



RULES for BRANDON CUP “2008”

The BRANDON CUP is a Tournament (3 game minimum) for Recreational teams within Region C of FYSA only. The Rules of this Tournament shall be in accordance with USYSA and FYSA except as modified herein and thereby established and approved by the Tournament Committee.

1. **TEAM ELIGIBILITY** - This Tournament shall be open to any Recreational team comprised of properly registered youth players (as defined by USYSA) in age groups U-9, U-10, U-12, U-14, U-16, and U-19 for coed teams and U-10, U-12, U-14, U-16, and U-19 for girls provided such teams are in good standing with FYSA. Teams will play with no more than the number of players on the field, as specified by the USYSA Developmental Player Program. Teams shall be certified by FYSA as Recreational teams per the definition on the USYSA Application to Host Tournaments, Cups, and Games. **NO GUEST PLAYERS ALLOWED. NO ALL-STAR TEAMS ALLOWED.** Age groupings and divisions may be modified by the Tournament Committee to suit the field of teams accepted into the Tournament.

2. **PLAYER ELIGIBILITY** - USYSA players must be officially registered to USYSA through FYSA. USYSA player passes must be current and valid and complete with player name, USYSA registration number, date of birth, recent player photograph, and the player’s signature. Temporary passes will be accepted. **PASSES MUST BE LAMINATED.**

3. **AGE CLASSIFICATIONS** -

Age Group	Born on or After
U-9	8/1/98
U-10	8/1/97
U-12	8/1/95
U-14	8/1/93
U-16	8/1/91
U-19	8/1/88

4. **GAME SCHEDULE** - Teams will be seeded. Field and time assignments will be based on availability. Teams will play no more than two games on any one day and will not play back to back matches.

A Certified Referee Assignor in accordance with FYSA and FSR assignment procedures will assign referees.

Game schedules will be distributed no later than three days prior to the Tournament.

5. **MANDATORY COACHES’ MEETING** - Each team **MUST BE REPRESENTED** at the Tournament Coaches’ Meeting at a time, date, and location to be announced. Team credentials check and schedule distribution/updates will be conducted around this meeting. Credentials will include proper USYSA passes for each player and coach, the original and three copies of the team roster approved and signed by the District Commissioner, and an original and one copy of a properly notarized medical release form for each player. The coach will receive a validated roster to be presented at each game check-in.

6. **PRE-GAME PROCEDURES** - Tournament Officials and/or Referees shall check credentials prior to each game at the field to ensure that all players who participate are properly registered with their team and with USYSA as set forth on the Permission to Host form.

Pre-game check-in at the field shall be as follows: The coach or manager of each team will give the validated copy of the roster and all player and coach passes to the check-in person (Tournament Official, Referee, or Assistant Referee). This check-in person will verify the identity of each player and confirm that all players are on the validated roster. All passes will be held by the check-in person during the game. Players uniforms and equipment will be checked in accordance with USYSA/FYSA rules, and all problems will be resolved for players participating in the match. Players may be challenged by the opposing team only during this pre-game procedure. Challenged players will be noted by the Referee on the Game Report, but so noted players will be allowed to participate in the game as long as they have valid, verified player passes and are listed on the validated roster. A challenged player does not constitute a game protest, but may serve as the basis for review by the Tournament Committee.

A player who arrives at the field after pre-game procedure may, with the permission of the Referee, enter the game once the game officials verify that the player is eligible. A late arriving player may be challenged at the time he is allowed to participate by the Referee. Each coach must have a valid coach’s pass. If a coach is ejected, an assistant may manage 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 coach.

7. **LAWS OF THE GAME** - Except where modified herein, rules of play shall be per FIFA “Laws of the Game”.

LAW I - FIELD OF PLAY - The field of play will be as marked by the Tournament.

LAW II - THE BALL - The size of the ball will be as follows:

U-9 thru U-12	Size #4
U-14 and up	Size #5

The game ball will be provided by the listed home team, i.e. the team listed first for the scheduled match.

LAW III - NUMBER OF PLAYERS - Will conform to FIFA with the following exceptions:

U9 and U10 will play six per side (6v6), one of whom must be a goalkeeper, up to 10 players on roster
U12 will play eight per side (8v8), one of whom must be a goalkeeper, up to 15 players on roster
U14 - U19 will play eleven per side (11v11), one of whom must be a goalkeeper, up to 18 players on roster



Substitutions - Substitutions shall be unlimited and may be made at the following times with the permission of the Referee:

- a. Prior to a throw-in by your team.
- b. Prior to a goal kick by either team.
- c. After a goal by either team.
- d. At half-time or at the beginning of overtime periods.
- e. After an injury to either team, if the referee stops play.

Substitutes may enter the field of play only after receiving permission from the referee. All substitutes must enter at the halfway line and all players must leave at the halfway line.

EACH PLAYER SHALL PLAY A MINIMUM OF 50% OF THE TOTAL PLAYING TIME. The team of any coach violating this principle of Recreational Soccer shall be subject to forfeiture of all matches played and ejection from the Tournament.

LAW IV - PLAYERS' EQUIPMENT - Player's equipment shall meet the following additional requirements:

a. Teams shall wear uniforms of matching design and color with numbers on the back; no two players of the same team may wear the same number. Where colors of competing teams are identical or similar, the designated home team must change to colors distinct from their opponents. The goalkeeper of each team must wear a jersey distinctly different from the basic uniform color of the opposing team.

LAW V - REFEREES - All Referees shall be currently certified by U.S.S.F.. Referees are required to complete and turn in an official Game Report as directed by the Tournament Committee and are required to submit an incident report with the names and teams of all players issued yellow and red cards and details of any other matters involving improper or unsportsmanlike conduct of a team, its players, coaches, or supporters. Both coaches shall sign the official game report prior to receiving their team's player and coach passes.

In the event the Referee fails to appear, the senior Assistant Referee shall perform as the center Referee and shall obtain a suitable alternate Assistant Referee.

LAW VI - ASSISTANT REFEREES - Two Assistant Referees will be used for U12 and older. In the event the assigned Assistant Referees fail to appear, the Referee shall find alternates, first from the home team and second from the visiting team. The game will be played as scheduled and shall be deemed official.

LAW VII - DURATION OF THE GAME - The duration of the game shall be as follows:

U-19	2 x 45 = 90, overtime 2 x 15 = 30
U-16	2 x 40 = 80, overtime 2 x 15 = 30
U-14	2 x 35 = 70, overtime 2 x 10 = 20
U-12	2 x 30 = 60, overtime 2 x 10 = 20
U-9 and U10	2 x 25 = 50, NO OVERTIME

Group games may end in a tie and no overtime will be played nor penalty kicks taken. Overtime will be played to determine semi-final and final game winners. All Overtime periods are sudden death. The Tournament Committee reserves the right to change the duration of game times.

LAW VIII THROUGH LAW XI -As per FIFA Laws of the Game.

LAW XII - As per FIFA Laws of the Game.

LAW XIII - For U-9 and U-10, opponents must be eight yards from the ball. (These distances apply to all dead ball starts/restarts.) U-12 and up per FIFA.

LAW XIV - For U-9 and U-10 Penalty Kicks will be taken from 10 yards with a goalkeeper.

LAW XV THROUGH LAW XVII - As per FIFA Laws of the Game.

8. CONTROL OF SIDELINE CONDUCT - Players, substitutes, coaches, and fans are expected to conduct themselves within the letter and spirit of the Laws of the Game. The Tournament Site Directors have the authority and responsibility to remove from the Tournament sites any person(s) who exhibit abuses to good conduct. Such persons shall still be subject to appropriate discipline by any or all appropriate authority. In addition to good manners, the following rules shall apply to the Tournament:

- a. The Tournament Director shall designate one touchline for the sole use of players listed on the validated rosters and a maximum of three coaches from each team. One team will occupy each of the designated areas on either side of the halfway line. 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 touchline for spectators.
- c. A restraining line shall be drawn an appropriate distance from each touchline and all spectators, coaches, and players must remain outside of that line in order that the Assistant Referees may move freely and see clearly.
- d. Coaches shall be responsible for the behavior of their fans, and the Referee shall have the authority to demand that the coaches take steps to attempt to control any abusive or disruptive behavior by their fans. Unacceptable and uncontrollable behavior of fans may result in suspension or termination of the game by the Referee.

9. TOURNAMENT RULES - BEHAVIOR - The Tournament Committee shall ensure that the Rules of the Tournament are upheld and that the behavior of coaches, players, and fans is appropriately controlled.

The issuance of a yellow and/or red card shall be reported by the Referee on the game report. Ejections shall be dealt with on a daily basis by the Discipline Committee. Disciplinary action will be in accordance with FYSA requirements.

Any ejected player or coach will have an automatic one-game suspension. Further suspension will be decided by the Discipline Committee based on FYSA requirements and may extend through the conclusion of the Tournament. Additional suspension beyond the conclusion of the Tournament shall be at the discretion of FYSA based on the report submitted by the Tournament Committee.



The Discipline Committee shall consist of no less than three (3) members. The Discipline Committee shall daily review and rule on all reports of unacceptable behavior by coaches, players, spectators, referees, etc.

10. POST GAME PROCEDURE - The Tournament Committee asks that, as a mutual courtesy, the teams congratulate each other for a game well played.

- a. The Referee shall complete the Game Report and have each coach confirm and sign it.
- b. The Referee shall give the team's player and coach passes back to the coach.
- c. The Referee shall deliver the Game Report to the Site Director including written explanation of cautions and ejection's.
- d. The coach of each team will ensure that the bench area is cleaned of any trash.

11. DELAY OF START - A team delaying the start of a scheduled match for more than 15 minutes without authorization from the Tournament Director shall forfeit the match to the opponent. Forfeits will be scored 0 - 3.

12. PROTESTS - All disputes will be resolved by the Site Director within two hours. THERE WILL BE NO PROTESTS.

13. DETERMINATION OF GROUP WINNERS - In-group play there will be **no overtime games**. Standings in a group will be determined as follows:

Game Points: **5 points for a Win 2 points for a Tie 0 points for a Loss**

Tie Breakers: a. Head-to-head competition in group game.

b. Total Goal differential (Calculated on a per game basis - goals scored minus goals allowed, no less than -3 nor more than +3 per game).

c. Fewest total goals allowed.

d. Penalty kicks per FIFA for U-12 through U-19, and as modified for U-9 thru U-10.

14. DETERMINATION OF SEMI-FINAL AND FINAL GAME WINNERS - In single elimination rounds, if a game is not decided in full time, overtime will be played to determine the winner. If a game is still not decided after overtime, penalty kicks will be taken in accordance with FIFA Laws of the Game. U-10 and younger teams will not play overtime, but rather will go straight to penalty kicks.

15. EXTERNAL CONDITIONS, WEATHER, ETC. - In the event unusual conditions necessitate the rescheduling or cancellation of games, the Tournament Committee shall have the absolute authority to schedule in the best interest of the Tournament as a whole. The following guidelines will apply to game stoppages:

a. If a game is suspended for any reason, it will be restarted as soon as possible.

b. If ½ of the game has been played and the game cannot be completed before the next game is scheduled to start, as much of the 2nd half as possible will be played with stoppage declared at the start time of the following game. The game will be deemed complete and the score will stand as official.

c. If ½ of the game has been played and the game cannot be completed before darkness or loss of the playing field for other reasons, as much of the 2nd half as possible will be played. Whenever possible (e.g. impending darkness), the referee will determine and announce the duration of the 2nd half prior to the start of play. The game will be deemed complete and the score will stand as official.

d. For any reason, if at least ½ of the game cannot be completed prior to the scheduled start of the next game, or darkness, or loss of the playing field, the game will be rescheduled, if possible, for full time or some alternative as determined by the Tournament Committee. If ½ of the game can be completed prior to the start time of the next game, darkness, or loss of the playing field, the half will be completed, the game deemed complete, and the score will stand as official.

e. If a game cannot be rescheduled for full time, a mini-game of two ten minute halves may be played and count as the game.

f. If none of the above are possible, the winner will be decided by a coin toss.

In cases of extreme weather (heat/humidity) the referee shall allow a brief stoppage of the game to allow players on the field a water break.

16. CHAMPIONSHIP CEREMONY - Following each Championship Final match, there will be an awards ceremony. Both participating teams should present themselves to the awards area immediately following the match.

17. GENERAL -

1. The Tournament Committee, FYSA, and/or the Brandon Area Youth Soccer League will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this Tournament. Full refund of the application fee will be made within thirty days in the case of cancellation of the Tournament.

2. If insufficient teams are entered to create a specific age bracket, the Tournament Director shall notify the applicants as soon as possible to give them the option of playing up or receiving a refund.

3. Interpretation of the foregoing rules by the Tournament Committee, the Brandon Area Youth Soccer League, and FYSA shall be final.

4. The Tournament Committee reserves the right to rule on all Tournament matters.

5. The Tournament Committee agrees to have a copy of the Tournament rules at all game sites.