

2019 MIAMI SOCCER FESTIVAL RECREATIONAL TOURNAMENT RULES

TEAM ELIGIBILITY

Miami Soccer Festival shall be open to all teams comprised of properly registered youth players (as defined by the Rules of US Youth Soccer) in all age groups indicated in the "Tournament Rules" provided such team is in good standing with its youth association.

DOCUMENTATION REQUIRED AT REGISTRATION

Miami Soccer Festival shall be open to all teams comprised of properly registered youth players (as defined by FYSA) in all age groups listed in the "Tournament Rules" provided such team is in good standing with FYSA.

Tournament officials shall conduct all credential checks:

- At initial registration
- At the field before each game. Teams should be available for check in with the referee or field marshal 30 minutes prior to the scheduled game time.

Documentation required at initial registration:

Teams from the United States:

- The players and bench personnel must present picture ID cards issued by the team's Federation Organization member (USUS, US Club, AYSO, Other)
- ID cards must be verified, photo attached, and laminated
- Teams must provide proof of approval of the team's participation from the team's Federation Organization Member.
- Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel
- Teams must provide a certified/approved tournament roster from the team's Federation Organization.
- Teams must provide a completed Miami Soccer Festival Waiver Form for every player and bench personnel

U8 AND UNDER TEAMS WILL BE ABLE TO USE AN OFFICIAL AGE VERIFIED TEAM ROSTER FROM FYSA OR AFFILIATED BODY TO PLAY

Documentation required for pre-game check in:

All teams

- Teams are required to have and present player and bench personnel picture ID cards
- ID cards will be checked against the tournament generated game reports
- Teams must have on hand a certified/approved tournament roster from the team's Federation Organization in case of any discrepancies with the tournament generated game reports
- Each team is limited to three (3) coaches on the bench, all of which must be listed on the team roster. In no case will a team be allowed to participate without a properly registered coach or assistant
- The shirt number of each player must be the same as the player's shirt number on the tournament roster. If not the referee is not to allow the player to take part in the match until the numbers are the same (Shirt or roster changed)

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.

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.

A late arriving player may be challenged at the time he/she is allowed to participate by the referee. ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT AND FUTURE. A report will be filed with the offending teams National Organization or National State Association. If you are not sure of a player's eligibility ask the Tournament Director.

Mandatory: All teams must provide their roster complete with bench personnel into the tournaments online scheduling system no later than 2 days prior to the event. The minimum required information is Name, Date of Birth, player ID number, uniform number and gender. Revisions can be made to the roster up to the night of team registration. This information will appear on the tournament game reports to be used by the referees for check-in on the field prior to each game. Teams failing to input this information are subject to removal from the event.

PLAYER AGE AND ELIGIBILITY

Age determination – the player's playing age is determined by the following USYSA guidelines for 2018/19.

*Each team will be allowed to have guest players, who are properly registered through their National and State Association, Federation or any other USSF affiliated organization. FYSA teams and players must follow FYSA Rule 208 "Guest Playing" and will not be allowed to guest play with or have guest players from a non USYS affiliate organization. Crossover between USSF affiliates and FIFA Federation will be allowed except as stated in FYSA Rule 208. Guest players must have permission to participate/travel from their National and State Association, Federation or any other USSF affiliated organization.

Players may NOT play for more than one team in the tournament.

U5, U6 & U8 WILL PLAY 4V4 FORMAT WITH A MAX ROSTER OF 8

U9 & U10 WILL PLAY 7V7 FORMAT WITH A MAX ROSTER OF 12

U11 & U12 WILL PLAY 7V7 FORMAT WITH A MAX ROSTER OF 12

All other U12 Rules of Competition including no heading will apply

CONCUSSIONS

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.

HEADING GUIDELINES:

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.

LAWS OF THE GAME

All games shall be according to FIFA "Laws of the Game," except as modified below:

Law 1: Field of Play

U5- U6 & U8 (4v4), U9 & U10 (7v7), U11 & U12 (7v7) must play in accordance with the US Youth Soccer Official under 12 and 10, and Festival playing Recommendations.

Law 2: The Ball

The ball is to be presented to the referee at the start of each match. The ball is the team's responsibility and will not be replaced if lost or stolen. U12 and younger size 4, U8 and younger size 3

Law 3: Number of Players

U5-U7 and U8 FOUR (4) per side, U9 and U10 SEVEN (7) per side, U11 and U12 SEVEN (7) PER SIDE

Substitutions:

Substitutions 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

Prior to a goal kick by either team

After a goal by either team

After an injury, by either team, 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 is replacing has left, and then, only after receiving a signal from the referee.

Law 4: Player Equipment

Player equipment shall be in accordance with the FIFA rules. All players must wear shin-guards.

Additionally:

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

Orthopedic casts are not permitted. However, soft braces can be worn with written approval from doctor, and judgment as to safety is at the discretion of the referee.

A player may be removed from the game at any time if the referee determines that the player is using or is attempting to use a brace to injure another player.

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 identical uniform numbers on the team roster or while both players are playing on the field at the same time.

In the event of similar team colors, the designated home team will be required to change to a color accepted by the referee.

Teams dressed predominantly in colors of those associated with the referee uniforms will be responsible for providing the referee and assistant referees with a jersey that is distinctively different from the uniforms worn by either competing team. The goalkeeper uniform colors must distinguish him/her from the other players, the referee and the assistant referee.

Festival format teams will receive children's training vests and numbers are not mandatory.

Law 5: Referees

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

Referees are required to submit a completed, official 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 referee. The game will be played as scheduled and will be deemed official.

Law 6: Assistant Referees

No assistant referees will be used as no 11 v 11 and is Festival type weekend. A single center referee with no assistant referees will be used for U5, U6 & U8 4v4, U9 & U10 7v7 matches, U11 & U12 7v7 matches. The game will be played as scheduled and will be deemed official.

Law 7: Duration of Game

Age Groups	Games	No semis or Finals
U5 – U10	2 x 15 minute halves	
U11 & U12	2 X 20 minute halves	

Law 8-10

No change as per FIFA "Laws of the Game"

Law 11

U11-U12 No Change per FIFA "Laws of the Game" except there will be no offside for U11-U12 7v7.

U5 - U10 Offside will NOT be called in accordance with the US Youth Soccer Official under 10 playing recommendations. U8 Festival format no offside

Law 12-17

No change per FIFA "Laws of the Game"

U9-U10 "Build up Line" Guide lines

1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.
2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed)
3. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
4. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
5. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line.

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 Site Director along with a completed game report.

The coach/manager of each team will confirm score with the Site Director and collect passes after tournament completion except for those participants sent off (if any).

The manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

Control of Sideline Conduct

Players, reserve players, manager, 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, these rules will apply to this tournament:

The site director will designate one sideline to be for the sole use of the players listed on the game roster and two manager/coaches from each team, with one team occupying one side of the midfield and one team the other. While the game is in progress, the manager/coach(s) 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.

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

Conduct and Discipline

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.

All players and managers/coaches shall be subject to FYSA Section 502- Discipline and Sanctions.

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

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.

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.

Forfeits

Game should start at a given starting time. In case the team does not have the minimum number of players, see minimum below, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent.

A forfeit will be scored 4-0.

- 7V7 minimum number of players is 5

Protest and Disputes

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

Mercy Rule

In the event a team goes ahead by a margin of 10 goals, the game will be called and that result will stand for the outcome of the game.

Tie breakers

If two teams are tied in the group stage on points, in order to determine who advances to the knockout, goal difference will be used as the deciding factor. If this does not produce a winner, Goals Scored (most) will be used and then Goals Allowed (fewest)

If two teams are tied in the knockout stages or Finals, Penalty Kicks will be used. 5 for each team and then sudden death to determine a winner

External conditions, Weather, Etc

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the tournament committee shall have absolute authority to make the changes in order to best serve the interests by a certain time period.

In case of extreme weather (heat/humidity), the referee shall allow brief stoppage of the game to allow players on the field a water break.

Only the referee or duty manager can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled game start time whichever is later.

Refund Policy

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 Rules 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 on all entry fees. All tournaments shall notify any participant not less than fifteen days prior to the beginning of the tournament if any age group advertised will not be offered.

General

The tournament committee, 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.

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

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 shall be 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 FYSA/US Youth Soccer and/or affiliates of USSF. The tournament committee agrees to have a copy of the tournament rules at all game site.

Field lines will be marked for the weekend format 9V9 will be across 1 full size field and may have a shared center line. 7V7 will be created from 1 full size field and may have shared center lines. 4 v 4 will be cones/lines as appropriate. Cones may require to be used on certain areas of each field as are turf and certain fields are prohibited from being marked.