



TOURNAMENT RULES



TOURNAMENT RULES & REGULATIONS

The following rules and regulations apply to Monster Mash Halloween Tournament presented by The Florida Soccer School.

The rules of this tournament shall be in accordance with US Youth Soccer and FYSA except as modified and approved herein.

TOURNAMENT FACILITIES

The Tournament SportsPlex of Tampa Bay
9330 E. Columbus Drive
Tampa, FL 33619

TOURNAMENT HEADQUARTERS

Located by the Haunted Scare Zone on site at the Tournament SportsPlex of Tampa Bay.

TOURNAMENT WEBSITE

www.MonsterMashSoccer.com



TABLE OF CONTENTS

- 3. Registration & Team Eligibility
- 3. Player Eligibility
- 3. Documentation Required at Registration
- 4. Documentation Required at Pre-Game Check-in
- 4. Challenging a Player's Eligibility
- 4. Pre-Event Roster Registration
- 5. International Walkout
- 6. Game Timeline &
- 6. Player & Age Classifications
- 7. Guest Players
- 7. Concussions
- 7. Heading Guidelines
- 8. Laws of the Game: Law 1 - Field of Play
- 9. Laws of the Game: Law 2 - The Ball
- 9. Laws of the Game: Law 3 - Number of Players / Substitutions
- 9. US Soccer Development Initiatives + Build-Out Line
- 10. Offsides + Offsides w/Build-Out Line
- 10. Laws of the Game: Law 4 - Player Equipment
- 11. Laws of the Game: Law 5 - The Referee
- 11. Laws of the Game: Law 6 - The Assistant Referee
- 11. Laws of the Game: Law 7 - Duration of the Match
- 12. Laws of the Game: Law 11 - Offsides + Offsides w/Build-Out Line
- 13. Determination of Group Winners
- 13. Forfeits
- 14. Tie Breakers
- 14. Determination of Playoff Games
- 15. Post-Game Procedures
- 15. Sideline & Spectators Locations
- 16. Control of Sideline Conduct
- 16. Removal From Event
- 16. Discipline
- 17. Protest
- 17. External Conditions, Weather, etc.
- 17. Refund Policy
- 18. Championship Ceremony
- 18. Additional Event Policies



REGISTRATION & TEAM ELIGIBILITY

This tournament shall be open to all teams comprised of properly registered youth players (as determined by the rules of the affiliated organization) in all age groups indicated in the Tournament Rules, provided such team is in good standing with their association.

It shall be the responsibility of each Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of roster, permission to travel and proof of insurance.

The Florida Soccer School reserves the right to consolidate or eliminate age groups should an insufficient number of teams apply in any designated age group.

Tournament Officials shall conduct all credential checks:

- At initial registration.
- At the field before each game. Teams should be available for check-in with the referee or field marshal 30 minutes prior to the scheduled game time.

PLAYER ELIGIBILITY

- All players and personnel at the team's designated bench must present picture identification cards issued by the team's Federation Organization member (USYS, US Club, AYSO, USSF, other). Individuals without this identification are not permitted at the team's designated bench during the duration of the game.
- Identification cards must be verified, photo attached, and laminated
- Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel.
- Teams must provide a certified/approved tournament roster from the team's Federation Organization.

DOCUMENTATION REQUIRED AT REGISTRATION

Teams from the United States:

- All Players and bench personnel must present picture identification cards issued by the team's Federation Organization Member (USYS, US Club, AYSO, USSF, other)
- Identification cards must be verified, photo attached, and laminated (if your association does not allow lamination, cards must be encased in plastic sleeves).



DOCUMENTATION REQUIRED AT REGISTRATION

(Continued)

- Teams must provide proof of approval team's participation from the team's Federal Organization Member.
- Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel.
- Teams must provide a certified/approved tournament roster from the team's Federation Organization.

DOCUMENTATION REQUIRED AT PRE-GAME CHECK-IN

All teams:

- Teams are required to have and present player and bench personnel picture identification cards.
- Identification cards will be checked against the tournament generated game reports.
- Teams must have on hand a certified/approved tournament roster from the team's Federal Organization.
- Each team is limited to 3 coaches on the bench, all of which must be listed on the team roster. In no case will a team be allowed to participate without a properly registered coach or assistant.
- The shirt number of each player must be the same as the player's shirt on the tournament roster. If not, the referee is not to allow the player to take part in the match until the numbers are the same (Shirt or roster changed).
- A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee.

CHALLENGING A PLAYER'S ELIGIBILITY

ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT, AND FUTURE.

A report will be filed with the offending teams National Organization or National State Association. If you are not sure of a player's eligibility ask, in writing, to the Tournament Director.

PRE-EVENT ROSTER REGISTRATION

MANDATORY

All teams must enter their rosters complete with bench personnel into the tournaments online scheduling system no later than 21 days prior to the start of the event.

The minimum required information is Name, Date of Birth, Player ID Number, Uniform Number, and Gender.

Revisions can be made to the roster up to the night of team registration. This information will appear on the tournament game reports. Teams failing to input this information are subject to removal from the event.

INTERNATIONAL WALKOUTS

Participation:

- Each team will participate in an 'International Walkout' which takes place prior to the start of every game. The 'International Walkout' will be lead by the center referee.
- All able players are to participate in the 'International Walkout' regardless of whether they are in their teams starting lineup.

Time & Duration:

Each team will be ready 5 minutes prior to the start of the scheduled kickoff time to participate in the 'International Walkout'. The game will start at the referee's discretion immediately following the 'International Walkout'.

International Walkout Preparation:

- 5 minutes before kickoff
- Each team will line up along the sideline on their respective half (determined by which half of the field the team's bench area is located)
- Lines will start at midfield line.

International Walkout:

- 'International Walkout' is to begin when the music starts (if available) and will be lead by the referee(s).
- The referee(s) will lead the two teams out onto the field of play. Players will follow the referee.
- After the referee stops (20 yards from sideline), the players will proceed in forming a line one-by-one adjacent to the referee(s).



International Walkout: (Continued)

This line will be parallel to the sideline.

- Players will face turn and face each sideline and wave/clap.
- The home team will then procedure to shake hands of referee(s) and each player on opposing team (starting with player closest to the referee(s)).

GAME TIMELINE

Timeline & International Walkout

- 1.** Pre-game warm-up music will begin 30 minutes prior to the start of kickoff time.
- 2.** Pre-game warm-up music will last 20 minutes and then turn off.
- 3.** With 6 minutes until kickoff, a short sound-clip will alert you to get ready for the International Walkout.
- 4.** The International Walkout Anthem will begin 5 minutes to the start of kickoff. All teams/players are asked to participate
- 5.** Teams walk out with the referee. The stop and form a line on each side of the referee. Wave to parents and coaches.
- 6.** Teams will not shake hands due curent to safety concerns.
- 7.** Starting players will stay on the field and the remaining players will exit the field of play to the bench.
- 8.** The referee will start the game.

All able players are to participate in the 'International Walkout' regardless of whether they are in their teams starting lineup.

PLAYER AND AGE CLASSIFICATION

The player's playing age is determined by USYSA guidelines for the current season.

- U15 - Born on or after 1/1/2011
- U14 - Born on or after 1/1/2012
- U13 - Born on or after 1/1/2013
- U12 - Born on or after 1/1/2014
- U11 - Born on or after 1/1/2015
- U10 - Born on or after 1/1/2016
- U9 - Born on or after 1/1/2017



ROSTER SIZE LIMITS

7v7 - 14 approved players. 12 players must be identified prior to each game.

9v9 - 16 approved players.

11v11 - 22 approved players. 18 players must be identified prior to each game.

GUEST PLAYERS

- 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 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 statues (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 guardian(s) to seek medical attention.
- The player may not resume participation until he/she has been cleared by a medical doctor.
- 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

- Players age 10 years of age and under shall not head the ball directly from the air in any match or competition, nor shall these players





HEADING GUIDELINES (Continued)

heading the ball in any organized team setting. Players age 11 and age 12 shall be permitted to head the ball in any match or competition. These players may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting. Balls should be inflated to the IFAB official minimum standard of 8.5psi.

LAWS OF THE GAME

All games shall be in accordance with the FIFA “Laws of the Game”, except as modified below. Competitions sanctioned by this association shall abide by the “Laws of the Game”, along with any modifications or regulations of the association.

LAW 1: Field of Play

U12, U11, U10 and U9 must play under the auspices of US Youth Soccer and FYSA in accordance with the rules of the US Soccer Player Developmental Player Program Playing Rules for U12, U11, U10 & U9.

- Build out lines should be equidistant between the penalty area line and halfway line.

Technical Area/Box

The technical area relates to matches played in game fields with a designated seated area for team officials, substitutes and substituted players as outlined below:

The technical area shall only extend 1m (1yd) on either side of the designated seated area and up to a distance of 1m (1yd) from the touchline.

- markings shall be used to define the area, temporary or Permanent.
- the number of persons permitted to occupy the technical area is defined by the competition rules.
- the occupants of the technical area:
 - are identified before the start of the match in accordance with the competition rules
 - must behave in a responsible manner
 - must remain within its confines except in special circumstances, e.g., a physiotherapist/doctor entering the field of play, with the referee’s permission, to assess an injured player
 - only one person at a time is authorized to convey tactical instructions from the technical area

LAW 2: The Ball

U9, U10, U11, U12 Size #4 (23-24 in., 11-12 oz.)

All Others Size #5 (27-28 in., 14-16 oz.)

LAW 3: Number of Players per FIFA

U9, U10 - Maximum of Seven (7) - Minimum of Five (5) per side

U11, U12 - Maximum of Nine (9) - Minimum of Six (6) per side

U13- U19 - Maximum Eleven (11) - Minimum of Seven (7) per side

5 Guest Players will be permitted per team (refer to the guest player section for more information).

Substitutions

Substitutions shall be unlimited, made from the center line and upon proper notification of the referee through the assistant referee, and with the referee's permission, at the following times:

- Prior to a throw-in by your team
- Prior to a goal kick by either team
- After a goal by either team
- After an injury by either team when the referee stops play
- At the beginning of the second half
- U17 & Above age groups involving foreign teams will follow FIFA limited substitution rules

US SOCCER PLAYER DEVELOPMENT INITIATIVES

US Player Development Initiatives as listed in the US Soccer Federation Player Development Initiatives, this tournament will follow 7v7 'Standards of Play'; the Build Out Line & Offsides.

Build Out Line

- Build out lines should be equidistant between the penalty area line and halfway line.
- 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).
- The opposing team can only cross the build out line after it is put into play by the goalkeeper and touches a second player from that team.
- The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.

Build Out Line (Continued)

- 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.

Build Out Line & Offsides

For tournament guidelines related to the build out line and offsides, please see the 'Law 11: Offsides' section of this document.

LAW 4: Player Equipment

Player equipment must conform to FIFA rules:

- Shin guards must be worn under socks by all the players, be approved material and offer a reasonable degree of protection.
- Orthopedic casts are not permitted; however, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.
- A player may be removed from the game at any time if the referee determines that the player is using or is attempting to use a brace to injure other players.
- Teams will wear uniforms of matching design and color with a minimum of six-inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers while participating in any match.
- In the event teams are wearing similar colors, and/or the referee crew request for one team to change, the designated home team will be required to change to a color accepted by the referee.
- The uniform of the goalkeeper must clearly be of a different color from that of both competing teams and the referees.
- 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. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, the referee must stop the match to correct the situation.



LAW 4: Player Equipment (*Continued*)

Orthopedic Policy 402.2:

- b) Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgement as to its safety is at the discretion of the referee.
- c) Soft braces can be worn with written approval from a doctor, and judgement as to safety is at the discretion of 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 played as scheduled and will be deemed official.

LAW 6: The Assistant Referee

Two assistant referees will be used. In the event the assigned assistant referee fails to appear, the referee must find a suitable assistant. The game will be played as scheduled and be deemed official.

LAW 7: Duration of the Match

Each game consists of two halves with the half lengths determined below based on respective age group of play. Water breaks are managed by the referee. In group play, there will be no overtime games.

AGE GROUP REGULATION (min)

<u>Age</u>	<u>Half Length</u>	<u>Total Game Time</u>
U19	40 minutes	80 minutes
U17	40 minutes	80 minutes
U16	35 minutes	70 minutes
U15	35 minutes	70 minutes
U14	30 minutes	60 minutes
U13	30 minutes	60 minutes
U12	25 minutes	50 minutes
U11	25 minutes	50 minutes



AGE GROUP REGULATION (Continued)

<u>Age</u>	<u>Half Length</u>	<u>Total Game Time</u>
U10	25 minutes	50 minutes
U9	25 minutes	50 minutes

**All quarter-final, semi-final and championship rounds will go straight to penalty kicks, if tied at the end of regulation.

** These can be lessened, due to weather conditions, but cannot be exceeded.

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.

LAW 8-10:

No changes per 'FIFA Laws of the Game'.

LAW 11: Offsides

U11-U19 - No changes per 'FIFA Laws of the Game'.

U9 & U10 - Offsides will be called in accordance to the US Soccer Federation Player Development Initiatives.

Build Out Line & Offsides

- The build out line will also be used to denote where off side 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.
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line.
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

DETERMINATION OF GROUP WINNERS



GAME POINTS

Win = 3 Points

Tie = 1 Point

Loss = 0 Points

Standings in a group will be determined by the following guidelines by Game Points. If Game Points cannot determine the group winners, then the **Tie Breaker Rules** will come into affect.

FORFEITS

Games will be played given they meet the minimum requirements for game play listed below.

U13-U19 A minimum of seven (7) players

U11-U12 A minimum of five (5) players

U9-U10 A minimum of four (4) players

Games will start at assigned starting times. In case game starts later, no extra time will be provided for that game. In case the team does not have the minimum number of players present, it should be allowed a maximum of ten (10) minutes grace period, before awarding the game to the opponent. A forfeit will be scored 4-0. An abandoned game is recorded as a forfeit and will be scored 4-0.

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.

TIE BREAKERS (GROUP PLAY)

Tie Breakers for Group Play: (2 Teams)

- A. Head to Head Result. If no clear winner;
- B. Net Goal Differential with a Maximum of Four (4) goal differential per game. If no clear winner;
- C. Extra Point for every shutout in group-play (not counting forfeits).
- D. Least Amount of Goals Allowed (total for all games- no maximum). If no clear winner;
- E. Most Goals Scored with a Maximum of Four (4) goals per game. If no clear winner;
- F. Minus 1 Game Point for each Red Card/Send Off
- G. Penalty Kicks in Accordance with FIFA "Taking of Kicks from the Penalty Mark".

*If both teams are to advance to the playoff rounds a coin toss will decide the higher seed in lieu of penalty kicks.

If Penalty kicks, in accordance with FIFA, is required to determine the winner for advancement, after steps A-F still result in a tie, penalty kicks will be taken thirty (30) minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Director.

In groups of six, if three teams are tied and one of the three teams have defeated the other two teams they are tied with then that team will advance. Even, if the three teams did not play each other.

DETERMINATION OF PLAYOFF GAMES

Playoff games are considered Quarterfinal, Semi-final, and Championship (Final) Games.

In head to head competition, if the game is not decided after regulation, overtime will not be played. Penalty kicks will be taken in accordance with FIFA "Taking of Kicks From the Penalty Mark."

Note: Teams may be asked to move to a designated Penalty Kick area to permit the next scheduled game to proceed.

POST-GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played.

Manager/Coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal.

The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed injury report will be submitted to the tournament director complete with scores and supplemental report for send offs, injuries, or special circumstances that need explanation.

POST-EVENT PROCEDURES

At the conclusion of the tournament, passes will be returned to the coach (even if suspension has not been completed). A complete report will be sent to the appropriate State Association within 72 hours of the conclusion of the tournament for possible further discipline.

SIDELINE & SPECTATOR LOCATIONS

The site director will designate one sideline to be the sole use of the players listed on the game roster and three managers/coaches from each teams. While the game is in progress, the managers/coaches and the reserve players must remain on their respective benches and may not roam the sidelines.

The site director will designate the opposite sideline for the spectators. Managers/Coaches will be responsible for the behavior of their fans.

The referee(s) will have the authority to warn and ultimately send off any coach whose fans behave in an abusive or disruptive manner.

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.

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” and comply with FYSA’S Code of Ethics.

REMOVAL FROM EVENT

The site directors and tournament directors have the authority and the responsibility to remove any person from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority.

DISCIPLINE

It shall be solely the team’s 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 player’s check-in.

Per FYSA 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 three (3) members. This 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 Rules Section 502.

All players and Managers/Coaches shall be subject to FYSA Section 502 – Discipline and Sanctions.

A player or Manager/Coach ejected will have a minimum of one (1) game suspension regardless of the ejection. The Tournament Committee has the authority to rule on all reported matters.

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.



DISCIPLINE *(Continued)*

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 with FYSA requirements.

The committee's recommendations must be available to the affected parties no later than following the next scheduled match.

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.

At the conclusion, of the tournament, passes will be returned to the coach, even if the suspension has not been completed. A complete discipline report will be sent to the FYSA office within 72 hours of the tournament's conclusion for possible further discipline.

PROTESTS

No protests will be accepted. All disputes will be resolved by the Tournament Director.

EXTERNAL CONDITIONS, WEATHER, ETC.

In the event unusual conditions necessitate the rescheduling, curtailment or cancellation of games, the Tournament Committee shall have absolute authority to make the changes in order to best serve the interests by a certain time period.

REFUND POLICY

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.

REFUND POLICY *(Continued)*

- 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.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Game Site Coordinator for awards.

ADDITIONAL EVENT POLICIES

- The Tournament Committee, FYSA and/or 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 on the foregoing rules and regulations shall be final.
- The Tournament Committee reserves the right to decide all tournament matters.
- The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/US Youth Soccer.
- The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.

