

**1. Team Eligibility:** This tournament is open to all USSF affiliated teams comprised of properly registered youth players (as defined by the rules of their "National Organization") in all age groups U9 through U18 both boys and girls as indicated on tournament approval form, provided that such team is in good standing with its state youth association.

National Organization teams will be certified by their state association by this definition based on the USYSA Application to Host Tournaments, Cups, and Games as a Club Team which is "a travel or competitive team composed of players who are listed on the team's roster of league play and which includes guest players from one or more Club teams."

A participating team may have up to six guest players on its tournament roster as long as the total roster does not exceed 18 players. U9 & U10 teams are limited to 12 total players. U11 & U12 teams are limited to 14 total players.

It shall be the responsibility of the National Organization or the appropriate official designated by each National Organization to certify the eligibility of the competing teams and to provide such teams with a state generated roster, permission to travel and proof of insurance.

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**2. Player Eligibility:** National Organization players must be legally registered to their teams in accordance with National Organization registration requirements. National Organization player passes must be current and valid, indicating player name, National Organization registration number and date of birth (birth certificate certified), and with a current photo I.D. NO REGISTERED OR GUEST PLAYER CAN PLAY WITHOUT A VERIFIED PLAYER PASS. The age classifications are as follows:

Age Division	Eligible Birthdates	Age Division	Eligible Birthdates
U9	08-01-00 thru 07-31-01	U14	08-01-95 thru 07-31-96
U10	08-01-99 thru 07-31-00	U15	08-01-94 thru 07-31-95
U11	08-01-98 thru 07-31-99	U16	08-01-93 thru 07-31-94
U12	08-01-97 thru 07-31-98	U17	08-01-92 thru 07-31-93
U13	08-01-96 thru 07-31-97	U18	08-01-91 thru 07-31-92

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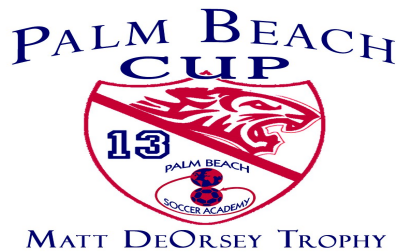
**3. Game Schedule:** Teams will be assigned to groups based on information provided on their tournament entry applications and up-to-date performance information available to the Tournament Committee. Co-ed teams will be permissible up to U14

Team pairing, field of play, game times shall be decided by random draw within each playing division with possible adjustments only to secure equity and team/coach time conflicts known in advance. The Committee reserves the right to make any schedule changes it deems appropriate for the proper administration of the tournament and the safety of the players, coaches, and spectators.

Each team will play a minimum of THREE GAMES in the Preliminary Rounds. The schedule will provide for no more than two games per day in this round. In age divisions of 4-5 teams, the two teams with the most points accumulated (see method at item 11) will advance to the Semi-Finals or Championship Round in a single elimination round to the championship game. In age divisions with 6 to 11 teams, the top 4 teams will advance to the Semi-Finals or Championship Round. 3<sup>rd</sup> Place matches will be awarded to the two losing teams from the Semi-Finals.

USSF registered referees will officiate all games and will be assigned by a certified Tournament assignor in accordance with FYSA and FSR assignment procedures.

The head coach of each team will receive game schedules after receipt of payment, the completed and verified roster and copies of medical release forms for each participating player at on-site team registration.



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**4. Pre-Tournament Procedure:** Each team coach or manager must present his/her team's official National Organization roster form, player and coaches passes, and medical releases for validation at the pre-tournament Registration Meeting. Team manager or coach's attendance at the Registration Meeting is mandatory.

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**5. Pre-Game Procedure:** The Field Marshal and/or Referee will conduct a pre-game check-in as follows:

1. Verify the identity of each player with each player pass, and confirm that all players present are listed on the roster. During the game, the Field Marshal will hold all passes.
2. Players' uniforms and equipment will be checked and color conflicts resolved. Each team is expected to have two sets of jerseys. In case of color conflicts, the home team (listed first on the schedule) will change jerseys.

A player may be challenged by an opposing coach/manager only at the pre-game check-in. Challenged players will be noted by the Referee on the game report but will be allowed to play in the game as long as they hold a valid, verified player pass and are listed on the validated roster. A challenged player does not automatically constitute a game protest but may serve as the basis for protest, should one be submitted.

No player will be allowed to participate without a valid, verified player pass (with picture and all required signatures), or without required equipment.

A player who arrives after the pre-game procedure can become eligible to enter the game by showing his pass to the opposing manager/coach who may challenge him/her at this time and any referee or assistant referee who will check his/her equipment.

Each manager/coach must have a valid pass. If a team's coach/manager is ejected and there is no additional coach or manager with a valid pass to continue, the game will be stopped by the referee and will be declared a forfeit. In no case will a team be allowed to participate without a properly registered coach or manager.

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**6. Laws of the Game:** All games will be played in accordance with the FIFA "Laws of the Game" except as modified below:

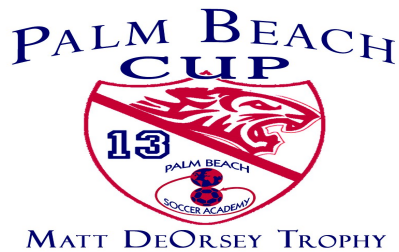
**a. LAW I - The Field of Play:** The field of play shall be reduced for U9 and U10 games as follows: Field (yards): 35 x 45 and 40 x 60; Goals (feet): 6 x 18; Markings: 2/3 standard width. The field of play shall be reduced for U11 and U12 games as follows: Field (yards): 55 x 70; Goals (feet): 7 x 21; Markings: 2/3 standard width. All other games will be played on regulation fields.

**b. LAW II - The Ball.** The size of ball will be as follows:

AGE GROUP	SIZE NO.	CIRCUM. (INCHES.)	WEIGHT (OZS.)
U9-U12	#4	25-26	11-13
U13-U18	#5	27-28	14-16

**c. LAW III - Number of Players:** U9 & U10 teams will play six (6) players on the field per side. U11 & U12 teams will play eight (8) players on the field per side. All other age groups will play 11 players on the field per side. Substitutions shall be unlimited except as indicated below. A substitute must be at the point where the halfway line intercepts the touchline between the two (2) technical areas before the stoppage of play and can enter the field only after receiving permission from the referee or assistant referee at the following times:

1. Prior to his/her own team's throw-in.



2. Prior to a goal kick by either team.
3. After a goal by either team.
4. At the beginning of the second half or overtime periods, where applicable.
5. At the referee's discretion in the event of injury (both teams).

**d. LAW IV - Player's Equipment:** Players equipment shall meet these requirements regardless of the rules of their home state or national association:

1. All players must wear protective shin guards (worn beneath their game socks) at all times during the game.
2. Teams will wear uniforms of matching color and design with easily distinguishable number on the back. Goalkeeper(s) jersey(s) must be distinguishably different than his/her or opposing team's field jerseys. Teams should bring two jerseys to every game. In the event of a color conflict, the designated home team (listed first on the schedule) will change jerseys.
3. Jewelry and Metal hair clips are prohibited.
4. Players wearing orthopedic casts of any kind shall not be allowed to play in any game. However, soft braces can be worn *with written approval from a doctor*, and judgment as to safety is at the discretion of the referee. FYSA rules will override all other regulations except that of the referee who at his/her discretion can refuse to allow that player to play. A player may be removed from a game if at any time a referee determines that he/she is using or is attempting to use the brace to injure another player.

**e. LAW V - Referees:** Following each match, a referee will complete and submit a USSF Game Report, supplied by the Tournament, including the game score, cautions and ejections issued, and any unusual occurrences. Coaches or managers may register a complaint in writing only if it involves misapplication of the Laws of the Game. This written complaint must be received by the Tournament Committee within 30 minutes after the conclusion of the match in question. There will be no extension of this deadline. No complaints will be entertained, in writing or otherwise, addressing opinion or judgment of the referee.

**f. LAW VI - Assistant Referees:** Two assistant referees will be used for each game. In the event one or both of the assigned assistant referees fail to appear, the referee may seek a suitable alternate from either team. The game will be played as scheduled and will be official.

**g. LAW VII - Duration of Game:** Regulation Time for U-9 & U10 games will be two periods of 25 minutes each (50 minutes total); U11 & U12 games will be two periods of 30 minutes each (total of 60 minutes); U13 and U14, two periods of 35min; U15 –U18 two periods of 40min. Half time will be 10 minutes long, discretion to shorten lies with the referees. The referee will blow the whistle at 8 minutes to signal the teams to move on to the field. The referee will give a verbal one minute warning at 9 minutes. The referee will start the clock for the second half after ten minutes, even if the teams are not ready play. During Preliminary Rounds, no time will be added for injury or weather. The game is considered final after the end of the 1st half if the 2nd half is delayed or canceled due to weather or any other reason determined by the referee or tournament officials. Ties will stand at the end of regulation play of all Preliminary Round games, no OT. For Semi-Finals and Championship Round games, the winner will be determined by 2 five minute overtime halves, followed by penalty kicks, if necessary

**h. LAW VIII – PUNTING& OFFSIDES: FOR U9 & U10 AGE DIVISIONS** Goal kicks and Goalkeeper punts are not allowed to cross the mid field line without first contacting the defensive half of the kicking team first. The offended team shall be awarded an indirect kick from the midfield line. OFFSIDES will NOT be called, *However* at the referee's discretion, BLATANT "cherry-picking" will be called.

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**7. Control of Sideline Conduct:** Players, substitutes, coaches, managers, and team supporters are expected to conduct themselves within the letter and spirit of FIFA's fair play and sportsmanlike conduct. The Tournament Committee has the final



authority and responsibility to remove any person(s) from the tournament premises for any conduct deemed by the Committee to be unsporting and initiate disciplinary action by other authorities.

In addition to this general conduct overview, these specific rules will apply to this tournament:

1. One side of the field will be designated for the sole use of the players, coaches, managers, and equipment of both teams. Each team will choose a bench on one side of the halfway line. While the game is in progress, all substitute players of a team must be seated on their bench and the movement of coaches and/or managers is restricted according to the Laws of the Game.
2. Tactical instructions are permitted as per the Laws of the Game. Referees' decisions in an ejection will be enforced with the ejected person being removed from the field. Ejected players must be removed to the check in tent and remain there till the conclusion of the match. The ejected player must remain at the check in tent till such time as they can be released into the care of an adult responsible for their care. Ejected Team staff must leave the park facilities and can NOT have any communication directly, through phone or text with any further teams under their care during any further matches while the ejection and/ or suspension is in effect during this tournament.
3. Absolutely no coaching by anyone is allowed from the opposite side of the field or behind either goal line.
4. Spectators and fans are to remain behind the restraining line or within three (3) feet of the touch line, on the opposite sideline. Under no circumstances is anyone to enter the field of play during a game without referee permission.
5. Coaches and managers are responsible for the behavior of their parents and fans. The referee, at his sole discretion, has the authority to terminate any match for cause.

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#### 8. Post Game Procedure:

1. Both teams line up and congratulate each other for a game well played.
2. The referee will inform both teams of the official final score.
3. The referee will report the score to the Field Marshal and complete the Official Game Report. The Tournament Team Packets and completed Game Report will be returned to Tournament Central at the conclusion of each game.
4. Each team is responsible for the removal of all trash from their bench area.
5. In the event of ejection(s), the pass(es) will be attached to the game report. The referee will complete the Game Report as soon as he finishes his current officiating tour and submit it to Tournament Central. Ejections will be forward to the Discipline Committee for immediate review and resolution.

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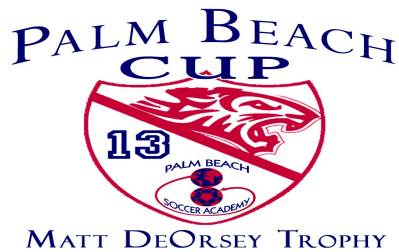
**9. 502- FYSA Discipline Rule:** The Discipline Committee will consist of three members and will review and rule on all written complaints and Game Reports of unacceptable conduct by players, coaches, managers, officials, spectators, etc. The findings of the Discipline Committee are final. The following standards will be applicable:

1. A player, coach or manager ejected or sent off the field will be suspended at least one game.
2. Depending upon the severity of the violation or unacceptable conduct, the Committee may rule suspension for the remainder of the tournament and recommend further disciplinary action by the appropriate governing state or national association.
3. Violation of local, county, state, and/or federal laws could result in legal prosecution.

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**10. Tournament Rules - Behavior:** These rules are designed to maintain appropriate control of the tournament's activities for the enjoyment and safety of all involved:

1. Cautions (yellow cards) and ejections (red cards) will be enforced in accordance with FYSA rules and guidelines.



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2. The issuance of all cards and any conduct requiring subsequent reporting (i.e. gross misconduct of a team, its players, coaches, managers, and/or supporters) will be recorded and provided to FYSA within 72 hours of tournament completion.

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**11. Seeding Round I Game Points:** For Seeding Round I, teams in each Age Division will be assigned to a group of either three to six teams. Each team will play either solely within its group or play crossover games with another group in the same age division. Teams will accumulate points in Round I based on the following:

- 3 points for a win
- 1 points for a tie
- 1 additional point for winning by a margin of 5+ goals ("MERCY RULE" will apply to 8 Goal Margins)
- 0 points for a loss

For placement purposes, ties in point total will be broken as follows:

- 1st:** Head-to-head results where applicable;
- 2nd:** Total goal differential
- 3rd:** Total goals scored
- 4th:** Total goals allowed
- 5th:** Penalty kicks

Where there are more than two teams involved, elimination will continue in the above priority to final resolution. The Tournament Committee will rule on disputes.

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**12. Determination of Semi-Finals or Championship Round Team Placement:** Team placement will be based solely upon Round I performance and ranking including the use of the point system and tie-breaking system if necessary. The format for team placement for this round will be based on the number of teams in the age division (see game schedule section, item #3), some examples are below:

**4-5 Teams - after Round 1**

Two Teams with the most points play for championship.

**6-7 Teams - after Round 1 (two divisions)**

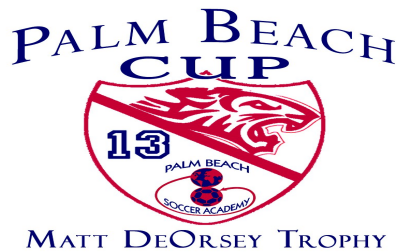
Winner of each division will play for championship.

Division winner will be determined by adding points for games played within the division; cross over game points **will be** counted for determining division winner

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**13. Determination of Age Division Champions:** Each Championship Game will result in a winner either at the conclusion of regulation play, 2 five minute overtime halves, or by penalty kicks if the game is tied at the end of regulation play. The single elimination format provides for only the winning teams of each game declared the champion.

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**14. Forfeits and Delay of Start:** A team shall be allowed a 15-minute grace period from the scheduled kick off time before the referee calls the game. In such instances, the Committee will award a 2:0 forfeit to the team on the field.

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**15. Protests:** The tournament Committee shall have a Protest Committee of no less than 3 members that will review and rule on all protests. No persons who would benefit by any decisions of the Protest Committee shall have any vote with reference to the protest. For a protest to be considered, the following procedure must be followed:

1. No protest of referee judgment, discretionary calls or game performance will be accepted;
2. Verbal notification of intention to protest must be given to the Tournament Director immediately after the game;
3. Protest must be in writing by the manager/coach and be delivered to the Tournament Director no later than 30 minutes following completion of the game or incident, and must be accompanied by a non-refundable cash fee of \$50.00;
4. The Protest Committee will review and rule on the protest and render a final decision no later than the beginning of the next scheduled game for teams involved in the protest;
5. The decision of the Protest Committee shall be final.

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**16. External Conditions, Weather, Lightning, Etc.:** In the event unusual conditions necessitate rescheduling, curtailing, or canceling games, the Tournament Committee has the absolute authority to make changes to best serve the interests of the tournament as a whole keeping in mind the need to identify winners by a certain period of time. The referee has the sole authority on suspension or termination of any match as a result of adverse weather.

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**17. Award Ceremonies:** Following the completion of the Finals of each Age Division Championship, the two finalists are to present themselves to the awards area to receive individual and team awards.

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**18. General:** The Tournament Committee and/or the Palm Beach Soccer Academy will not be responsible for any expense incurred by any team due to the cancellation in whole or in part of this tournament. The Committee and/or the PBSA's interpretation of the forgoing rules and regulations shall be final. The Committee and the PBSA reserves the right to decide on all tournament matters and has the responsibility to uphold any previous suspensions imposed by the local state association or the USYSA.