields with a designated seated area for team officials, substitutes and substituted players as outlined below: The technical area shall only extend 1m (1yd) on either side of the designated seated area and up to a distance of 1m (1yd) from the touchline Page 3 of 4 • markings shall be used to define the area, temporary or Permanent. • the number of persons permitted to occupy the technical area is defined by the competition rules • the occupants of the technical area: ○ are identified before the start of the match in accordance with the competition rules ○ must behave in a responsible manner ○ must remain within its confines except in special circumstances, e.g., a physiotherapist/doctor entering the field of play, with the referee's permission, to assess an injured player • only one person at a time is authorized to convey tactical instructions from the technical area

#### LAW 3: Number of Players

	On field	max players on roster	minimum to start game
<b>U09-U10</b>	seven per side	12	5
<b>U11-U12</b>	nine per side	16	6
<b>U13-U16</b>	eleven per side	22 (18 at game time)	7
<b>U17-U19</b>	eleven per side	22 (18 at game time)	7

Substitutions shall be unlimited and made only with the referee's permission, at the following times:

- Substitutions shall be unlimited at any stoppage of play at the referee's discretion.

- The substitute shall not enter the field of play until the player being replaced has left.
- When an injured player (inclusive of the goalkeeper) is attended to on the field of play, the player must leave the field of play for treatment and evaluation. A substitution may be made for the injured player.

**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 can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgement as to its safety is at the discretion of the referee. Soft braces can be worn with written approval from a doctor, and judgement as to safety is at the discretion of the referee.
- c.) Shin guards must comply with FIFA Law 4:
  1. Shin guards are required for any FYSA event for the Safety of the players.
  2. Shin guards are covered entirely by the stockings.
  3. Shin guards are made of a suitable material (rubber, plastic, or similar substances).
  4. Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.

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.** It is the policy of FYSA that no player be allowed to wear ANY jewelry while participating in any FYSA sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall make the decision as to the safety of the player and the referee's decision is final. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, the referee must stop the match to correct the situation

Teams will wear uniforms of matching design and color with a minimum of six-inch numbers affixed to the back of the uniform shirt.

- In the event of similar team colors, the home team will be required to change to a color accepted by the referee.
- 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. 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 game will be played as scheduled and will be deemed official

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

No two-referee system will be allowed.

**LAW 6: The Assistant Referee**

Two (2) assistant referees will be assigned in the appropriate age group (U11 and older) games. In the event the assigned assistant referees fail to appear, the referee must find suitable assistant referees. The game will be played as scheduled and will be deemed official.

**LAW 7: The Duration of the Match**

Games will have the following duration:

AGE GROUP	GROUP PLAY & FINALS (min)	FINALS OVERTIME/Mini-game (min)
17, 18, 19	2 X 30 = 60	2 X 5 = 10
15, 16	2 X 30 = 60	2 X 5 = 10
13, 14	2 X 30 = 60	2 X 5 = 10

11, 12	2 X 30 = 60	2 X 5 = 10
9, 10	2 X 25 = 50	No Overtime

No overtime or penalty kicks in Pool Play. Playoff or Semi-Finals to directly to PKs.

At any time in the 2nd half, the goal differential reaches seven (7), 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 – 17: No Change per FIFA “Laws of the Game”**

#### **4. 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.

- Managers/coaches are responsible for the behavior of their fans.
- 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 reserve players must remain on their respective benches and may not roam the sidelines. Coaching within the technical area is permitted.
- Teams are allowed only three (3) coaches/managers on their sideline; each must be listed on the team roster.
- A trainer is permitted to be on the sideline as a fourth team official if they are on the team roster and hold a valid pass.
- The site director will designate the opposite sideline for the spectators.
- No coach, substitute, or spectator will use profanity or incites, in any manner, disruptive behavior or make derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators.

#### **ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.**

#### **5. POST-GAME PROCEDURES**

We ask that as a mutual courtesy, both teams congratulate each other for a game well played.

- Referees will return passes to the coach then submit completed tournament game report and ejected Player/Coach passes with game report to tournament officials.
- Managers/coaches 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.**

#### **6. CONDUCT and DISCIPLINE FYSA Rules 502 and 504**

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 coaches/managers are subject to FYSA Section 502- Discipline and Sanctions.

B. Any player/coach/manager ejected will have an automatic minimum 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. Per FYSA Rule 504.1, until the suspension is served with that team, the player/coach/manager is suspended from any other team(s) to which the player/coach/manager is registered.

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 taken 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 is 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 (even if any suspensions have not been completed). A complete discipline report is sent to FYSA within seventy two (72) hours after the conclusion of the tournament for dissemination and possible further discipline.

## 7. DETERMINATION OF TEAM ADVANCEMENT

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 6 per game

**FOURTH.** Least goals allowed

**FIFTH.** Mini-game consisting of 2 periods in accordance with Law 7 above.

**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. Game winners not decided during the match, overtime will be played in accordance with LAW 7 above.

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

C. U10 will go directly to penalty kicks.

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

## 8. DELAY OF START/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) must be present, dressed, and ready to play within the grace period, to constitute a "team." The game will be scored as 4-0. If the scheduled time is revised from the printed schedule, coaches/managers will be notified by email, tournament website, phone or in person by a Tournament Official of the new game time.

## 9. TERMINATED/SUSPENDED GAMES

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed. The Tournament Committee will make the decision as to the score of such games and whether teams advance based on the circumstances involved in the termination after receiving reports from game officials. The decision of the Tournament Committee/Director is final.

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 do not reach half time will be considered a 0-0 tie.

## 10. INCLEMENT WEATHER/ADVERSE CONDITIONS

In the event unusual conditions necessitate the rescheduling, curtailment, shortening or cancellation of games, the Tournament Committee shall have absolute authority to make changes in order to best serve the completion of the tournament, including:

1. relocating or rescheduling any game(s)
2. changing the duration of any game(s)
3. canceling the game(s), or canceling the tournament in whole or in part, with no refunds being issued.

No protests of the Tournament Committee decisions due to format changes necessitated by external conditions will be allowed. In the event games are suspended or halted due to weather or other external conditions, one (1) team staff member is required to report to Tournament Headquarters or Site Headquarters where instructions as to the timing of and method for notification of restarts and/or schedule revisions will be communicated.

## 11. PROTEST

There will be NO protests. All disputes will be resolved immediately by the Site Director/Tournament Director. These decisions will be final

## 12. AWARDS CEREMONY

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

## 13. Water Break Policy (FYSA Rule 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. This break will be a maximum of one (1) to two (2) minutes of time.

Violation may result in charges under FYSA's Code of Ethics.

**NOTE:** This break is not a coaching opportunity, but for player hydration.

## 14. TOURNAMENT REFUND POLICY (FYSA Rule 902.13)

Teams withdrawing from the tournament will **ONLY** receive a refund if they notify the tournament director before the competition schedule has been posted on-line.

(FYSA Rule 902.13) Tournament entry fee will be returned as follows:

- ❖ Within five (5) days after notification that the team is not accepted by their application.

- ❖ Within five (5) days upon cancellation of the tournament.
- ❖ Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

## **15. Concussion Rule**

Pursuant to Florida Statutes (FC 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 coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player's parent(s) or legal guardians to seek medical attention. The player may not resume participation until he/she has been cleared by a medical doctor. The referee HAS NO FURTHER responsibility beyond removing the player from the match in which the player was injured. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

## **16. 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.
- 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 or other affiliated association.
- E. Brevard Youth Soccer League 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. 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.