



2016 THANKSGIVING KICKOFF CLASSIC
Nov 25 – Nov 27, 2016
Hosted by: Chargers Soccer Club
Tournament Rules

Tournament Headquarters: Eddie C Moore Sports Complex, located at 3050 Drew St. Clearwater, FL 33759 (corner of Drew St & McMullen-Booth Rd). For questions, call the Tournament Director at 727-641-7920 or ChargerTournamentDirector@gmail.com, or come by the Tournament Headquarters area.

Tournament Hotels: All teams accepted into THANKSGIVING KICKOFF CLASSIC that will utilize overnight hotel accommodations are **REQUIRED** to make their hotel arrangements with one of the approved tournament hotel properties. Sufficient numbers of room accommodations in the greater Clearwater area at reasonable prices have been blocked, to meet the needs of this event. A complete list of approved properties will be posted on the tournament website (www.ChargersSoccer.com/Tournaments).

Tournament Check-in: A team representative from each team is required to check-in the team with all credentials no less than 90-minutes prior to their first match, at the location or method to be specified to accepted teams in their acceptance package. Information for other items needed for check-in will be included in team's acceptance package and posted on tournament website (www.ChargersSoccer.com/Tournaments). (see "2. Pre-Game Procedures" below for more information). The rules of this tournament shall be in accordance with FIFA, USYS and FYSA except as modified and approved herein.

1. Team and Player Eligibility

- This Tournament shall be open to teams (unrestricted) comprised of properly registered youth players (as defined below) from all Federation organizations (USYS, US Club, Super-Y, etc), in all age groups indicated on the Tournament approval form. Each team must also be in good standing with its youth association or other Federation affiliate. It shall be the responsibility of each State Association or Federation Affiliate to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel and proof of insurance as required by the granting authority. **Multiple divisions within an age group are not guaranteed**, but may be offered where sufficient numbers of teams apply to that age group. Decision of the Tournament Committee for the placement of teams within age groups with multiple divisions is final.
- For this tournament, the age classifications are as follows:

U-14	Born on or after January 1, 2003
U-13	Born on or after January 1, 2004
U-12	Born on or after January 1, 2005
U-11	Born on or after January 1, 2006
U-10	Born on or after January 1, 2007
U-09	Born on or after January 1, 2008
- The tournament committee authorizes a maximum of five (5) guest/loan players per team for all age groups. Club pass players are allowed and will not count towards the 5 guest player maximum. Teams may only have guest/loan players from the same Federation organization and all players must be legally registered through their respective Federation organization. (i.e.: USYS teams can only have players with USYS 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 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 4-0 forfeit in the opponents favor. Falsification of player registration forms, team rosters, player passes or other records used in the tournament will result in immediate disqualification of the team from the competition, and shall result in disciplinary action, up to and including disbarment for the individual(s) involved.
- Maximum rosters and game formats for the competitions shall be as follows

U09 & U10	12 players in 7v7 format
U11 & U12	16 players in 9v9 format
U13 & U14	22 players (18 named per game) in 11v11 format
- 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, Registrars signature and be laminated.

2. Pre-Game Procedures

- Prior to the beginning of the tournament at the designated check-in, each team's coach/manager will present the approved roster along with valid player and coach passes, medical release forms for each player, approved guest/loan player documents and travel authorization as required.
- Prior to each game, player passes will be verified again by game officials against the approved tournament participation roster. All teams need to be at their respective game field no less than 30 minutes prior to each scheduled match. A player who arrives late to a match may not enter that match until the game officials verify the player is eligible and the center referee permits the player to enter the match.
- Each manager/coach (or assistant) must have a valid coach's pass. If a manager or coach is ejected, an assistant properly registered may conduct the team. If the assistant is ejected, or if there is no assistant, the game will be forfeited.

3. 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 her/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.

4. Laws of the Game

- All games shall be in accordance with the FIFA "Laws of the Game". U09 through U12 age groups will play under the Rules of the Developmental Program - modified playing rules.
- Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee's permission. The substitute shall not enter the field of play until the players he/she is replacing has left the field and after being signaled onto the field by the referee.
- Substitutions are unlimited, and will be allowed at any stoppage by either team, with the referee's permission.

5. Player Equipment

- Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules. Additionally:
 - a.) Screw in cleats are permitted; however, judgment as to their safety is at the discretion of the referee.
 - b.) Orthopedic casts are not permitted; however, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.
 - c.) 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.
 - d.) Shin guards must comply with FIFA Law 4:
 - Shin guards are covered entirely by the stockings.
 - Shin guards are made of a suitable material (rubber, plastic, or similar substances).
 - Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
 - Shin guards are required for any FYSA event for the Safety of the players
- Players will wear matching design and color uniforms with numbers attached to the back of the uniform. No two players may have the same number while both players are on the field.
 - a) In the event of similar team colors, the designated home team will be required to change to an alternate color accepted by the referee. The home team is the first team listed on the schedule for each match, and appears in the "Home Team" column.
 - b) The goalkeeper's uniform must be distinctly different in color from the basic colors of either team and the referee.

6. Referees

- If an assigned referee fails to appear for a game, the assignor and/or Site Director will provide a replacement. The game will be played as scheduled and deemed official.
- Referees are required to submit completed official game report documents to the Site Director, along with the player and coaches passes from the teams that competed, upon the conclusion of each match. Referees will be paid after the completed game report has been submitted after the match.
- Offsides will be in effect for all ages U09 through U14 divisions.

7. Duration of Game

Due to the extreme heat at this time of year and multiple games played in one day, all games will be played per age group as follows:

<u>AGE GROUPS</u>	<u>REGULATION (minutes)</u>	<u>Semis & Finals only * (includes OT & PKs)</u>
13,14	2 x 35 = 70	2 x 35 = 70; OT of 2 x 10 = 20; then PKs
11,12	2 x 30 = 60	2 x 30 = 60; OT of 2 x 10 = 20; then PKs
09,10	2 x 25 = 50	2 x 25 = 50; direct to PKs

* In Semi-finals and finals where determination of winners is required, overtime will be played in full. (no "golden goal"). If after 2 overtime periods the game is still tied, the game will proceed to PKs.

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 Code of Ethics. Game clock will continue to run during the breaks.

8. 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 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. Tournament Field Marshals will be present at games to assist. In addition, these rules will apply:

- a) The Site Director will designate one sideline for players and the opposite sidelines for spectators.
- b) Team Managers/Coaches will be responsible for the behavior of their fans. If the referee warns any coach about their fans' behavior, and the behavior does not improve, the coach can be sent off by the referee.

9. Post-Game Procedures

As a mutual courtesy, the tournament committee asks that both teams congratulate each other for a game well played.

- a) Referees will return the completed game report, supplemental report for send-offs, injuries and special circumstances, and all passes to the Site Director (or Tournament Official), as well as any ejected player(s) or coach(es) passes.
- b) Manager/Coach of each team will confirm the score as reported on the Game report with the Tournament Official and mark their initials on the Game report.
- c) Manager/Coach of both teams will make sure their respective sideline areas are clean and all trash is in the containers provided.

10. Discipline

The Tournament Committee shall have a Discipline Committee of three (3) members. This 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 Rules Section 502.

- a) It shall be solely the team's responsibility to determine the status of its players and coaches. 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.
- b) 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."
- c) Any player or manager/coach ejected (red carded) will not complete the game in which the ejection occurred. The ejected player or manager/coach will not participate in the next scheduled tournament game regardless of the cause.
- d) Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament in accordance with FYSA requirements. The committee's recommendations must be available to the affected parties no later than following the next scheduled match.
- e) At the conclusion of the tournament, passes will be returned to the coach, even if suspension has not been completed. A complete discipline report will be sent to the FYSA office within 72 hours of the tournament's conclusion for possible further discipline.

11. 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, 6 for 9v9, 5 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 email, tournament website, phone or in person by a Tournament Official of the new game time. See also Section 13. External Conditions, Weather, etc.

12. Determination of Group Winners and Finalists

- When possible, teams will be assigned to groups of 4 teams and only play the teams in their group. If an odd number of teams enter an age group, then groups may be larger or smaller than four (4). Cross-over games will count in determining which teams within the group advances. In group play, there will be no overtime games.
- Group Winners will be determined by the following game point system, with a maximum of 3 points awarded for a single game:

Win	3 points
Tie	1 points
Loss	0 points
- *If a tie in points exists between teams after group play, the following tie-breaker rules apply:*
 - a) Head to Head competition (not applicable if more than 2 teams tied on points); then
 - b) Net Goal Differential (total goals scored less total goals allowed) with a maximum differential of +/- four (4) per game; then
 - c) Least Goals Allowed; then
 - d) Most Goals scored with a maximum of four (4) per game.
 - e) Penalty Kicks per FIFA rules
- In four group divisions that result in semi-finals the pairings will be as follows:
Winner A vs. Winner D, and Winner B vs. Winner C.
- Wild Card System: If an age group has a wildcard position advancing to the semi-finals, the team pairings will be as follows:
 - a) Winner A vs. Wild Card, and Winner B vs. Winner C
 - b) *EXCEPTION:* If the wild card team is from Group A, the team pairings will be as follows: Winner A vs. Winner C, and Winner B vs. Wild Card.
 - c) To determine wild card teams selected from groups of different sizes, comparisons will be made using averages. That is, dividing game points, net goal differential, and least goals allowed by the number of games played within each group.

13. Protests

For a protest to be considered, the following procedure must be followed:

- a) No protest of a referee judgment or discretionary call will be accepted.
- b) Verbal notification of the intent to protest must be given to the Tournament Director, President or Administration Director immediately following the game.
- c) Protest must be in writing by the manager/coach and delivered to the Tournament Director, President or Administration Director no later than one (1) hour following the game and accompanied by the non-refundable cash protest fee of \$200. Decisions of the Tournament Director/Committee are final, and may not be protested.

14. External Conditions, Weather, etc.

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. 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 where instructions as to the timing of and method for notification of restarts and/or schedule revisions will be communicated.

15. Championship and Finalist Ceremony

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

- a) Each player from the runner-up team will receive an individual award; team receives a team award.
- b) Each player from the Championship team will receive an individual award; team receives a team award.

16. General

The Tournament Committee, FYSA, and/or the host affiliate will not be responsible for any expense incurred by any team due to cancellation in part or whole of this tournament.

- a) The Tournament Committee's interpretation on the foregoing rules shall be final.
- b) If not enough teams are realized within a single age group, the Tournament Director shall notify the participants as soon as possible. The participants will be given the option to play up or receive a full refund.
- c) The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYS, and other USSF affiliate organizations as required.
- d) The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
- e) Prohibited items: Smoking is not allowed on the sidelines and other areas as marked at each site. Alcohol, drugs, etc. are strictly prohibited at all locations at all times. Pets and animals, except seeing-eye and other "working" dogs, are not allowed. Noise makers and amplification devices deemed disruptive to play by site and tournament officials are not allowed during play.
- f) Participants and spectators are reminded to be respectful of all officials and game sites, and are reminded to pick up after themselves, and utilize the trash receptacles found throughout the complex.
- g) Game balls – Will be provided for all matches by the tournament.

17. Refunds

After a team has been accepted into the competition, NO REFUND WILL BE GIVEN should the team decide to withdraw from the event. Tournament entry fee returns/refunds will be granted, as follows:

- a) Within five (5) days after notification that the team has not been accepted.
- b) Within five (5) days upon cancellation in whole of the tournament.
- c) Within ten (10) days of request of withdrawal of the application by a team prior to acceptance of the application by the tournament.