

BLACK WATCH SOCCER CLUB
6th Annual Six on Six Tournament
2008
RULES OF COMPETITION

TOURNAMENT PHILOSOPHY

The Black Watch Soccer Club 6th Annual Six on Six Tournament is a tournament intended for competitive and All-Star recreational teams properly registered with Florida Youth Soccer Association (FYSA). Recreational All-Star teams are intra – club teams comprised of any recreational players of the appropriate age group competing in the same club. They may also include up to three guest players, recreational or competitive, coming from outside their club. The rules of the tournament shall be in accordance with USYSA and FYSA except as modified and approved herein. There shall be a minimum of three 40 minute group play games on Saturday; semi finals and finals on Sunday.

TEAM ELIGIBILITY

The tournament is open to all competitive and All-Star Recreational teams properly registered with FYSA. Teams shall be comprised of age groups; boys U9 through U19 and girls U9 through U19, provided that such teams are in good standing with FYSA. All teams must play under the auspices of the USYSA and FYSA in accordance with the rules. The maximum number of players on any one team shall be 12. The maximum number of guest players allowed on each team shall be 3. The official downloaded FYSA roster (not older than 30 days) will be required.

COACH/PLAYER ELIGIBILITY

Coaches/players must be properly registered to his or her FYSA team to be eligible to participate in this tournament.

GUEST PLAYERS ARE ALLOWED AS INDICATED ABOVE

Coach/player passes must be current and valid, verified with proper signature, with current picture attached and laminated. In the event of an unverified birth date, the Tournament/Site Director reserves the right to approve player for participation based on certification from the players' home club/league in the form of a copy of the player's birth certificate. Only 07/08 coach and player passes shall be allowed. NO PASS, NO PLAY, NO EXCEPTION.

AGE CLASSIFICATION

For this tournament, age classification is as follows:

| | |
|------------------------------|--------------|
| U9 born 8/1/98 or later | Boys & Girls |
| U10 born 8/1/97 or later | Boys & Girls |
| U11 born 8/1/96 or later | Boys & Girls |
| U12 born 8/1/95 or later | Boys & Girls |
| U13 born 8/1/94 or later | Boys & Girls |
| U14 born 8/1/93 or later | Boys & Girls |
| U15 born 8/1/92 or later | Boys & Girls |
| U16 born 8/1/91 or later | Boys & Girls |
| U17 born 8/1/90 or later | Boys & Girls |
| U18/U19 born 8/1/88 or later | Boys & Girls |

GAME SCHEDULE

Teams shall be seeded when possible; field of play and times of play shall be assigned based on availability. Teams will play no more than three matches per day and will not play back-to-back matches. A tournament referee assignor shall assign referees in accordance with FYSA and PSR assignment procedures.

MANDATORY TEAM CHECK IN - PRE-GAME PROCEDURES

Each team is required to check in with the Site Director at the field location at least 1 hour prior to their first game. Each team **MUST** submit an original downloaded FYSA roster (not older than 30 days) plus 1 copy which includes a list of uniform numbers for each player. Guest players must have a completed guest player form signed by their primary club representative (plus 1 copy) attached to each roster. Each team shall present current notarized medical releases for each player. Players will not be required to be present for team check-in. It must be noted to the Site Director during initial check-in if there are any absences or players that will not be playing due to illness or disciplinary reasons. Required schedule changes will also be covered at this time.

Referees shall conduct the pre-game check in on the field before each game as follows:

The Site Director will give the game report, the approved copy of the tournament roster and all coach and player passes to the referee prior to each game. The referee will verify the identity of each player and confirm that all players are on the approved roster. The referee will hold all passes for safe keeping during the game. Player's uniforms and equipment will be checked in accordance with USYSA/FYSA rules concerning player equipment and any conflict will be resolved. Players may be challenged at this pre- game procedure only. Challenged players will be noted on the referee game report but will be allowed to participate in the game as long as they have valid, verified player passes and are listed on the roster. A player who arrives after the pre-game procedure may enter the game once the officials verify that the player is eligible and with the permission of the referee. A late arriving player may be challenged at the time he is allowed to participate by the center official. Each coach/assistant coach must have a valid 07/08 coach pass. If a coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or if there is no assistant, the game will be forfeited. In no case will the team be allowed to participate without a properly registered coach or assistant.

LAWS OF THE GAME

Except where modified herein, rules of play shall be FIFA "Laws of the Game".

LAW I – FIELD OF PLAY – The field of play will be marked. Field boundaries will measure 55 by 50 yards with out of bounds on all four sides. The penalty area will measure 30 by 12 yards.

LAW II – THE BALL – The size of the ball will be as follows: U9-U12 size #4, U13-U19 size #5.

LAW III – NUMBER OF PLAYERS – teams will consist of 5 field players and a goalkeeper with a maximum of 6 substitutions. A minimum of 4 players (one goalkeeper and 3 field players) is required for a game to begin or continue. If a team cannot field a minimum of 4 players for any reason (including red cards), it will forfeit the game. (Maximum roster for the tournament is 12 players)

SUBSTITUTIONS – substitutions for both teams may be made on the fly, from the **MIDLINE ONLY**. The player coming off must leave the field before the substitute may enter.

LAW IV – PLAYERS' EQUIPMENT – FYSA rules apply and players' equipment shall meet the following additional requirements:

- A. All players shall be required to wear shin guards beneath their game socks.
- B. Teams will wear uniforms of matching colors and designs with numbers on the back; no two players will be allowed to wear the same number. Where colors of competing teams are identical or similar, the designated home team (first team listed on schedule) must effect a change of colors to distinguish from their opponents. The uniform worn by the goalkeeper must be distinctly different from the basic color of either competing team
- C. The referee shall be responsible to insure that no player wears anything that may cause injury to himself or another player; i.e. no watches, earrings, jewelry or metal hair clips.

- D. Casts and Braces: Players wearing an orthopedic (hard or metal reinforced) cast shall not be eligible to participate in any game regardless of the amount of padding. Soft orthopedic braces may be allowed if: 1) the player has a written statement from his/her physician stating that the brace is necessary and that no further injury is likely to occur to the joint which is supported by the brace and 2) the parent has signed a waiver to free the USYSA, FYSA, the tournament, tournament committee, sites, officials, and hosting club of any claim against the above mentioned or their insurance company in case of further injury to the joint protected by the brace. This paperwork must be presented at initial team check-in and copies attached to the rosters. Braces must also be designed so that there are no metal protrusions of any kind, which might injure another player. A player may be removed from the game if at any time the referee determines a player is using or attempting to use the brace to injure another player.

LAW V – REFEREES – All referees shall be currently certified U.S.S.F. Referees. Referees shall be required to complete and submit the official game report packet to the Site Director after each game. The game report packet shall include the official game report, coach and player passes, the official team rosters with coach and player names, pass numbers, team names and team codes. All players issued red and/or yellow cards should be submitted along with their player pass and specific details of any other matters involving any improper or unsporting conduct of a team, its players, coaches or supporters notated on the game report. Coaches should verify and initial their scores on the game report after the game. In the event a referee fails to appear, the Referee Coordinator shall find an alternate.

LAW VI – ASSISTANT REFEREES -- There will be no assistant referees.

LAW VII – DURATION OF THE GAME – THE DURATION OF THE GAME WILL BE AS FOLLOWS:
U9-U19 2X20=40MINUTES

In group play, ties will stand. Overtime and penalty kicks shall apply for semifinal and final round play only. There will be no overtime periods for U9 – U12 games, which are not allowed to participate in overtime periods. They will go directly to PK's.

In head to head competition, if the game is not decided after regulation time, 2 X 5 minute overtime periods will be played. Overtime periods shall be played to completion. If there is no decision after completion of overtime, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark".

Teams may be requested to move to a designated penalty kick area to permit the next scheduled game to proceed.

Any match in which the goal differential is 8, and once the whistle blows for the second half, the game shall be declared completed at that point. At any time in the 2nd half the goal differential reaches 8, the match shall be declared completed.

LAW VIII – START AND RESTART OF PLAY – After a save when the goalkeeper restarts the ball it must touch the ground or player in the defensive half of the field before it goes over the midline or there is a loss of ball possession. Play starts with an indirect kick at the midline for infractions. Once the ball is released from the goalkeepers hands to the ground, it can be played with the feet across the midline without infraction. A drop kick, volley or half volley does not constitute as a release from goalkeepers hands.

LAW XI – OFFSIDE – The offside rule will not apply.

LAW XIII – FREE KICKS – All Direct and Indirect kicks will apply. All walls will be 10 yards.

LAW XIV – PENALTY KICKS – Penalty kicks will be taken 12 yards from the goal line. Everyone but the kicker and the goalkeeper will stand behind the midline until the kick is taken. If there is a rebound from the penalty kick the ball is in play.

LAW XVI – GOAL KICK – A goal kick will be taken within the penalty area. All goal kicks must touch the ground or be touched by any player in the defensive half of the field before it goes over the midline or there is a loss of ball possession. Play starts with an indirect kick at the midline for any infraction.

CONTROL OF SIDELINE CONDUCT

Players, substitute players, coaches and fans are expected to conduct themselves with the letter and spirit of “The Laws of the Game”. The tournament and site directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by another authority. In addition to the rules of good manners, these rules will apply to the tournament:

- A. The Tournament Director will designate one sideline for the sole use of players listed on the game rosters, and a maximum of three coaches from each team, with one team occupying one side of the midfield in the designated area and one team in the other. While the game is in progress, the coaches and players must remain on their respective benches and not roam the sidelines.
- B. The Tournament Director shall designate the opposite sideline for spectators.
- C. A restraining line shall be drawn three yards from the touchline and all sideline viewers, coaches and players must remain outside of that line.
- D. Coaches will be responsible for the behavior of their fans, and the referees will have the authority to warn and ultimately send off any coach whose fans behave in an abusive or disruptive manner..

TOURNAMENT RULES – BEHAVIOR

The Tournament Director shall insure that the rules of their tournament and the behavior of teams, players, coaches and spectators on the sideline are appropriately controlled. The issuance of yellow and red cards will be reported on the game report along with an incident report and delivered to the Site Director along with player pass(es) for action. Disciplinary action will be suspension from the game or games in the tournament in accordance with FYSA disciplinary guidelines.

POST GAME PROCEDURE

We ask that as a mutual courtesy, both teams congratulate each other for a game well played.

- A. The referee will complete the game report with any incident reports for cautions and ejections and deliver it to the site director’s table.
- B. Each coach must sign the game report after each game to verify their score. Scores will be posted by the Site Director.
- C. The referee will ensure the return of the player and coach passes and tournament roster to the Site Director after each game.
- D. The coach of both teams will insure that their respective sidelines areas are clean and that trash is in proper containers.
- E. Coach/player passes will be picked up by the coach or team manager after the completion of their last game. Team representative must sign their tournament roster indicating that all passes were received.

DISCIPLINE

The Discipline Committee shall be selected by the Tournament Director and consist of no less than 3 members. The Discipline Committee shall review and rule on all reports of unacceptable conduct by players, managers, coaches, assistant coaches, referees, spectators, etc. using the FYSA standards as set by Rule Section 502.

- A. A player or coach ejected will have an automatic one game minimum suspension, with actual suspension determined by the Discipline Committee in accordance with FYSA disciplinary guidelines.
- B. Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend suspension for the duration of the tournament with further disciplinary action by the appropriate state association. The Discipline Committee shall rule on the infraction no later than two hours after the receipt of the report.
- C. At the conclusion of the tournament, passes shall be returned to the coach/team manager even if suspension has not been completed. The issuance of all red and yellow cards, and other matters involving the conduct of a team, its players, coaches or supporters shall be recorded and this information shall be forwarded to the FYSA office in conjunction with within the time guidelines.

DELAY OF START

A team delaying the start of a scheduled match by more than 15 minutes without authorization from the Tournament Director shall forfeit the match to the opponent. Forfeits will be scored 1-0.

PROTESTS

The Tournament, Site Director and/or Discipline Committee will resolve all disputes within two hours. There will be **NO PROTESTS**.

DETERMINATION OF GROUP WINNERS

In-group play there will be no overtime games. Standings will be determined by:

Game points:

3 points for a win

1 point for a tie

0 points for a loss

Tie Breakers:

- A. Head to head competition
- B. Net goal differential with a maximum of 3 per game
- C. Most goals scored
- D. Fewest goals allowed
- E. Kicks from the penalty mark as per FIFA rules.

DETERMINATION OF SEMI FINAL AND FINAL GAME WINNERS

In head to head competition, if a game is not decided in full time, overtime will be played. If a game is still not decided after overtime, penalty kicks will be taken. {Refer to LAW VII – DURATION OF THE GAME}

EXTERNAL CONDITIONS, WEATHER, ETC.

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament as a whole, keeping in mind the need to successfully identify winners by a certain time period. The following guideline will apply to game stoppages for any reason.

- A. A water 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 in accordance with FYSA rule 402.4.
- B. If a game is stopped due to inclement weather or any other reason, it will be restarted as soon as possible.
- C. If ½ of the game has been played and cannot be completed before the next game is scheduled to start, as much of the second half as possible will be played with stoppage declared at the start of the following game.
- D. If less than ½ of the game is completed and cannot be restarted and at least ½ of the game completed before the scheduled start of the next game, the game will be rescheduled if possible for a full time or an alternative as determined by the Tournament Director.
- E. The Tournament Director may reduce the length of the game(s) due to weather conditions before the start of the game; all such games will be considered official.
- F. Any one single suspension of a game may last no longer than 35 minutes.
- G. If none of the above is possible, the winner will be declared by a coin toss.