



## Rules & Procedures

### **Eligibility**

The tournament is open to all SELECT USYSA registered youth players. The Tournament Director reserves the right to place teams in the playing division deemed appropriate based on reported league and previous tournament experience.

### **General Rules**

- Players may play on only one team participating in this tournament.
- Up to three USYSA registered guest players can participate on a team in this tournament. The age and playing division of guest players must be within guidelines for the playing division entered.
- Since the tournament needs to be completed over a single weekend, protests will not be allowed, and games cancelled due to weather will be decided by flip of a coin.
- It shall be the responsibility of each State youth association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster and permission to travel.

The Tournament Director reserves the right to decide on all matters pertaining to the tournament and his decision is final.

### **Laws of the Game**

FIFA's Laws of the Game shall govern all aspects except as modified for the tournament.

### **Time of Play**

Playing times for all games are:

Age	Halves	OT
U10	25	10
U11-12	30	10
U13-14	30	10
U15-16	35	10
U17-19	35	10

- For brackets consisting of teams from multiple age groups, all game times will be played based on the age of the oldest team(s) in the bracket.
- Referees will run a continuous clock during all games. No injury time will be allowed unless serious in nature.
- Referees will be encouraged to caution players (unsporting behavior) for players who waste time in an effort to gain an advantage over an opponent.

- Due to time constraints, halftime intervals in all games will be limited to 10 minutes.

### **U10 to U12 Formats**

- The U10 format will be competitive 6 v 6.
- The U11 format will be competitive 8 v 8.
- The U12 format will be competitive 8 v 8.

### **Substitutions**

Coaches will be allowed unlimited substitutions, with the referee's consent, at the following times:

- Prior to a throw-in in your favor.
- Prior to a goal-kick by either team.
- Prior to a kick-off by either team.
- At half-time.
- After a player has been cautioned.
- After an injury.
- Before beginning an overtime period.
- At the halftime of the overtime period.

Players who have been ejected may not be substituted for. Per FIFA rules, a team whose player has been ejected must play short-handed for the rest of the game (and any overtime periods, if needed). The ejected player must leave the field of play and proceed to tournament headquarters assisted by an adult.

### **Player's Equipment**

- Shoes and all other equipment must meet FIFA specifications.
- All players must wear shin guards during games.
- Players shall not play with a cast.
- No jewelry is to be worn at all.
- All players from the same team shall wear the same colored uniform – with the active goalkeeper being the only exception. All teams should be prepared to wear an alternate uniform in case of jersey color conflict. Playing in skins is not allowed.
- In case of a jersey color conflict, the home team must change jerseys.
- The team listed first on the schedule is considered to be the home team.
- The goalkeeper shall wear a different color jersey than his teammates, the referees, and his opponents.
- All equipment is subject to referee approval.

***Inclement Weather***

- No game shall be played if there is lightning in the area.
- Only the Referee, Field Marshal, or Tournament Director may cancel a game due to weather.
- If a game is stopped after halftime due to inclement weather, the Tournament Director reserves the right to call the game complete, and the results will be officially listed as a complete game.
- If a game is cancelled due to weather, the game will be decided by a flip of a coin.

The Tournament Director reserves the right to cancel any game that has no bearing on the selection of teams to qualify for semi-final or final rounds.

***Mutually Agreed Upon Cancellations***

If both teams agree to cancel a game for any reason, the Tournament Director must be notified at least one hour prior to the scheduled start of the match so the referees can be notified as well. No points will be awarded either team.

***Point System***

Team standings will be based on the following point system:

Win	6 Points
Tie	3 Points
Loss	0 Points
Shutout	1 Point (prevailing or tied teams only)
Goals	1 Point (max 3 per game)

Examples:

- A 3-0 winning team would be awarded 10 points: 6 for the win, 1 for the shutout, and 1 point for each goal. The losing team would get 0 points.
- A 2-1 winning team would be awarded 8 points: 6 for the win and 1 point for each goal. The losing team would get 1 point for the single goal scored.
- A 0-0 game would mean both teams are awarded 4 points: 3 for the tie and 1 for the shutout.

The point leader after Saturday games (Preliminary round) earns an automatic berth into the Championship game.

From the group of teams qualifying for the elimination rounds on Sunday (Points 2-5), the cumulative point leader after totaling points earned from both preliminary and elimination rounds will also advance to the Championship game.

In the event two teams have the same point total after the preliminary round and/or elimination round, the Tournament Committee will apply "Bracket Tie Breakers"

(page 3 of Rules & Procedures) to determine advancement or standings.

**Preliminary round games can play to a tie, even if there is no semi or final match in a bracket. Therefore, no overtime period is provided in preliminary rounds (only semi-final and final rounds).**

***Forfeits***

If one team does not show up to participate in a scheduled match, the prevailing team which did show up to participate in the match will be awarded the maximum number of points allowable (3-0 score, 10 points). If neither team shows up for a scheduled match, no points will be awarded to either competitor, and the score will be listed as 0-3 for both teams.

***No Shows***

Failure to inform the Tournament Director of the team's decision not to play a scheduled match will result in removal of the team from the tournament and the forfeiting of all previously-played games. Furthermore, the team will not be allowed to participate in upcoming BUSC-sponsored tournaments for a period of two years.

***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. 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.

**Bracket Tie Breakers**

In the event of a tie within a bracket after all preliminary games are completed, the following tie breakers, in the sequence listed, will be used to determine the winner, second place and wildcard, if needed.

- Winner of head-to-head competition (not used for more than a two-way tie)
- Goal differential (defined as total goals scored minus total goals scored against)
- Fewest goals allowed
- Most wins
- Flip of a coin

**Semi-Final and Final Tie Breakers**

Ties will be settled as follows:

- Referee coin toss will determine kick off goal choice.
- U10-U19 – one 10 minute overtime period with the teams exchanging ends after five minutes. The overtime period will be played to completion – no “golden goal” or sudden death.
- Coaches will be allowed to substitute, per the previous normal substitution rules, throughout the overtime.
- If the score is still tied at the end of the overtime play, FIFA kicks from the penalty mark will determine the winner.

**Start of Play**

Problems/questions should be brought to the Field Marshal assigned to the field on which you are scheduled to play. Teams must check in with the Field Marshal at least 15 minutes prior to their scheduled start time. The Team Roster and Medical Release Forms need not be presented to the Field Marshal at the time player passes are turned in if the coach presents a valid Tournament Credentials Verification card, which was received at check-in. No team will be allowed to play without a valid Team Roster and Medical Release form.

The team listed first in the schedule is the home team. In the event of a jersey conflict, the home team is required to change to alternates. All teams should be prepared to use a set of alternate jerseys; no team will be allowed to play in “skins.” Failure to use alternate jerseys may result in a forfeit. In the event that no tournament balls are available, the home team must provide a game ball. The referee may, however, choose a ball provided by the visitors.

When player passes are submitted, the coach should also present the Field Marshal with a completed game card (provided in the coach’s packet) for the appropriate match. A player not listed on the game card at the time of check-in is ineligible to play in that game.

The start of play shall take place at the scheduled time. Teams failing to report ready to play will forfeit the game. If both teams fail to report on time, both teams will be listed as losing 0-3. Each team will be represented on the field of play by a coach or parent for the duration of the game. A team not so represented shall forfeit the game.

Both coaches must verify and sign the game cards and Field Marshal documentation after the match is complete and prior to leaving the soccer complex.

**Conduct**

Coaches are responsible for the conduct of the spectators with their team. Spectators may be banned from the tournament. In the event that a spectator is asked to leave and does not leave as soon as told or returns at a later time, the game may be terminated. The Tournament Director will determine if the game is to be replayed, continued or forfeited by the offending team.

Players and coaches ejected from the game (red card) are automatically suspended from their team’s next game. Violations deemed of a serious nature (i.e. fighting, referee abuse/assault) may require further disciplinary action such as banning further tournament play. Any coach or spectator ejected from a match will be banned from all tournament site(s) and activities until 30 minutes prior to the next game to which they are eligible to attend after their automatic one game suspension has expired. The suspension game will be the next scheduled game. Referees will be filing a report on ejections. Teams will forfeit a game in which an ineligible player participates. If any player received two red cards during the tournament, they are ineligible for any further tournament play.

**Questions During Tournament Only:**

Please check with the Field Marshal assigned to your field or with the Site Director during the tournament:

**H.G. Harders Park** – Joe Grammar  
**Frank Brown Park** – Dan Geiger  
**Callaway Soccer Complex** – Kathy Crowley

**General Tournament Questions Contact:**

**Dan Geiger, Tournament Director**  
**850-814-7024                      850-747-0710 (Fax)**  
**Assistant Director**  
**Darrell Hallmon      850-624-4397**

**Bay United Soccer Club**  
**Post Office Box 15275**  
**Panama City, Florida 32406-5275**  
**[www.bayunitedsoccer.org/endllesssummer](http://www.bayunitedsoccer.org/endllesssummer)**

# Tournament Procedures

## **Team Check-In**

Team Check-In will be held on **Friday, September 12, 2008**, from **6:00pm to 10:00pm** (Central Time) at **Wingate Hotel 2610 S. Hwy 77, Lynn Haven Fl.** This Check-In is **mandatory**. Saturday Check-In will be allowed 1 1/2 hours before your first scheduled game upon written consent from the Tournament Director.

## **At Check-In, you must bring:**

- Two copies of your approved State Association Team Roster. One copy will be retained by Bay United Soccer Club.
- Permission to Travel Form (out-of-state teams)
- Medical Release Forms (you may use your own)
- Current and Valid USYSA laminated Player Passes with photo.
- Hotel Information Sheet – make sure we know where you're staying during the tournament (available at [www.bayunitedsoccer.org/endlesssummer](http://www.bayunitedsoccer.org/endlesssummer) - **mandatory**)

## **Referee Game Cards**

Cards will be available for pick-up at Check-in. These cards should be filled out with your team roster. The referee will collect the appropriate game card before each game and return it to Soccer Central for posting.

## **T-Shirt Pre-Orders**

A t-shirt pre-order form is available at [www.bayunitedsoccer.org/endlesssummer](http://www.bayunitedsoccer.org/endlesssummer). Pre-ordered t-shirts start at \$12 for white and \$15 for the blue. Checks should be made payable to Bay United Soccer Club. Payment may also be made by credit card (Visa/Mastercard). Pre-ordered t-shirts may be picked up at Check-In. Additional shirts may be purchased during the tournament starting at \$15 for white and \$18 for the blue.

## **Posting of Scores**

Scores for the tournament will be posted at Soccer Central at each site. Scores will also be posted on our website [www.bayunitedsoccer.org/endlesssummer](http://www.bayunitedsoccer.org/endlesssummer) by 9:00pm each evening.

## **Awards**

Team awards will be given to the champions and finalists in each bracket. These teams shall present themselves to Soccer Central immediately following the championship game to receive awards. Presentation of awards will be conducted when both teams are present.