



## West Florida Flames Club Cup Challenge

### TOURNAMENT RULES

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

#### TOURNAMENT HEADQUARTERS

Tournament Headquarters: Adidas Cup Club Challenge Tel: 813-684-5948  
(Mailing address) PO Box 3322 Email: [tournaments@fcflames.com](mailto:tournaments@fcflames.com)  
Brandon, FL 33509

Tournament Facilities: JC Handy Sports Complex East Lake Sports Complex  
3104 S Kings Ave 3555 Old Keystone Road  
Brandon, FL 33511 Tarpon Springs, FL 34689

#### TOURNAMENT CHECK-IN

Tournament check in will be **online only** by April 25, 2024 (NO SATURDAY CHECK IN). Information for items needed and how to check in online is posted on the tournament website, [Club Cup Challenge Check-In Procedure](#). Rosters may be changed up until the first game. NO roster changes will be made after your team plays your first game.

#### PLAYER AND TEAM ELIGIBILITY

The Adidas Cup Club Challenge is a competitive tournament open to all teams as indicated on the Application to Host approval form, comprised of properly registered youth players (as defined by the rules of the affiliated organization) from all Federation Organizations (USYSA, US Club, Super-Y, etc.) in all age groups listed in the Tournament Rules, provided such teams are in good standing with its youth association. It shall be the responsibility of each State Association or Federation Affiliate to certify the eligibility of its competing teams 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. Multiple divisions within an age group are not guaranteed. Placement of teams within age groups with multiple divisions is final.

**AGE DETERMINATION:** the player's playing age is determined by the following USYSA guidelines for 2023/2024. **Ages U13 and up must identify 18 players to the referee prior to the start of the game.**

Age Division	Birth Year Range	Maximum Roster	Guest Player Limit*
Under 19 Boys & Girls Division	2004-2005	22	4
Under 17 Boys & Girls Division	2006	22	4
Under 16 Boys & Girls Division	2007	22	4
Under 15 Boys & Girls Division	2008	22	4
Under 14 Boys & Girls Division	2009	22	4
Under 13 Boys & Girls Division	2010	22	4
Under 12 Boys & Girls Division	2011	16	4
Under 11 Boys & Girls Division	2012	16	4
Under 10 Boys & Girls Division	2013	12	3
Under 9 Boys & Girls Division	2014	12	3

\*Teams may only have guest 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 than 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 a 4-0 forfeit in the opponent's favor.

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.

### **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 seek 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.

**NON HEADING RULES**— 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 age 10 and younger.

In accordance with recent US Soccer recommendations on concussion risk management:

FYSA has eliminated heading in matches for player's age 10-years-old and younger (U11 and younger), per the new calendar year registration guidelines. U12 teams will participate in non-heading divisions until December 31, 2024 and then heading divisions shall be permitted Jan 1, 2024.

The guidelines apply to leagues, tournaments, and other FYSA sanctioned events that include U12 and younger age group teams.

Leagues and tournaments shall allow for U12 heading age divisions after January 1, 2024. Leagues and tournaments will be permitted to form U12 non-heading divisions. (see playing up guidelines)

Teams that opt for U12 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.

### **GAME SCHEDULE**

Teams will be seeded. Field and time assignments will be based on availability. Teams will play no more than two (2) games on any one day and will not play back-to-back matches.

### **PRE-GAME PROCEDURE**

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, approved guest player documents and travel authorization as required. Medical release will not be checked – it is mandatory that all teams must have the medical releases for each player on hand at each game.

The coach or manager of each team will give the player and coaches passes to the check-in person (Tournament Official, Referee or Assistant Referee). The 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. A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee. Any team NOT using the validated roster may forfeit games if different from the approved roster.

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.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the

**West Florida Flames Cup Club Challenge** Credentials Committee). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee.

### **LAWS OF THE GAME**

All matches must be played in accordance with the FIFA Laws of the Game, except as specifically modified as follows in the tournament rules.

#### **LAW 1: Field of Play**

U13 – U19 No change per FIFA “Laws of the Game”

U11 & U12 (9v9) must play in accordance with the US Youth Soccer Official under 12 & 11 Field Size Recommendations.

U9 & U10 (7v7) must play in accordance with US Youth Soccer Official under 10 Field Size Recommendations.

#### **LAW 2: The Ball**

The home team will supply the game ball and will retrieve it from the field at the completion of the game.

U13 and older Size #5, U12 (11v11) size #4, U12 and younger Size #4

#### **LAW 3: Number of Players**

U13 and Older Eleven (11) per side per FIFA

U11 and U12 Nine (9) per side

U9 and U10 Seven (7) per side

#### **SUBSTITUTION TIME**

Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the referee through the linesmen, with the referee’s permission, at the following times:

- Prior to a throw in by your team;
- Prior to a goal kick by either team;
- After a goal by either team;
- After an injury, by either team, (one for one) when 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/she is replacing has left, and then, only after receiving a signal from the referee.

#### **LAW 4: Players’ Equipment**

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).

**PLAYERS WEARING A PERMANENT ORTHOPEDIC CAST SHALL NOT BE ELIGIBLE TO PARTICIPATE IN ANY GAME.** However, soft braces can be worn with the written approval from a doctor and judgment as to safety is at the discretion of the referee.

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.

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have the same number while both players are on the field.

Home team will be listed first. Home team will wear light uniform. Away team will wear dark uniform. In case of similar team colors, the designated home team per the tournament schedule will be required to change to a color accepted by the referee. In cases where the schedule does not designate a home team the first team listed on the game report will be considered the home team. In playoff matches a coin toss will decide which team is required to change to a color accepted by the referee. The first team listed on the game report will call the toss.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the home and away teams and the referee.

#### **LAW 5: The Referee**

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

Referees are required to submit a completed official USSF or a tournament specific game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

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. The game will be played as scheduled and will be deemed official.

#### **LAW 6: The Assistant Referee**

Two (2) assistant referees will be used in matches U11 and above. In the event, the assigned assistant(s) fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

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

The duration of the games will be:

<b>Age Group</b>	<b>Regulation</b>	<b>Overtime – Semis &amp; Finals</b>
U17 & U19	2 x 35 = 70	2 x 5 = 10, then PKs
U13-U16	2 x 35 = 70	2 x 5 = 10, then PKs
U12 (11v11)	2 x 30 = 50	No overtime = PKs
U9-U12	2 x 25 = 50	

#### **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). Ball is live after the first touch from the keeper.

#### **Law XII: Fouls and Misconduct**

No changes per FIFA “Laws of the Game” with the following exceptions:

- U9/U10 (7v7) matches an indirect free kick is awarded to the opposing team at the center spot of 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.

#### **Law XII – LAW XVII**

No change per FIFA “Laws of the Game”

#### **POST GAME PROCEDURES**

As a mutual courtesy, bLAoth teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed game report will be submitted to the tournament director complete with scores and a supplemental report for send offs, injuries or special circumstances that need explanation.

#### **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 the 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. In addition to good manners, the following rules will apply to the Adidas Cup Club Challenge:

The Site Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of

three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. While

the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

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

### **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.

Per FYSA 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."

Adidas Cup Club Challenge will 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, manager, coaches, referees, spectators, etc.

All players and managers/coaches shall be subject to Discipline and Sanctions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

The referee(s) are in the jurisdiction of the match while in the vicinity of the game. Players and bench personnel may be issued a Red Card either before or after a game.

A coach who is ejected must leave the field area immediately (out of sight and sound). Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events at West Florida Flames.

Suspended Coaches may be located on the spectator side of the field but may not coach or communicate with the team in any manner; suspended players may sit with the team but may not be in uniform.

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 National and State Association, Federation or any other USSF affiliated organization. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of the Adidas Cup Club Challenge, it is the responsibility of the team's coach or manager to pick up the passes from the tournament office (even if suspension has not been completed). A complete report will be sent to the FYSA for Review & Discipline Committee for forwarding to the appropriate State and National Association within 72 hours of tournament completion.

### **DETERMINATION OF GROUP WINNERS**

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

Game Points: 3 points for a Win, 1 point for a Tie, 0 points for a shut-out, 0 points for a Loss.

If two teams are tied at the conclusion of group play:

Starts with tie breaker number 1 and proceed through each level, as needed to determine a winner.

1. Head-to-head result
2. Net goal differential (Calculated on a per game basis – goals scored minus goals allowed, +/-4)
3. Most goals scored, maximum of four (4) goals per game
4. Least goals allowed, no maximum.
5. Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark."

The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

If more than two (2) teams are tied at the conclusion of group play are involved in a tie, tie breaker number 2 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.

Net Goal Differential (+/-4) examples:

1. Team A plays two games with the results being a win from the first game: 7 to 2; and a tie in the second game: 1 to 1; thus the net goal differential is +4. Team B is tied with Team A also with 4 points from playing two games. The result of the first game is a 3 to 3 tie with team A; the second is a 6 to 1 win: thus the maximum allowable net goal differential for Team B is +4. Both teams are still tied. The next tie breaker is most goals scored (max of 4). In this example, Team A scored 5 goals and Team B scored 7 goals. Team B wins the group.
2. Team A plays two games with the results being a win from the first game: 3-1; and a win in the second game: 5-2; thus the net goal differential is +5. Team B plays two games with results being a win from the first game: 6-1; and a loss in the second game: 0-1; thus the net goal differential is +3. Team A wins the group.

Wild Card System: If a division uses a wild card to determine the 4<sup>th</sup> 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 differentials, and least goals allowed by the number of games played within each group.

### **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 4-0. 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.

In no case shall a team which forfeits a game be declared a division winner or wild card team. The team with the next best record will advance.

### **PROTEST AND DISPUTES**

There will be **NO PROTESTS**. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be final.

### **EXTERNAL CONDITIONS, WEATHER, ETC.**

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

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.

In case of extreme weather (heat/humidity), 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.

### **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 temporarily 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 temporarily 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.

### **CHAMPIONSHIP & FINALIST CEREMONY**

Following the completion of the championship game, the two (2) teams shall present themselves at the awards tent where:

- Each Runner-up, Finalist player will receive an individual award and coach will receive a team award.
- Each Winner, Champion player will receive an individual award and coach will receive a team award.
- U8 teams will play festival format and awards will be given to all players.

### **GENERAL**

Adidas Cup Club Challenge, the Tournament Committee, West Florida Flames, 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 due to inclement weather.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

In the event that there is not enough teams in a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up or to receive a full refund.

The tournament committee has the responsibility to uphold any previous suspension imposed by US Youth Soccer and/or affiliates; Adidas Cup Club Challenge 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.

### **REUND POLICY**

Tournament entry fee returns/refunds 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.

FYSA Rule 902.10 Any team that will not be permitted to play in the contracted age group shall have the option to withdraw and receive a full refund of all entry fees. All tournaments shall notify any participant not less than 15 days prior to the beginning of the tournament if any age group advertised will not be offered.

- Interpretation of the foregoing rules by the Tournament Committee, West Florida Flames, and FYSA shall be final.

- The Tournament Committee reserves the right to rule on All Tournament matters.
- The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
- Once a team is accepted there will be no refunds issued for withdrawal.