



## **WINTER CLASSIC CHARGERS TOURNAMENT 2020** **CHARGERS SOOCER CLUB**

### **Tournament Rules**

The WINTER CLASSIC CHARGERS TOURNAMENT is a Tournament (A MINIMUM OF 3 GAMES) for Recreational teams within Florida for all USSF Affiliates (including FYSA, US Club, AYSO, US Youth, GYSA, 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.

#### **GENERAL RULES OF ELIGIBILITY**

Teams, players, officials, and managers will conform in this competition to all rules and regulations contained in the Constitution, Bylaws and guidelines of the Florida Youth Soccer Association, and as presented herein. In the event of conflict, rules herein shall have precedence.

#### **TEAM REQUIREMENTS**

Players must be properly registered by their respective state association and in good standing with all dues and fees paid. No recreational select, recreational all-star, or competitive teams will NOT be allowed and if discovered will be automatically disqualified thus forfeiting their application fee. This is an unrestricted tournament and properly registered players from all national associations will be accepted.

#### **PLAYER AND AGE ELIGIBILITY:**

- For this tournament, the age classifications are as follows:

### **AGE DETERMINATION:**

<i><b>Age Division</b></i>	<i><b>Eligible Birthdates</b></i>	<i><b>Max Roster</b></i>	<i><b>Guest Player Limit</b></i>
U/12 Coed	Born on or after 1/1/2009	16	3
U/14 Coed	Born on or after 1/1/2007	22	3
U/16 Coed	Born on or after 1/1/2005	22	3
U/19 Coed	Born on or after 1/1/2002	22	3
U/12 Girls	Born on or after 1/1/2009	16	3
U/15 Girls	Born on or after 1/1/2006	22	3
U/19 Girls	Born on or after 1/1/2002	22	3

### **ROSTERS**

PLAYER PASSES will be required. Passes with photo, DOB verified, laminated. Three (3) guest players will be allowed per team, however, they may not be registered to a select or competitive team.

Maximum roster size shall be 16 players for ages U11&U12, 22 players for ages U13-U19.

In U13-U19 age groups the teams must establish a roster of 22 prior to each game. Prior to the start of the tournament each team will submit two (2) verified rosters along with the appropriate notarized medical release forms for each player as well as a player pass for each player.

The Center Referee prior to each match will verify the players against the approved roster. Players arriving late for a match must be properly checked-in by the game officials before being allowed to enter the game.

## **CHECK-IN**

Tournament check-in will be **Online Only** by December 8<sup>th</sup>, 2020. (NO SATURDAY CHECK-IN). Information for items needed and how to check in online is posted on the tournament website - <http://www.chargerssoccer.com/tournaments/winter-classic-tournament>. Rosters may be changed up until the first game. After the first game has been played, **NO** roster will be changed.

## **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.

## **FORFEITS**

A forfeit shall occur when a team is not present to play within 15 minutes of the scheduled match time. Forfeits will be recorded with a score of 5 to 0.

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.

## **HEADING GUIDELINE**

In conjunction with US Soccer and US Youth Soccer, Florida Youth Soccer Association will be instituting a heading ban for players age 12 and younger.

In accordance with the recent U.S. Soccer recommendations on concussion risk management: FYSA has eliminated heading in matches for player's age 12-years-old and younger (2010-U11 and younger), per the new calendar year registration guidelines. 2009-U12 teams will participate in non-heading divisions until December 31, 2020 and then heading divisions shall be permitted Jan 1, 2021.

The guidelines apply to leagues, tournaments, and other FYSA sanctioned events that include 2010-U11 and younger age group teams (2009-U12) heading will not be permitted. Leagues and tournaments shall allow for 2009-U12 heading age divisions after January 1, 2021. Leagues and tournaments will be permitted to form 2009/2010-U12 non-heading divisions. (See playing up guidelines)

Teams that opt for 2010-2009-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.

## **CONCUSSION POLICY**

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/ 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.

## **LAWS OF THE GAME**

All games shall be in accordance with the FIFA "Laws of the Game" except as modified below:

### **Law 1:**

***The field of Play:*** Under 12 must play under the auspices of USYSA and FYSA in accordance with the rules of the Developmental Player Program Playing Rules.

### **Law 2:**

***The Ball:*** The game ball will be provided by the listed Home Team, i.e. the team listed first for the scheduled match.

The size of the ball will be as follows:

- Under 11-12 - Size 4
- Under 13– Under 19 - Size 5.

### **Law 3:**

***Number of players:*** Teams will play in accordance with FIFA "Laws of the Game"

#### **Boys**

-Under 11-12 will play maximum 9v9 (Minimum 6 per side) one of whom must be a goalkeeper, up to 16 players on roster, including guest players.

-Under 13 through Under 19 will play maximum 11v11 (Minimum 7 per side) one of whom must be a goalkeeper, up to 22 players on roster, including guest players. ALL PLAYERS MAY DRESS AND PLAY FOR GAMES.

#### **Girls**

-Under 11-12 will play maximum 9v9 (Minimum 6 per side) one of whom must be a goalkeeper, up to 16 players on roster, including guest players.

-Under 13 through Under 15 will play maximum 11v11 (Minimum 7 per side) one of whom must be a goalkeeper, up to 22 players on roster, including guest players. ALL PLAYERS MAY DRESS AND PLAY FOR GAMES.

-High School Division will play maximum 9v9 (Minimum 6 per side). ) one of whom must be a goalkeeper, up to 16 players on roster, including guest players.

Substitutions shall be unlimited. Substitutions may be made only upon proper notification of the referee through the assistant referee and with the referee's permission at the following times:

1. Prior to a throw-in by your team
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury by either team when the referee stops play
5. At the beginning of the second half or overtime periods
6. At the referee's discretion following the issuance of a caution

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 4:**

***Player's Equipment:*** Players equipment shall meet the following requirements:

1. All players will wear shin guards under the socks.
2. Teams will wear uniforms of a matching design and color with unique numbers on the back. 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.
3. In the event of conflicting team uniform colors, the designated home team will be required to change to a color acceptable to the referee
4. 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.
5. Headbands, bandannas, braided beads, hard billed hats or other items deemed hazardous or adornment not in the spirit of the game are prohibited.
6. Orthopedic casts are not permitted; however soft braces can be worn with written approval from a doctor, and judgement as to safety is at the discretion of the referee, the ultimate authority is the referee.

## **Law 5:**

**The Referee:** The referees are required to submit a completed, official game report to the site director containing information relating to any game incidents involving players, coaches, spectators, misconduct and injuries. Referees will not be paid before any required post-game reports have been submitted. In the event the assigned referees fail to appear and the assignor and/or site director fails to provide a replacement, the senior assigned referee shall assume the duties and shall find an alternate assistant referee. The duties of the assistant referee shall be limited. The game will be deemed official.

## **Law 6:**

### ***Duration of the Match***

<b>AGE GROUP</b>	<b>REGULATION (min)</b>
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#### **BOYS**

U11-U12	2X30 = 60
U13-U14	2X35 = 70
U15-U16	2X40 = 80
U17-U19	2X40 = 80

#### **GIRLS**

U11-U12	2X30 = 60
U13-U15	2X35 = 70
HIGH SCHOOL	2X30 = 60

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.

## **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.

## **PROTEST**

All disputes will be resolved by the Site Director. **THIS IS A NO PROTEST TOURNAMENT**

## **DETERMINATION OF CHAMPIONSHIP ROUNDS**

Group games may end in a tie and no overtime will be played nor penalty kicks taken. No overtime will be played. All Semi-Final and Finals will go directly to Penalty Kicks. The Tournament Committee reserves the right to change the duration of game times.

The standings in group play will be determined by the following:

1. Game Points – 3 for a win, 1 for a tie, and 0 for a loss

2. Tie Breakers

- A. Head to Head Competition. If no clear winner;
- B. Net Goal Differential with a Maximum of Five (5) goals differential per game. If no clear winner;
- C. Most goals Scored with a maximum of 5 per game.
- D. Least Goals Allowed. If still tied,
- E. Penalty kicks in according to FIFA “taking of kicks from the penalty mark”.

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.

## **EXTERNAL CONDITIONS/MATCH TERMINATION**

Should a match be terminated before one full half has been played, the game shall be replayed. Any games terminated because of inclement weather or any other reason

determined by the center referee after a full half has been played shall stand as a final result. The tournament director shall have the absolute authority to make changes necessary to best serve the interest of the tournament and to properly identify winners by a certain time period. The tournament is not responsible for refunds for any games not played or completed due to inclement weather.

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 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.

## **REFUND POLICY**

Tournament entry fee returns/refunds as follows:

- A. Within five (5) days after notification that the team is not accepted by their application.
  - B. Within five (5) days upon cancellation of the tournament.
  - C. Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.
- \*\*No refunds will be given after the application deadline.

## **CHAMPIONSHIP FINAL CEREMONY**

Following the completion of the championship games, the teams will present themselves to the awards area where individual trophies will be awarded to the first and second place teams.

## **SIDELINE CONDUCT**

Players, coaches and spectators are expected to conduct themselves within the letter and spirit of the “Laws of the Game”. The tournament director and/or field marshal shall have the authority to remove from the premises any person or persons who is abusing these rules or who is ill mannered. The coaches are responsible for the behavior of their fans.

## **CONDUCT AND DISCIPLINE**

It shall solely be the teams' 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 players check in.

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.”

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. Duration of suspension is cumulative based on further misconduct after reviewing the initial dismissal.
- 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.

## **SUSPENSIONS**

The issue of TWO YELLOW CARDS during one game, equals ONE (1) RED CARD and ONE (1) GAME SUSPENSION. Ejection for fighting will result in the TOTAL SUSPENSION from the REMAINDER OF THE TOURNAMENT and removal off the premises automatically. This rule applies to ALL PLAYERS, COACHES and BENCH PERSONNEL. Failure to comply within a reasonable time period, subject to close scrutiny by the CENTER REFEREE, will result in the forfeiture of the match.

## **POST GAME PROCEDURES**

We ask out of respect and mutual courtesy that both teams congratulate each other for a game well played. Coaches should insure that the sideline area is clean and that all trash is in containers.

- 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 ejection's.
- d. The coach of each team will ensure that the bench area is cleaned of any trash.

## **GENERAL**

- a. The Tournament Committee, FYSA and/or the Chargers Soccer Club will not be responsible for any expense incurred by any team due to cancellation in part or whole of this tournament.
- b. The Tournament Committee's interpretation on the foregoing rules and regulations shall be final.
- c. The Tournament Director reserves the right to decide all tournament matters.

- d. If not enough teams are realized within a single age bracket, the Tournament Director shall notify the participants as soon as possible and those participants will be given the option to play up or receive a full refund.
- e. The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA.
- f. The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.