

RULES for BRANDON CUP

The BRANDON CUP is a Tournament (3 game minimum) for Recreational teams within Florida for all USSF Affiliates (including FYSA, US Club, AYSO, US Youth and SAY). The Rules of this Tournament shall be in accordance with USYSA and FYSA except as modified herein and thereby established and approved by the Tournament Committee.

1. **TEAM ELIGIBILITY** - This Tournament shall be open to any Recreational teams within Florida for all USSF Affiliates (including FYSA, US Club, AYSO, US Youth and SAY) comprised of properly registered youth players (as defined by the rules of the Affiliated Organization) in age groups U8, U-9, U-10, U-12, U-14, U-16, and U-19 for coed teams and U-10, U-12, U-14, U-16 and U-19 for girls provided such teams are in good standing with its youth association or other Federation Affiliate. **No recreational all-star or competitive teams are allowed.** Teams shall be certified by FYSA or Federation Affiliate as Recreational teams per the definition on the USYSA Application to Host Tournaments or Games. Age groupings and divisions may be modified by the Tournament Committee to suit the field of teams accepted into the Tournament.

2. **PLAYER ELIGIBILITY** – Teams may only have guest players from the same Federation organization and all players must be officially registered through their respective Federation organization. (i.e.: USYSA teams can only have players from USYSA passes; US Club teams may only have players with US Club passes, etc.) **No competitive players allowed on rosters.** Player passes must be current and valid and complete with player name, registration number, date of birth, and recent player photograph. **PASSES MUST BE LAMINATED.** Guest players may be rostered to a team as follows:

- U8- U10 – Three (3) Players
- U12-U19 – Three (3) Players

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 or 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 guardian(s) to see medical attention. The player may not resume participation until he or she has been cleared by a medical doctor. 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.

HEADING – This applies to all team in or out of state.

In conjunction with US Soccer and US Youth Soccer, Florida Youth Soccer Association will be instituting a heading ban for players aged 10 and younger. In accordance with the recent U.S. Soccer recommendations on concussion risk management: FYSA has eliminated heading in matches for player's aged 10-years-old and younger (2011-11u and younger), per the new calendar year registration guidelines. 2009-12U teams will participate in non-heading divisions. The guidelines apply to leagues, tournaments, and other FYSA sanctioned events that include 2011-11u and younger age group teams heading will not be permitted. Teams that opt for 2009-2010-12u non-heading divisions shall only participate in non-heading divisions in league play, tournaments, and all events. Sanctions will be made against teams that do not follow this guideline.

3. AGE CLASSIFICATIONS -

<u>Girl's Age Groups</u>	<u>Birth Years</u>
U10	2014
U12	2012 & 2013
U14	2010 & 2011
U16	2008 & 2009
U19	2005, 2006 & 2007
<u>Coed Age Groups</u>	<u>Birth Years</u>
U8.	2016
U9	2015
U10	2014
U12	2012 & 2013
	2010 & 2011

U14	2008 & 2009
U16	2005, 2006, & 2007
U19	

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4. GAME SCHEDULE - Teams will be seeded. Field and time assignments will be based on availability. Teams will play no more than two games on any one day and will not play back-to-back matches.

A Certified Referee Assignor in accordance with FYSA and FSR assignment procedures will assign referees.

Game schedules will be distributed no later than three days prior to the Tournament.

5. TEAM CHECK IN – Tournament check in will be online only by January 24, 2023 (NO SATURDAY CHECK IN). Information for items needed and how to check in online is posted on the tournament website.

6. PRE-GAME PROCEDURES –

The Tournament Officials shall conduct all credential checks online. Each team's coach/manager will upload the approved roster along with the valid player and coaches passes for each player and coach and approved guest player documents. Medical releases will not be checked – it is mandatory that all teams must have the medical releases for each player on hand at each game.

Pre-game check-in at the field shall be as follows: The coach or manager of each team will give all player and coach passes to the check-in person (Tournament Official, Referee, or Assistant Referee). This check-in person will verify the identity of each player and confirm that all players are on the game report. All passes will be held by the check-in person during the game. Player's uniforms and equipment will be checked in accordance with USYSA/FYSA rules, and all problems will be resolved for players participating in the match. Players may be challenged by the opposing team only during this pre-game procedure. Challenged players will be noted by the Referee on the Game Report, but so noted players will be allowed to participate in the game as 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 the basis for review by the Tournament Committee.

A player who arrives at the field after pre-game procedure may, with the permission of the Referee, enter the game once the game officials verify that the player is eligible. A late arriving player may be challenged at the time he is allowed to participate by the Referee.

Each coach must have a valid coach's pass. If a coach is ejected, an assistant may manage the team. If the assistant is also ejected, or if there is no assistant, the game will be forfeited. In no case will the team be allowed to participate without a properly registered coach or assistant coach.

7. LAWS OF THE GAME - Except where modified herein, rules of play shall be per FIFA "Laws of the Game".

LAW I - FIELD OF PLAY - The field of play will be as marked by the Tournament.

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

U8	Size#3
U9 thru U-12	Size #4
U14 and up	Size #5

The game ball will be provided by the listed home team, i.e. the team listed first for the scheduled match.

LAW III - NUMBER OF PLAYERS - Will conform to FIFA with the following exceptions:

U8 will play 4 per side (4v4), without a goalkeeper (observe no player is stationary in front of goal), up to 8 players on the roster, including guest players

U9 and U10 will play seven per side (7v7), one of whom must be a goalkeeper, up to 12 players on roster, including guest players. Keeper may be changed at halftime.

U12 will play nine per side (9v9), one of whom must be a goalkeeper, up to 16 players on roster, including guest players U14

- U19 will play eleven per side (11v11), one of whom must be a goalkeeper, up to 22 players on roster, including guest players. ALL 22 PLAYERS MAY DRESS AND PLAY FOR GAMES.

Substitutions - Substitutions shall be unlimited and may be made at the following times with the permission of the Referee:

- 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 at the beginning of overtime periods.
- e. After an injury to either team if the referee stops play.

Substitutes may enter the field of play only after receiving permission from the referee. All substitutes must enter at the halfway line and all players must leave at the halfway line.

In the spirit of good sportsmanship, an effort should be made by the coach for each eligible player to play a minimum of 50% of the total game playing time.

LAW IV - PLAYERS' EQUIPMENT - Player's equipment shall meet the following additional requirements:

- a. Teams shall wear uniforms of matching design and color with numbers on the back; no two players of the same team may wear the same number. Home team will wear light uniform. Away team will wear dark uniform. Where colors of competing teams are identical or similar, the designated home team must change to colors distinct from their opponents. The goalkeeper of each team must wear a jersey distinctly different from the basic uniform color of the teams on the field and the referees.
- 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:
 - i. Shin guards are covered entirely by the stockings.
 - ii. Shin guards are made of a suitable material (rubber, plastic, or similar substances).
 - iii. Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
 - iv. Shin guards are required for any FYSA even for the safety of the players.
- d. 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.

LAW V - REFEREES - All Referees shall be currently certified by U.S.S.F. Referees are required to complete and turn in an official Game Report as directed by the Tournament Committee and are required to submit an incident report with the names and teams of all players issued yellow and red cards and details of any other matters involving improper or unsportsmanlike conduct of a team, its players, coaches, or supporters. Both coaches shall sign the official game report prior to receiving their team's player and coach passes.

In the event the Referee fails to appear, the senior Assistant Referee shall perform as the center Referee and shall obtain a suitable alternate Assistant Referee.

LAW VI - ASSISTANT REFEREES - 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 VII - DURATION OF THE GAME - The duration of the game shall be as follows:

U-19	2 x 40 = 90 NO OVERTIME
U-16	2 x 40 = 80 NO OVERTIME
U-14	2 x 35 = 70 NO OVERTIME
U-12	2 x 30 = 60 NO OVERTIME
U-9 and U-10	2 x 25 = 50 NO OVERTIME
U-7 and U-8	4 x 10 = 40 NO OVERTIME

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.

Mercy Rule: All games will be subject to a mercy rule of an 8 goal differential at any time after completion of the first half.

Group games may end in a tie and no overtime will be played nor penalty kicks taken. No overtime will be played. The Tournament Committee reserves the right to change the duration of game times.

LAW VIII THROUGH LAW X -As per FIFA Laws of the Game.

LAW XI – OFFSIDE

- U11-U19: No change per FIFA "Laws of the Game".
- U9-U10: Build out line will be utilized for calling offside. A player is in an offside position, if any of their body parts, except the hands and arms, are in the opponents' build out line, and closer to the opponents' goal line than both the ball and the second-last opponent (the last opponent is usually, but not necessarily, the goalkeeper).
- U8: No offsides.

LAW XII – FOULS AND MISCONDUCT – No change per FIFA “Laws of the Game” with the following exceptions:

- U11/U12 (9v9) matches an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponent’s penalty area.
- U9/U10 (7v7) matches an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball. The goalkeeper may pass, throw or roll the ball to a teammate located within the build out line.
- U9/U10 (7v7) field will have a build out line 14 yards from the end line. All opposing players must move behind the build out line once the ball is in possession of the Goalkeeper or there is to be a goal kick.
- U8 (5v5) matches, all restarts are indirect. (no direct kicks). 8 yds given until ball is in play

LAW XIII - For U-7 and U-10, opponents must be eight yards from the ball. (These distances apply to all dead ball starts/restarts.) U-12 and up per FIFA.

LAW XIV - For U-9 and U-10 Penalty Kicks will be taken from 10 yards with a goalkeeper.

LAW XV THROUGH LAW XVII - As per FIFA Laws of the Game.

8. CONTROL OF SIDELINE CONDUCT - Players, substitutes, coaches, and fans are expected to conduct themselves within the letter and spirit of the Laws of the Game. The Tournament Site Directors have the authority and responsibility to remove from the Tournament sites any person(s) who exhibit abuses to good conduct. Such persons shall still be subject to appropriate discipline by any or all appropriate authority. In addition to good manners, the following rules shall apply to the Tournament:

- a. The Tournament Director shall designate one touchline for the sole use of players listed on the validated rosters and a maximum of three coaches from each team. One team will occupy each of the designated areas on either side of the halfway line. While the game is in progress, the coaches and players must remain on their respective benches and not roam the sidelines.
- b. The Tournament Director shall designate the opposite touchline for spectators.
- c. A restraining line shall be drawn an appropriate distance from each touchline and all spectators, coaches, and players must remain outside of that line in order that the Assistant Referees may move freely and see clearly.
- e. Coaches shall be responsible for the behavior of their fans, and the Referee shall have the authority to demand that the coaches take steps to attempt to control any abusive or disruptive behavior by their fans. Unacceptable and uncontrollable behavior of fans may result in suspension or termination of the game by the Referee.

ARTIFICIAL NOISE-MAKING DEVICES AND CHANTING BY SUPPORTERS ARE PROHIBITED.

9. TOURNAMENT RULES – BEHAVIOR/DISCIPLINE - The Tournament Committee shall ensure that the Rules of the Tournament are upheld and that the behavior of coaches, players, and fans is appropriately controlled.

The issuance of a yellow and/or red card shall be reported by the Referee on the game report. Ejections shall be dealt with daily by the Discipline Committee. Disciplinary action will be in accordance with FYSA requirements.

Per Florida Youth Soccer Association Rule 504.1 – Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Players **may not** serve suspensions as “guest players”.

Any ejected player or coach will have an automatic one-game suspension. Further suspension will be decided by the Discipline Committee based on FYSA requirements and may extend through the conclusion of the Tournament. Additional suspension beyond the conclusion of the Tournament shall be at the discretion of FYSA based on the report submitted by the Tournament Committee.

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.
- b. A player or manager/coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- c. 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.
- d. 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.

10. POST GAME PROCEDURE - The Tournament Committee asks that, as a mutual courtesy, the teams congratulate each other for a game well played.

- a. The Referee shall complete the Game Report and have each coach confirm and sign it.
- b. The Referee shall give the team's player and coach passes back to the coach.
- c. The Referee shall deliver the Game Report to the Site Director including written explanation of cautions and ejections.
- d. The coach of each team will ensure that the bench area is cleaned of any trash.

11. DELAY OF START - A team delaying the start of a scheduled match for more than 15 minutes without authorization from the Tournament Director shall forfeit the match to the opponent. Any team forfeiting a game cannot advance to semi- final or championship play. Forfeits will be scored 0 - 4.

The minimum number of players per team required for each match is as follows:

- U8 – 4 players
- U9 & U10 – 4 players
- U12 – 5 players
- U14, U16, U19 – 7 players

Teams should be at the scheduled field at least fifteen minutes before scheduled game time. This time may be extended if, in the opinion of the Tournament Director, extenuating circumstances caused the delay.

12. PROTESTS - All disputes will be resolved by the Site Director. THERE WILL BE NO PROTESTS.

13. DETERMINATION OF GROUP WINNERS - In-group play there will be **no overtime games**. Standings in a group will be determined as follows:

Game Points: **3 points for a Win 1 point for a Tie 0 points for a Loss**

Tie Breakers:

- a. Head-to head competition in a group game.

- b. Net goal Differential (Calculated on a per game basis – goals scored minus goals allowed, +/-4) c. Fewest total goals allowed.
- d. Penalty kicks per FIFA for U12 through U19, and as modified for U9 through U10.

If more than two (2) teams are involved in a tie after group play, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken.

Example 1: (4 Team Bracket) Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1st, team 2 is 2nd and team 3 is 3rd.

Example 2: (4 Team Bracket) Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, team 2 is +4 and team 3 is +2. Team 3 is 3rd, Team 2 defeated team 1 therefore team 2 is 1st and team 1 is 2nd.

Example 3: (6 Team Bracket) Three teams have 6 points and Team 1 has defeated the other two. Team 1 will be the group winner. The tie breaking procedure begins for the remaining tied team with number 1.

14. DETERMINATION OF SEMI-FINAL AND FINAL GAME WINNERS - In single elimination rounds, if a game is not decided in full time, penalty kicks will be taken in accordance with FIFA Laws of the Game. No overtime will be played.

15. EXTERNAL CONDITIONS, WEATHER, ETC. - In the event unusual conditions necessitate the rescheduling or cancellation of games, the Tournament Committee shall have the absolute authority to schedule in the best interest of the Tournament as a whole. The following guidelines will apply to game stoppages:

In case of inclement weather or field conditions, games may:

- Be shortened – The Tournament Director may reduce the length of matches due to weather conditions or approaching weather conditions before the start of the match; all such matches will be considered official.
- Be shortened – The Tournament Director may reduce the length of halves due to weather conditions before the restart of a match once delayed due to weather; all such matches will be considered official.
- Be canceled – The Tournament Committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play.
- Go to “Taking of Kicks from the Penalty Mark.” (Time and location determined by the Tournament Director)

If the Tournament Director rules that during the preliminary round “Taking of Kicks from the Penalty Mark” will be done due to inclement weather or field conditions, the following will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of the five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or as a 0-0 tie if both teams are tied in penalty kicks at the end of the five (5) kicks.
- In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss
- The result can be used as a tie breaker for advancement
- If regular games have been played in the bracket and the Tournament Director has determined the other games go to penalty kicks due to inclement weather or field conditions, the regular game score will revert back to a 1-0 win or a 0-0 tie.

Only referees or site managers can suspend a match already started due to weather conditions. Duration of any suspension will be determined by the Tournament Director.

TERMINATED GAMES

Pool play matches - In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Committee whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates or abandons a match (different from suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

Final matches – In the event, a referee terminates, or abandons a final match (different from suspending) after half time while the teams are tied, co-champions will be declared. Both teams shall receive Championship Trophies. If one team is ahead after half time, that team will be declared the champion. If a final can't be played due to weather/field conditions, the game will not be rescheduled. The champion and finalist will be determined from the group play results and the final game will be scored 1 goal to the champion and 0 goals to the finalist.

Games terminated, or abandoned for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Discipline Committee after receiving reports from the game officials. The decision of the Committee will be final and is binding on all parties. Further disciplinary actions may be taken.

The Tournament Discipline Committee will make the final decision on all disputes regarding the suspension, termination, and resumption of play in the best interest of the tournament and all participants.

16. CHAMPIONSHIP CEREMONY - Following each Championship Final match, there will be an awards ceremony. Both participating teams should present themselves to the awards area immediately following the match.

17. GENERAL -

- a. The Tournament Committee, FYSA, and/or the West Florida Flames will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this Tournament. Full refund of the application fee will be made:
 - i. Within five (5) days after the notification that the team is not accepted by their application.
 - ii. Within five (5) days upon cancellation of the tournament.
 - iii. Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.
- b. If insufficient teams are entered to create a specific age bracket, the Tournament Director shall notify the applicants as soon as possible to give them the option of playing up or receiving a refund.
- c. Interpretation of the foregoing rules by the Tournament Committee, the West Florida Flames, and FYSA shall be final.
- d. The Tournament Committee reserves the right to rule on all Tournament matters.
- e. The Tournament Committee agrees to have a copy of the Tournament rules at all game sites.
- f. Once a team is accepted, there will be no refunds issued for withdrawal.