



## **PLAYER AND AGE ELIGIBILITY**

U9 - U10 age group teams will play 7v7 (players born in 2013 and 2014)

U11 & U13 age group teams will play 8v8 (players born in 2012 and 2010)

U12 age group teams will play 9v9 (players born in 2011)

U14 age group teams will play 11v11 (players born in 2009)

## **GROUPS & BRACKETS**

U9 & U10 & U12

2 groups of 6 teams: played as a single bracket of 3 teams in a round-robin format, plus a 3<sup>rd</sup> game against a team from the other bracket, with finals for the best two standings within both brackets. All teams will play 4 games, either finals, third place or consolation games.

U11 & U13 – PSG NA CUP BRACKET

2 groups of 4 teams: all teams play 3 games in a round-robin format in their respective groups, with finals where the first-place team of each group plays one another. All teams will play 4 games, either finals, third place or consolation games.

U14

1 group of 4 teams: played as a single bracket of 4 teams, with teams playing 3 group games. The teams who accumulate the most points, and finish in the top two advance to the final. All teams will play 4 games, either finals or third place fixtures.



## **LAWS OF THE GAME**

All games shall be played in accordance with FIFA Laws, except for those that are specifically modified. Law 11, Offside, will be enforced in all age divisions, including U10-U12.

## **SUBSTITUTIONS**

In all age-groups, unlimited substitutions are allowed.

Teams may only substitute with the referee's permission. Substitutes must wait on the sideline (off of the field of play) until the player on the field has left the field of play and/or the referee has indicated the substitute may enter the field of play. Substitutions by either team are allowed at any stoppage of play with the permission of the referee.

## **CONCUSSIONS**

Pursuant to Florida Statutes (FS 943.0438): In 2012, Florida enacted a very stringent head injury and Concussion Law. If the referee (or assistant referee) believes that, in their 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. The coach must be told that the player cannot return for the duration of the match. If a trainer enters the field because a 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.



The player may not resume participation until they have 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 the player is not allowed to return to the game UNDER ANY CIRCUMSTANCES.

### **FIELD AND GAME EQUIPMENT**

8v8 Games will be played in 9v9 field dimensions with 9v9 goals. U9, U10, U12 and U14 will play in their regular field dimensions and player number established by US Soccer.

### **DURATION OF GAMES**

U9 - U12: 25 minutes halves with size 4 ball.

U13 - U14: 25 minutes halves with size 5 ball.

### **GAME AND SCORE REPORTING**

The Head Referee will ensure that the correct score for each game is reported to the Site Director after each game in a timely manner.

### **NO PROTESTS SHALL BE ENTERTAINED**



## **CONDUCT GUIDELINES**

\*\*\* Parents & Players guidelines

## **DETERMINATION OF PLAYOFF-FINALISTS**

Finalists will be determined through a seeding format or by a division winner's format. The Tournament Committee will decide which format each age group and bracket will follow.

The rules to determine tie breakers will be the same for both formats. Each team will be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. At the end of the preliminary rounds, if the finalists for a particular age group and bracket are determined by the division winner, the division winner will be the team with the most points in their division. In the event of a tie within a division, the following criteria will be used to determine who moves forward:

1. Head-to-head competition (this criterion will not be considered in the case of a tie among more than two (2) teams.)
2. Goal differential.
3. Most goals scored.
4. Least goals allowed.
5. Most Shutouts.
6. FIFA penalty kicks.



## **INCLEMENT WEATHER**

INCLEMENT WEATHER (GROUP PLAY). In the event of inclement weather affecting the group play, the Tournament Committee will have the authority (in its sole discretion) to change games as follows:

- A. Relocate or reschedule any game(s).
- B. Change the duration of any game(s).
- C. Cancel the game(s).
- D. Games that have been started and subsequently suspended due to inclement weather or other external conditions, will be deemed complete if one half of play has been completed or if the first half cannot be completed prior to the start time of the next scheduled game on that field. For any such game that is not completed, the score at the time of the suspension will be the final score. Any game that is not started and is canceled (as opposed to postponed) due to weather or other external conditions, will be recorded as a 0-0 tie. Canceled games will not be rescheduled.

INCLEMENT WEATHER (PLAYOFFS & FINALS): In the event of inclement weather affecting the playoffs or finals, the Tournament Committee will have the authority (in its sole discretion) to change games as follows:

- 1. Relocate or reschedule any game(s).
- 2. Change the duration of any game(s).
- 3. FIFA penalty kicks.



4. Playoff games or the final that have been started and subsequently suspended due to inclement weather or other external conditions, will be deemed complete if one half of play has been completed or the first half cannot be completed prior to the start time of the next scheduled game on that field. For any such game that is not completed, the score at the time of the suspension will be the final score.
  - a. If the score at the time of suspension is tied, or the game can be not started due to inclement weather, Point b. (below) will be taken into account.
  - b. If the score at the time of the suspension is tied, or any final game that has not started, and a Champion and Finalist need to be determined, the tournament will revert back to final group standings based on three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. In the event of a tie on points between the two teams that are in the Finals, the following criteria will be used to determine the Champion and Finalist:
    - Head-to-head competition.
    - Goal differential to a maximum of four (4) per game.
    - Most goals scored to a maximum of four (4) per game.
    - Least goals allowed to a maximum of four (4) per game.
    - Most Shutouts.
    - FIFA penalty kicks.



## **GENERAL**

- 1.- The Tournament Committee's interpretation of these rules shall be FINAL.
- 2.- The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.
- 3.- The Tournament Committee, based on its interpretation of these rules, will determine the teams which advance into the final rounds.
- 4.- Drones are not permitted without prior written approval and proof liability insurance.