

2023 Competition Rules

All Soccer Skills Unlimited Events

REGISTRATION & TEAM 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, FYSA 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 affiliates.
- 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. The decision of the Tournament Committee for the placement of teams within age groups with multiple divisions is final.
- 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 opponent's 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.
- All teams must have current, valid player and coaches passes from their authorizing Federation organization, for everyone who will be

participating in the event. Passes must have a verified team code and player's date of birth, have a current photo attached, Registrars signature and be laminated. **PRE-GAME PROCEDURES:**

- Before 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 before 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. **PLAYER AND AGE ELIGIBILITY:** • For this tournament, the age classifications are as follows:

AGE DETERMINATION:

<i>Age Division</i>	<i>Eligible Birthdates</i>	<i>Max Roster</i>
U/09	Born on or after 1/1/2015	12
U/10	Born on or after 1/1/2014	12
U/11	Born on or after 1/1/2013	16
U/12	Born on or after 1/1/2012	16

U/12		16
U/13	Born on or after 1/1/2011	22
U/14	Born on or after 1/1/2010	22
U/15	Born on or after 1/1/2009	22
U/16	Born on or after 1/1/2008	22
U/17	Born on or after 1/1/2007	22
U/18	Born on or after 1/1/2006	22
U/19	Born on or after 1/1/2005	22

- A team using guest players may have no more than Five (5) guest players depending on age group.
- 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.) **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/his 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: Law1: Field of Play** U13- U19 No change per FIFA “Laws of the Game” U11& U12 (9v9) & U9/U10 (7v7) must play in accordance with the USSF new player development initiatives. **Law2: The Ball** U13 and older Size #5 U12 and younger Size #4 **Law3: Number of Players**

U13 and older U11 and U12 U09 and U10 U13 and Older

Maximum Eleven (11)- Minimum Seven (7) per side per FIFA Maximum Nine (9)- Minimum Six (6) per side Maximum Seven (7)- Minimum Five (5) per side Game Roster shall have a maximum of 18 players. Players not on the game roster are allowed to sit on the bench in the team’s opposite uniform or street clothes.

**All other U12 Rules of Competition including no heading will apply.

SUBSTITUTIONS:

- 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 player 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. **LAW 4: PLAYERS'S EQUIPMENT:** Player equipment shall be in accordance with the requirements of the Affiliate FIFA rules. Additionally:
 - Screw in cleats are permitted; judgement as to their safety is at the discretion of the referee.
 - Players with Orthopedic casts will not be allowed to participate
 - Soft braces can be worn with the written approval from a doctor, and judgement as to the safety is at the discretion of the referee.
 - 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 event for the Safety of the players

Players will wear matching design and color uniforms with numbers attached to the back of the uniform..

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.

The goalkeeper's uniform must be distinctly different in color from the basic colors of either team and the referee.

It is the policy of USYS that no player be allowed to wear ANY jewelry while participating in any sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall decide as to the safety of the player, and the referee's decision is final.

LAW5: REFEREES:

- If an assigned referee fails to appear for a game, the assignor and 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.
- Offside will be in effect for all ages 9U through 19U divisions.

LAW6: ASSISTANT REFEREE:

Two (2) assistant referees will be used in matches U11 and above. A single center referee with no assistant referees will be used for U9 and U10 7v7 matches. In the event, the assigned assistants(s) fail to appear, the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

LAW 7: DURATION OF THE 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:

No -over time in Semi's or Finals/ PK's to determine winner of semi or final if tied after regulation.

LAW 8-10:

No change per FIFA "Laws of the Game"

LAW 11:

AGE GROUP:	POOL PLAY: (min)
U/8	2x25=50
U9/U10	2 x25 =50
U11/U12	2 x 25 =50
U13- U19	2 X 30 = 60

5 minute halftime per each game played

No change per FIFA “Laws of the Game”

LAW 12: FOULS AND MISCONDUCT:

No change per FIFA “Laws of the Game” with the following exceptions:

- U11/U12 (9v9) matches an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponent’s penalty area.
- U9/U10 (7v7) matches an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball. The goalkeeper may pass, throw, or roll the ball to a teammate located within the build out line.
- U9/U10 (7v7) field will have a build out line 14 yards from the end line. All opposing players must move behind the build out line once the ball is in possession of the Goalkeeper or there is to be a Goal Kick. **LAW 13-17:**

No change per FIFA “Laws of the Game” **TOURNAMENT & MATCH SCHEDULES** Soccer skills Unlimited tournaments are designed as follows for all age groups and gender:

- During preliminary stage of tournament teams will play in a World Cup pool play format. Ties shall remain.
- Minimum number of teams at any age/flight is 4; maximum is 32.
- The tournament reserves the right to have multiple flights within an age group.
- All teams are guaranteed a minimum of 3 scheduled games.
- Maximum number of games is 6.
- Teams can play up to 2 games in one day.
- A minimum of two time slots for rest purposes will be scheduled between games.
- Groups of 6 teams or less will go directly to finals or may play a round robin with no finals. Champion determined by points.
- Groups of 7 teams or more will have consolation or semi-finals and finals.
- The Wildcard or best 2nd will always be considered the lowest seed. If the teams have the same number of points, the criteria in the “Determination of Group Winners” will be used to break the tie. Playoff pairings will be as shown on the tournament schedule. If the Wildcard is scheduled to play a team they have already played the schedule may be revised for the Wildcard to play the highest seed group winner available. This will only be done if the schedule can be arranged so all playoff matches have teams that have not already played. If this cannot be done, then matches will revert back to the original schedule.
- **POST GAME PROCEDURES:**

- As a mutual courtesy, the tournament committee asks that both teams congratulate each other for a game well played. Manager/Coach of both teams will make sure their respective sideline areas are clean, and all trash is in the containers provided.
- 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.
- 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 (s) passes.

- **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. Also, these rules will apply:

- The Site Director will designate one sideline for players and the opposite sidelines for spectators.
- 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. **CONDUCT & DISCIPLINE:** 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. 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. 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. 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 to requirements. The committee's recommendations must be available to the affected parties no later than following the next scheduled match. At the conclusion, of the tournament, passes will be returned to the coach, even if the suspension has not been completed. **DETERMINATION OF GROUP WINNERS:**

- 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 advance. 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: Head to Head competition (not applicable if more than 2 teams tied on points); then Net Goal Differential (total goals scored less total goals allowed) with a maximum differential of +/- four (4) per game; then Least Goals Allowed; then Most Goals scored with a maximum of four (4) per game.

• Penalty Kicks per FIFA rules • In four Winner B vs. Winner C Group divisions that result in semi-finals the pairings will be

as follows: Winner A vs. Winner D. Wild Card System: If an age group has a wildcard position advancing to the semi-finals, the team pairings will be as follows:

FORFEITS:

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.

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) must be present, dressed and ready to play within the grace period, to constitute a "team." The game will be scored as 4-0. If 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.

PROTESTS:

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

- No protest of a referee judgment or discretionary call will be accepted.
- Verbal notification of the intent to protest must be given to the Tournament Director, President or Administration Director immediately following the game.
- A 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 nonrefundable cash protest fee of \$200. Decisions of the Tournament Director/Committee are final and may not be protested.
- **HYDRATION BREAK** In any 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 sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees.. The game clock will continue to run during the breaks.

• **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 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 schedule revisions will be communicated.

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

- Each player from the runner-up team will receive an individual award; team receives a team award.
 - Each player from the Championship team will receive an individual award; team receives a team award. **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:
 - Within five (5) days after notification that the team has not been accepted.
 - Within five (5) days of cancellation of the tournament.
 - Within ten (10) days of request of withdrawal of the application by a team before acceptance of the application by the tournament.
- **GENERAL:**

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

- The Tournament Committee's interpretation of the preceding rules shall be final.
- 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.
- The Tournament Committee has the responsibility to uphold any previous suspension imposed by USYS, and other USSF affiliate organizations as required.
- The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
- 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. Noisemakers and amplification devices deemed disruptive to play by site and tournament officials are not allowed during play.
- 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.