

ASG Presidents' Day Invitational

February 16-17, 2019

TOURNAMENT RULES

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at the Florida State University Rec SportsPlex, 3950 Tyson Road, Tallahassee, FL 32310. Tournament Office is located at 1680 Metropolitan Circle, Tallahassee, FL 32308. The Tournament Director is Ben Betts.

REGISTRATION AND TEAM/PLAYER ELIGIBILITY

1. Teams must register by February 1, 2019.
2. Tournament officials shall conduct all credentials check prior to the beginning of the tournament.
 - a. Teams may check-in online up through Wednesday February 13, 2019 at 5 pm
 - b. At the Warner Soccer office Thursday February 14, 11 am to 4 pm and Friday February 15, 11 am to 4 pm.
 - c. At Tournament Headquarters before their first game or 10 am on Saturday February 16 whichever comes first.
 - d. No roster modifications and/or additions are permitted once a team's FIRST tournament game has started.
 - e. Teams are required to have official player passes present at EVERY game.
3. All players and bench personnel must present picture identification cards issued by the team's Federation Organization Members (USYSA US Club, AYSO, USSSA etc).
 - a. Identification cards must be verified, color photo attached and laminated (if your association does not allow lamination, cards must be incased in plastic sleeves).
 - b. Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel.
 - c. Teams not from USYS or US Club must provide proof of insurance.
4. Each team must have a minimum of:
 - a. 4 eligible players to start a 8U-10U game, (7v7) 4 players to continue play.
 - b. 6 eligible players to start a 11U game, (9v9) 6 players to continue play.
 - c. 7 eligible players to start a 13U or above game (11v11), 7 players to continue play
5. This Tournament shall be open to teams (unrestricted) comprised of properly registered youth players (as defined below) from all Federation organizations (USYS, US Club, 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.

6. For this tournament, the age classifications are as follows:

18/19 Born on or after Jan 1, 1999	17 Born on or after Jan 1, 2001	16 Born on or after Jan 1, 2002
15 Born on or after Jan 1, 2003	14 Born on or after Jan 1, 2004	13 Born on or after Jan 1, 2005
12 Born on or after Jan 1, 2006	11 Born on or after Jan 1, 2007	10 Born on or after Jan 1, 2008
9 Born on or after Jan 1, 2009	8 Born on or after Jan 1, 2010	

7. 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.)

8. 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 3-0 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 fines of \$1,000.00 levied to the parent club, disbarment for the individual(s) involved and sanctions against the team and the club by FYSA..

9. 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.

10. Only Rostered Players, Coaches, Assistant Coaches and Managers may be present on the sideline bench area. In the event of an injury, a parent may attend to their child but must leave the bench area after seeing to the injury.

11. Maximum rosters and game formats for the competitions shall be as follows

9U & 10U 12 players in 7v7 format
11U & 12U 16 players in 9v9 format
13U – 18/19U 22 players in 11v11 format

12. Both teams must sit on the same sideline opposite parents and spectators.

13. Home Team is listed first and must wear white or 50% light color jerseys to avoid color conflict.

14. Visitor Team must wear darker opposing color of Home Team to avoid color conflict.

15. In case of color conflict, the Home Team will change jerseys.

16. Both teams will present an acceptable ball to the referee to choose for use as the game ball. If a tournament ball is available then only that ball will be used for games.

17. Game results will be managed via the official Tournament Game Report form which will be supplied to the official by the Tournament Office. The coaches must sign the game report at the conclusion of the game and the official is responsible for report the score and any infractions to the Tournament Headquarters and the Tournament Scorekeeper.

II. RULES OF PLAY

DURATION

The tournament shall follow the designated rule s specific for the age groups participating. 9U & 10U (7v7) and 11U & 12U (9v9) must play in accordance with the US Youth Soccer Official under 12 & 10 Playing Recommendations.

Division	Game Length	Ball Size	Minimum Number of Players
9U-10U	2 x 25 minute halves	4	minimum 4 per team
U11U – 12U	2 x 30 minute halves	4	minimum 6 per team
13U - 14U	2 x 30 minute halves	5	minimum 7 per team
15U - 16U	2 x 35 minute halves	5	minimum 7 per team
17U/18U/19U	2 x 40 minute halves	5	minimum 7 per team

MERCY RULE

A mercy rule will be in effect for all divisions. The mercy rule will be invoked when a team goes up by 8 goal margin. The game will be deemed final if this margin is reached.

HEADING RULE

- a. Deliberate heading is not allowed in age groups U12 and younger.
- b. 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.
- c. 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.

BUILD OUT LINE 7v7 PLAY

The Build Out Line Rules in accordance with the US Soccer directive will be in effect. As a reminder, the following is directive and the method in which the rule will be applied during this event.

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

WATER BREAKS

A water break will be given at the midpoint of each half of regulation time for player hydration. This break will be given at a normal stoppage of play. It will last no more than 2 mins. Time will be stopped for the water break. If the game temperature reaches the eighty-five (85) degrees mark, per FYSA Rules for a sanctioned event, the water break may be extended. (FYSA Rule 402.4)

SCORING

6 Points for a win

3 Point for a tie

0 Points for each loss

1 Point for each Goal scored by your team up to 3 goals

1 Point for a shutout

Example: Team A Beats Team B 6-1. Team A earns 6 points + 3 points and Team B earns 1 point.

Example: Team A beats Team B 4-0. Team A earns 6 points + 3 points + 1 point. Total 10 points

FORFEITS WILL BE SCORED AS A 3-0 WIN (10 POINTS), FOR DETERMINING POINTS FOR ADVANCEMENT.

Teams with the most points from preliminary games will advance to a final for their bracket. In cases of divisions of five teams, the teams will play a round robin with the team accumulating the most points declared the tournament winner and the team with the second most points, the division runner-up.

PRELIMINARY ROUND TIE-BREAKERS

All games may end in a TIE in the preliminary round of games. If teams are tied in points after the preliminary round, The following TIE-BREAKERS will be used to determine which team advances: 1. Head-to-Head competition 2. Goal Differential- (goals scored minus goals allowed in round of play) 3. Most goals scored 4. Fewest goals allowed 5. Most Shutouts 6. FIFA Kicks from the penalty spot

PLAYOFF FORMAT AND TIE-BREAKERS

After the preliminary tournament games, in cases where a Final is played there are tiebreaking procedures. In Final games tied at the end of regulation time, teams will play two-five (5) minute overtime periods. If a tie still exists after the two five-minute overtime periods, FIFA kicks from the penalty mark will determine the winner. Games must start on time or immediately after the previous game is completed. Coaches and Managers are responsible for their team being at the correct field at their scheduled time. In the event a team withdraws from the tournament once games have started, all games against that opponent will be declared a forfeit for calculation of standing points.

III. EQUIPMENT

Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules.

1. Each team must wear matching uniforms: jerseys, shorts, and socks must be the same color as all players on the same team.
3. Each player must have a clearly discernible permanent number on the back of their jersey (including alternate jerseys), which will correspond to their name on the Tournament Game Roster.
4. The goalkeeper's jersey will be distinct from both teams and the referee. Goalkeeper's jersey does not require a number. Referees will change in case of color conflict with teams or goalkeepers.
5. 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 even if they padded. Ultimately it is up to the discretion of the official as to whether the player is deemed safe to play. This decision is final and not subject to protest. Soft braces can be worn with **written** approval from a doctor, and padded properly to the judgment as to safety is at the discretion of the referee.
 - c) Shin guards must comply with FIFA Law 4:
 - 1) Shin guards are covered entirely by the stockings.
 - 2) Shin guards are made of a suitable material (rubber, plastic, or similar substances).
 - 3) Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
 - 4) Shin guards are required for any FYSA event for the Safety of the players.
 - d) It is the policy of FYSA that no player will 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 makes the decision as to player safety and the referee's decision is final.

IV. CONCUSSIONS

1. 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.
2. 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.
3. 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.

V. INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee will determine if games are to be suspended. If games are suspended teams and spectators should go to the parking lot and stay in their cars-do not leave the complex until you know the games will not be resumed. If play can be resumed a tournament official will sound the ALL CLEAR and play will resume at the point it was suspended. Games may be temporarily suspended in the 1st or 2nd half with the intention of resuming play as soon as possible. If games cannot be resumed, reschedule information will be posted to the tournament website and may be emailed to team managers and coaches listed in GotSoccer.com.

DO NOT LEAVE THE COMPLEX UNTIL YOUR COACH OR MANAGER TELLS YOU GAMES ARE CANCELED.

Either the coach or manager should check with the tournament complex headquarters for more information before leaving. Games which have completed the first half and cannot be resumed will be considered complete games. The score at the stoppage of play will be the final score for that game. If games have not reached halftime and cannot be resumed they may be rescheduled or determined by FIFA Kicks from the penalty spot.

Rescheduled games may be mini-games. Incomplete games may be rescheduled only if they effect advancement and play could consist of shortened periods or FIFA Kicks from the penalty spot. Decision is at the discretion of the tournament director and facility manager.

VI. PROTESTS

1. ALL REFEREE DECISIONS ARE FINAL.
2. No protests will be allowed.
3. In the event an issue is brought to light, it must be discussed with the tournament director who will have final decision as to the validity of the issue. The tournament director's decision will be final.
4. Decisions made by the Tournament Director are final. IF A SITUATION ARISES THAT IS NOT COVERED IN THESE TOURNAMENT RULES THE FISA AND/OR USYS RULES WILL GOVERN.

VII. MISCONDUCT

A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT WILL BE ENFORCED FOR THIS TOURNAMENT. THIS INCLUDES INAPPROPRIATE LANGUAGE OR VERBAL ABUSE TOWARD REFEREES, PLAYERS, AND TOURNAMENT OFFICIALS ON AND OFF THE PLAYING FIELD. ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.

1. Coaches and Managers are responsible for the behavior of their players and spectators.
2. Any player, coach, manager, parent, or spectator who is asked to leave the field by a game or tournament official must report to the Tournament Complex Headquarters immediately-not at the end of the game. Players must be accompanied by their team manager or parent. Anyone sent-off must report to the Tournament Complex Headquarters immediately. After reporting to the Tournament Headquarters they must remain at the headquarters location until their game is over or leave the complex.
3. The minimum suspension for anyone sent-off is one game. A suspended player must be present at their next scheduled game with their team but not in uniform.
4. Suspended Coaches cannot attend their next scheduled game with the team they received their suspension with. If they have another team(s) playing in the tournament they may attend those games. Coaches and Managers are also required to have an NTSSA Sit-Out Verification Form turned in before they return to their next scheduled game.
5. Foul & Abusive Language and Violent Conduct will not be tolerated and may require a hearing before a player, coach, manager, parent, or spectator can return to the tournament. Every attempt will be made to schedule the hearing prior to the next game of the suspended individual.
6. Additional game suspensions may be added by the Tournament Committee depending on the severity of the misconduct. Fighting, Foul & Abusive Language, Racial Slurs, and Violent Conduct will not be tolerated either on the playing field or sidelines and will be dealt with severely.
7. Misconduct on the part of any player, coach, manager, parent, or spectator considered detrimental to the tournament or the welfare of those participating, may be cause to withhold participation from future ASG Florida tournaments. All persons participating in and/or attending this tournament are expected to conduct themselves in a mature and sportsmanlike manner.
8. All Complex Rules are to be followed with regard to parking/no parking areas, NO DROPOFFS in the parking lot, no spectators behind or on the same side of the field as the player area, no pets allowed, no scooters/skateboards/rollerblades/bicycles, and trash pickup. Any team, player, coach, manager, parent, or spectator not complying with these rules will subject their team to tournament standing points being removed at the discretion of the Tournament Committee.
9. Field Marshall Volunteers will be on hand to assist with information pertaining to the games at their complex. These are volunteers and should be treated with respect for helping out. All issues pertaining to field conditions and problems should be directed to the Tournament Complex Headquarters.
10. Athletic Sports trainers will be on hand at the complex to assist with playing injuries. If medical assistance is required, the trainers will assist in making the call for emergency medical notification.

VIII. 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.

- 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.
- 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.

e. Red card suspension or send off suspensions, using the FYSA standards as set by FYSA Rule 504.1, can only be served with the team with which the suspension was earned in games played by their team. Until the suspension is served the player/coach is suspended from any other team(s) to which the player/coach may be registered. Games may not be scheduled to "work off" suspension. Players may not serve suspensions as "guest players" nor may they "guest play" with any other team(s) until such time as the original suspension is served.

1. Issued during league game must be worked off during next scheduled league, Cup or tournament game(s).
2. Issued during President's Cup or Commissioner's Cup, they must be worked off during remainder of the competition. If no competition remains, suspension must be worked off in next scheduled league and/or tournament game(s).
3. Issued during Tournament Play: Tournament Red Card Report filed along with game reports as required by Post-Tournament rules. FYSA office to send copy of Red Card Report and appropriate game reports to the appropriate RC in the next immediate mail out. RC will notify club of a discipline/sanctions remaining.
4. Issued during "friendly games" must be worked off during the next scheduled league, Cup or tournament game(s). "Friendly games" may not be scheduled to work off game suspensions nor if previously scheduled, used to work off suspension given during league, cup or tournament games.
5. Issued during the US Youth National Championship (State Cup), at any level, shall not be allowed to participate in the next immediately following National Championship (State Cup) game played by the player's team. A player may receive more than one (1) game suspension. Local club/league may issue additional discipline to be served in other than National Championship (State Cup) games.
6. A red card suspension issued during a small sided tournament which cannot be served during the event shall be served during the player/coach's next scheduled club, league or cup game(s). For a suspension issued during a normal league/cup game, the player must sit out the first game of any small sided tournament previously entered. The player shall then be able to compete in the remainder of the tournament. The player shall not receive credit for the small sided game(s) against the original suspension.

IX. TOURNAMENT REFUND 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. Schedule Change Fee: There will be a \$25 per game fee assessed for teams that request a change to their schedule after the schedule has been sent out/published.

X: FORFEITS:

A team is allowed a five (5) minute grace period from the scheduled time to appear with the minimum number of players on the field. If a team does not meet that criteria, after five (5) minutes, the official will declare the game a forfeit. This decision is final and not subject to protest. A minimum of eligible players (7 for 11v11, 6 for 9v9) must be present, dressed and ready to play within the grace period, to constitute a "team". The game will be scored as 3-0. 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.