



2018 UNITED SOCCER SHOWCASE RULES OF PLAY

Tournament Headquarters:

Clay County Soccer Club
4387 Lakeshore Drive
Fleming Island, FL 32003
(904) 278-1182

General:

Teams must be duly registered with and in good standing with an appropriate governing body. Players must be instructed to compete in the spirit of the game and according to the laws of the game. United Soccer Showcase Tournaments shall use only USSF referees, in a three referee system at U11 and older to the fullest extent possible. Field Marshals will be assigned to fields to assist in the safe and orderly completion of events and should expect cooperation from all tournament participants.

Injuries:

In the event of an injury contact your field marshal or the tournament control center. An EMT will be dispatched to assist you.

Abusive Behavior:

While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be ejected from the tournament as well if appropriate. This type of behavior is not acceptable at this event and will not be tolerated.

SMOKING AND ALCOHOLIC BEVERAGES ARE NOT PERMITTED ON OR NEAR ANY PLAYING FIELD, ANY FOOD SERVICES OR ANY AREA WHERE THE PUBLIC CONGREGATES.

PETS ARE NOT ALLOWED ON OR NEAR ANY PLAYING FIELD OR EXTENDED AREAS DECREED BY TOURNAMENT OFFICIALS. SERVICE ANIMALS MUST BE CLEARLY MARKED AS SUCH.

IT IS THE RESPONSIBILITY OF EACH COACH / MANAGER TO INFORM THEIR PLAYERS AND PARENTS OF THESE GUIDELINES.

PLAYER AGE and ELIGIBILITY:

Age Determination: the player's playing age is determined by the following USYS guidelines for 2017/2018

Age Division	Birth Year Range	Max Roster	Guest Player Limit **
Under 09 Girls and Boys Division	Born in 2009	12	3
Under 10 Girls and Boys Division	Born in 2008	12	3
Under 11 Girls and Boys Division	Born in 2007	16	3
Under 12 Girls and Boys Division	Born in 2006	16	3
Under 13 Girls and Boys Division	Born in 2005	22	5
Under 14 Girls and Boys Division	Born in 2004	22	5
Under 15 Girls and Boys Division	Born in 2003	22	5
Under 16 Girls and Boys Division	Born in 2002	22	5
Under 19 Girls and Boys Division	Born in 2001 to 1999	22	5

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 Federations 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, School or any other USSF affiliated organization.

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

Concussions:

Pursuant to Florida Statutes (FS 943.0438) Florida in 212 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 topped 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 player cannot return for the duration of the match. If a trainer is brought onto the field because a player is incapacitated, the referee must still notify the coach that the player can not 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 payer 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 2017/2018:

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 the recent U.S. Soccer recommendations on concussion risk management: FYSA has eliminated heading in matches for player's age 10-years-old and younger

(2006-11U and younger), per the new calendar year registration guidelines. 2005-12U teams will participate in non-heading divisions until December 31, 2016 and then heading divisions shall be permitted Jan 1, 2017.

The guidelines apply to leagues, tournaments, and other FYSA sanctioned events that include 2006-11u and younger age group teams (2005-12U in 2016) heading will not be permitted. Leagues and tournaments shall allow for 2005-12U heading age divisions after January 1, 2017. Leagues and tournaments will be permitted to form 2005/2006-12u non-heading divisions. (see playing up guidelines)

Teams that opt for 2005-2006-12U 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.

LAWS OF THE GAME

a. All games shall be played under the laws set forth by F.I.F.A., except as modified by these rules.

b. US Soccer rules requiring the exclusive use of US Soccer registered referees shall be strictly enforced.

1. Field of Play

U13-U19 No change per FIFA "Laws of the Game"

U9/U10 (7v7) and U11/U12 (9v9) must play in accordance with the USSF new player development initiatives.

2. Registration and Eligibility

a. Tournament headquarters for the direction of all administrative matters are 4387 Lakeshore Drive, Fleming Island, FL 32003 (904) 278-1182. The contact person is Al Cruz.

b. All teams must check in at least one full hour before their first game at the Field Headquarters at the site of their first game. (Should a pre-Registration be made available team managers will be notified by email communication).

c. At initial registration each team shall provide a photocopy of the official team roster. The roster must include a uniform number for each rostered player and each guest / loan player, which must remain constant for the entire event. If circumstances require a change in uniform number for any game, that change must be reported in advance to the officials on-site.

d. At Check-in, one hour prior to game time, a team representative must present and leave a copy of the properly certified roster for the team for the event (specifically indicating which players will be participating each day of the event), player passes with photo IDs for each participating player and an Authorization for Medical Treatment form (commonly referred to as a Medical Release) executed for each player. The Authorization must be current and preferably should be notarized. Information will be presented to the site HQ registration desk designated as such at each venue at the event.

e. All players must be registered in good standing with an appropriate governing body. Players must either be on a team's official roster or be an approved loan player or a guest player duly registered with a separate team.

f. Rosters submitted at registration for full-sided teams may contain up to twenty-two (22) players who will be deemed eligible to play for the team during the event, including any

combination of both rostered players and up to five (5) guest / loan players from outside teams. Secondary passes are allowed, but count toward the guest player limit.

g. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided game at the event. The players eligible to participate in any given game can vary from game to game at the event, provided all the players used are listed on the roster submitted at registration. Any player ineligible for a given game may not be in the vicinity of the team's technical area if wearing a game jersey or team warm-up.

h. Players may only play with a single team during the course of an event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.

i. All players on the same team, rostered or guest, must use Player Passes from the same governing body.

j. Teams must present picture identification cards issued by the team's Federation Organization

member (USYS, AYSO, US Club, etc.). Teams from outside the State Association where the tournament is located must provide proof of permission to travel, if their governing body so requires.

k. Foreign teams must present a passport at registration or, if from a nation from which the United States does not require a passport, proof of entry into the United States in a form that is accepted by the United States. Teams must present player picture identification cards. Teams must have a completed form from its Provincial or National Federation approving the team's participation in the tournament.

3. Number of Players

U13 and Older Maximum (11) – Minimum (7) per side per FIFA

U11 and U12 Maximum (9) – Minimum (6) per side

U09 and U10 Maximum (7) – Minimum (5) per side

4. Player's Equipment and Field Regulations

a. All soccer equipment must adhere to F.I.F.A. laws. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).

b. Shin guards are mandatory.

c. Game Referee shall inspect all casts, braces and their protective coverings, and determine whether a player's participation presents an unreasonable risk to the player and/or the player's opponents.

Such determination is specific to the game for which the inspection is being conducted, and is independent of inspection and participation in other games at the tournament.

d. Players' numbers must coincide with numbers listed on the roster.

e. All teams must have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be acceptable for the team.

f. In the event that team colors are similar, the home team will change colors. The "home" team is the team listed first on the schedule, unless it is clearly designated otherwise.

g. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. On the team's sideline, the home team has the choice of side with

respect to the centerline, and coaches and players must stay within the technical area on their side.

h. On the spectators' sideline, spectators are to remain behind the designated line. No one will be allowed behind either end line.

i. Player picture identification cards are required to be checked by the referee prior to each match.

j. 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.

It is the policy of the 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 referee's decision is final.

5. Substitutions

a. Unlimited substitutions are allowed, with the referee's permission, at every stoppage in play (for example, throw-ins, goal kicks, corner kicks, after goals, upon stoppages for fouls, etc.). Free substitution is allowed for all age groups unless teams are advised in advance otherwise.

b. Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field"), and the referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.

c. Players standing at midfield should be substituted into the game at the next stoppage of play, unless they remove themselves from the mid-field position prior to the stoppage of play.

6. Game Duration & Ball Size

a. Game durations are as follows:

U17 – U19: are two (2) halves of forty (40) minutes each;

U15 – U16: are two (2) halves of thirty-five (35) minutes each;

U13 – U14: are two (2) halves of thirty (30) minutes each;

U11 – U12: are two (2) halves of twenty-five (25) minutes each;

U09 – U10: are two (2) halves of twenty-five (25) minutes each.

b. FIFA Inspected/Approved size 5 balls shall be used at ages U13 through U19 and FIFA Inspected/Approved size 4 balls shall be used at ages U09 through U12.

7. Forfeit

a. A five (5) minute grace period will be allowed from scheduled kickoff time.

Teams must be present and ready to play at the scheduled time or potentially forfeit the game. Nonetheless, Tournament officials are mindful that unforeseen circumstances may occur, and will have the option to shorten, reschedule or otherwise create such circumstances as will allow a game to be played on the field rather than be won by forfeit.

b. A minimum of seven (7) players constitutes a team.

c. A forfeit will be recorded as a 3 to 0 result.

d. The Tournament Committee will review abandoned games on a case-by-case basis.

e. No team that forfeits a game will be eligible to win any championship awards at the event.

f. The determination of the Tournament Committee is final.

g. In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the Tournament Director / Committee. Teams must recognize that the cancellation of a competitive game may create a lost opportunity for an expected

showcase evaluation for one or more players, and is disrespectful to teams that travel significant distances to attend the Tournament. (The Tournament Committee will consider numerous possibilities to permitting game action, including the possible availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent or otherwise.)

8. Inclement Weather

- a.** All teams and coaches must show up at the scheduled field and time regardless of weather conditions, unless otherwise notified by a League Official. Failure to appear may result in a forfeit, which is scored as a two to zero loss, and may result in the rescheduling or loss of a team's future games at the Tournament.
- b.** In the event of stoppage of play due to severe weather conditions, teams should retreat to a safe location; teams should ensure in advance that there is a means to communicate with team members in the event of stoppage. One team representative is required to report to the venue HQ fifteen minutes after stoppage has occurred, at which time notice will be provided whether the remaining schedule will be resumed, cancelled, modified or further postponed for another defined length of time, pending receipt of information allowing formulation of a definitive resolution. Do NOT assume comments by anyone other than Tournament personnel at HQ are authoritative on issues regarding the resumption or cancellation of the schedule in the event of stoppage.
- c.** In the case of inclement weather, the Tournament Committee has the authority to change, cancel or reschedule any game and / or its format.
- d.** The determination of the Committee is final. The Tournament Committee is comprised of the Tournament Director, Executive Director and Tournament Registrar.

9. Discipline

- a.** Coaches, players and spectators are required to conduct themselves within the Laws of the Game.
- b.** All disciplinary measures imposed by the Tournament Committee shall be limited to participation in the Showcase. The Tournament Committee is comprised of the Tournament Director, Executive Director and Tournament Registrar.
- c.** Notwithstanding section 8.b. above, cautions and ejections beyond the normal course of play (such as violent behavior, referee assault, outrageous conduct, racial, ethnic or sexual abuse) may be referred to, and in some cases are required to be referred to the appropriate league or governing body, which may pursue their own sanctions. This includes referral to the host league sponsoring the event.
- d.** A player or coach receiving a red card in a game will normally be suspended for one game. A player or coach accumulating 2 yellow cards in one game will normally be suspended for one game. Violent behavior may subject a player or coach to multiple game suspensions or ejection from the tournament. A player or coach receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty. Suspended players and coaches will not be with the team during the next match(s). They can be on the opposite side of the field and watch the game as spectators, unless notified otherwise.
- e.** Spectators ejected from the field must leave promptly, and failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.
- f.** Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.
- g.** Appeals and protests may be filed with the Tournament Committee immediately after the incident in question, and in all events before the next game involving the team in question is

played. Such notices shall be lodged at the HQ station designated at each venue. The determination of the Tournament Committee, should a review be granted, is final.

Per Florida Youth Soccer Tournaments 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.”

All Players and Coaches/Managers shall be subject to Florida Youth Soccer Association Section 502 – Discipline and Sanctions.

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

Depending on the severity of the unacceptable conduct, the Tournament Committee may recommend the suspension for the duration of the tournament; with further disciplinary by the appropriate National and State Association, Federation or any USSF affiliated organization.

10. Standings and Championships

a. All game scores are recorded and will be posted on the website after the Tournament. During the event, manual scoreboards at HQ will be controlling, and any concerns about posted scores should be brought to the attention of the scorekeepers at HQ as soon as possible, and certainly before the start of any subsequent game.

b. Game cards will be used by the referee to record game results and disciplinary actions. A team coach or team manager should approach the game referee following the game, verify the score and initial the gamecard. Referees are not required to search for team officials, as there may be limited recovery time between matches. Field marshals will collect the gamecards and deliver them to the HQ scorekeeper desk.

c. Where brackets are created for championship play, the following rules apply to Playoff Rounds:

1. Teams will normally only be scheduled for a maximum of one playoff or consolation game during the tournament.
2. In an eight-team bracket, Group A first will play Group B first in a Final.
3. In a six-team bracket, Group A first will play Group B first in a Final.
4. In a four-team bracket, Group A first will play Group A second in a final.
5. In a five-team bracket, teams play a four-game round robin schedule without playoff rounds. First, Second and Third places are determined solely by standings after Group Play.

See Section 9.d. below

Where brackets are created for championship play, the following rules apply to Group Play:

1. In Group Play, team standings are based on won-lost record.
2. Wins count for three (3) points, Ties count for one (1) point and zero (0) point for a Loss.
3. Forfeits are recorded as a 3-0 score.
4. In the event of tie between two teams, “Head-to-Head” results determine placement.
5. In the further event of a tie, “Goal Differential” determines placement, with up to plus-4 or minus-4 units awarded per game.
6. In the further event of a tie, accumulated “Goals For” with a limit of 4 per game determines placement.

7. In the further event of a tie, accumulated "Goals Against" determines placement, favoring the teams that allowed the fewest goals.
8. Finally, teams will conduct a Penalty Spot Shootout. Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.
 - a. Each team will designate eleven players to take shots including one goalkeeper.
 - b. 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
 - c. If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
 - d. Shootouts may be assigned to a designated goal, separate from the field the game was played on, if necessary for tournament schedule purposes.

11. Tournament Entry Fee Returns/Refunds:

- a. within 5-days after notification that the team is not accepted by their application.
- b. within 5-days of cancellation of the tournament.
- c. within 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 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.

12. Communications

- a. The official Tournament website is found at "www.unitedsoccershowcase.org".
- b. Teams are responsible for accessing the website for schedules and other relevant information. Note that upon accessing a frequently updated webpage, individuals should click Refresh on their web Browsers to ensure that the information being accessed is the most current.
- c. Teams must leave a cell phone number at the registration desk at the start of each weekend event, at check-in, as well as the name of their hotel if requested, to assist in communications in the event of weather-related issues. The Team Contact's cell phone must be in operation over the course of the event.
- d. Event officials will attempt to post messages on the Schedule Homepage, email and text team contacts and members, and call contact cell phone numbers to provide necessary information, but are not responsible for any failure to reach any given team or its members, during the course of an event. Alerts may also be sent through Twitter at: @unitedsocceralliance

13. General Information

- a. Only USSF registered Referees will be utilized, assigned by a USSF certified Referee Assignor.
- b. Coaches, players and their fans are expected to conduct themselves within the Spirit of the game. In this regard the Tournament Committee reserves the right to take disciplinary action as necessary.
- c. Only individuals with a valid Driver's License may operate a golf cart or other motorized vehicle at the event. No unauthorized use is permitted.
- d. In the event that the tournament is cancelled prior to the start of play, teams will receive no less than a 70% refund of their entry fee, or a credit toward a future event, at their option. In the event that the tournament is shortened after play has commenced, any refunds or credits will be solely at the discretion of the Tournament Committee.

- e. Under no circumstances will the Tournament Committee or staff be responsible for any part of any other expenses, incurred by any team due to, but not limited to, part or whole cancellation of the Showcase due to circumstances beyond the Committee's control (e.g., weather, facility operations, road closings, etc.).
- f. The Tournament Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained upon final decision. No team or team official shall claim that the Tournament Committee approved a divergence from the posted Rules and Regulations unless they can provide documentation of such approval in writing.
- g. All teams shall shake hands at the end of each game as a gesture of friendship and sportsmanship.
- h. Referee decisions may not be protested or disputed.
- i. The Tournament Committee may photograph and / or video participants and spectators at the event, on the playing fields, in areas adjacent to the fields, at the medal stand and in food and event courts adjoining the event. Such images may be posted on websites and in social media, and used in connection with providing information about, and coverage of the event. No individuals will be identified by name in connection with such images, without their consent.
- j. Teams, players, coaches and team officials acknowledge, by their participation in the event, that they have reviewed these rules and regulations as instructed in several communications and postings prior to the event, and that they will abide by said rules and regulations.

UNITED SOCCER SHOWCASES - KEY PROCEDURES SHEET

CHAMPIONSHIP PLAY (when applicable)

- Team standings based on won-lost record.
- Wins count for three points, ties for one point.
- Forfeits are recorded as a 3-0 score.
- In the event of a 2-way tie only, head-to-head is determinative, if applicable.
- In the further event of a tie, "Goal Differential" is determinative, with up to plus-4 or minus-4 units awarded per game.
- In the further event of a tie, "Goals For" (max 4/per game) followed by "Goals Against" will be used to determine the winner.
- Finally, Penalty Spot Shootout shall be used.
- Playoff Games ending in a tie score at the end of regulation time shall proceed directly to a Penalty Spot Shootout.

PENALTY SPOT SHOOTOUT PROCEDURE

- 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
- If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
- Only players on the field at the end of the game can kick.
- All players must kick before any can kick a second time.
- Shootouts may be moved to a designated area.
- WEATHER ISSUES; GAME STOPPAGE / RESUMPTION

- If weather concerns exist just prior to the event, the online Schedule Homepage will provide updates the evening before the first day, and updates as warranted.
- TWITTER will also be used to send updates. Follow @unitedsocceralliance.
- Teams should have a pre-determined communications procedure as their Team Contact is informed of determinations about weather delays, playoffs, etc.
- During play, games may be interrupted by the referee or field marshal for lightning or severe downpour.
- Twenty minutes after game interruption, the Team Contact must report to HQ, for announcement of game resumption, game cancellation or postponement of final decision until a subsequent check-in time. Decisions as to new time slots and game lengths may also be announced.
- Generally, games that have reached halftime will not be resumed, and their result will be final.

CONDUCT FOR PLAYERS, STAFF AND FANS

- Obey all traffic directives and speed limits. Park in designated spaces only. No parking on grass.
- No smoking on or near playing fields.
- No alcoholic beverages on premises.
- Use only designated sanitary facilities.
- No pets on grounds.
- Use trash receptacles & clean up after your team.
- ON-SITE CONTACT CELL PHONE NUMBER
- HQ has a printout of the mobile numbers entered for the Team Contact on the online Registration. Each team should ensure that its Contact's mobile phone number has been correctly provided and that it is in operation during the event.
- If possible, the Committee will attempt to contact that number in the event of schedule or field changes, shootouts needed to determine group winners, inquiries about game results, etc.

APPEALS; SIGNING GAMECARDS

- Coaches should ensure that they sign off on Gamecards in the possession of the game Referee upon the conclusion of each game. Scores should be checked to ensure they were recorded and totaled correctly, and teams identified properly.
- In the event of a dispute, signed Gamecards will usually be deemed dispositive.
- In certain cases, appropriate appeals will be considered only upon the concurrence of both team's coaches.
- Appeals and scoring concerns should be reported to the field HQ as soon as possible.
- Timely appeals will be considered by the Tournament Committee, and its decision will be final. At that point, no further protest will be tolerated.
- Untimely appeals (such as after the start of a playoff game or after an event has concluded) will not be heard.

SUBSTITUTIONS

- Unlimited substitution with the referee's permission, at every stoppage in play (e.g., throw-ins by either team, free kicks, corners, etc.). Free substitution is allowed for all age groups, unless notice is provided in advance.
- Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field").
- The referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.
- Players standing at midfield should be substituted into the game at the next stoppage of play, unless they step away from the mid-field position prior to stoppage of play.

IN ANTICIPATION OF A FORFEIT

- In the event that a forfeit is anticipated, teams will NOT
- release their players until the team manager has conferred with the Tournament Director / Committee. Teams must recognize that the cancellation of a competitive game is disrespectful to teams that travel significant distances to attend the Tournament.
- The Tournament Committee will consider numerous possibilities for allowing game play, including the availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent.

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