

Florida Classic 2017

Adult Tournament Rules of Play

Each player must have a valid USASA or other USSF affiliate player pass for the 2016-17 season. There will be no exceptions to this rule. There will be no on-site player registration. Players may register through FSSA prior to the tournament.

NO PASS, NO PLAY, NO EXCEPTIONS

1. LAWS OF THE GAME:

All games will be played in accordance with FIFA Laws of the Game, except where noted below. The following items will further interpret these rules for purposes of this tournament and/or will provide the administrative framework for the operation of the tournament.

2. TEAM ELIGIBILITY:

Men's Open, Div 2, O30, O40 and O45; Women's Open, Coed: Participation in the Florida Classic is open to amateur teams consisting of up to 22 players of proper eligibility. All 22 players will be allowed dress and participate during each game.

Men's O50, O55, O60, O65: Participation in the Florida Classic is open to amateur teams consisting of up to 25 players of proper eligibility. All 25 players will be allowed dress and participate during each game.

If any team withdraws after being accepted, that team's registration fee will not be refunded.

3. PLAYER ELIGIBILITY:

- A. All players must be properly registered through USASA as adult team players. There is no on-site player registration but team managers may register players with FSSA prior to the tournament. In age group divisions all players must turn the appropriate age during the 2017 calendar year (Jan-Dec 2017) (Example: O40 division all players must turn at least 40 at some time in 2017).
- B. Players in age group divisions must provide proof of age using a government issued photo ID with birth date presented to the referee, along with his/her player's pass for every single game.
- C. Only the following categories may have players on more than one team: Coed team players may also be on the roster of a second team. Age group players may be on the roster of another age group team. Games will NOT be scheduled to accommodate players on more than one team.
- D. **Coed Division** – Coed is open to all registered Coed teams. Coed teams may have a maximum of 5 men (excluding the goalkeeper) on the field at any given
- E. **Acceptable player identification will include a valid USASA or other USSF affiliate player pass** for ALL players. Any player who is unable to present acceptable identification when asked by a Tournament Official will be declared **INELIGIBLE** (see below).

Failure to meet any of these requirements will render a player ineligible to participate in the tournament. **Any team using an ineligible player will FORFEIT all matches. If you have any questions ask a tournament official before it is too late.**

4. **PLAYER EQUIPMENT:**

All players and teams participating must meet the following requirements:

- A. SHIN GUARDS must be worn
- B. NO JEWELRY will be allowed
- C. Where jersey colors are similar, the home team, as designated on the schedule, must change their jersey.
- D. All socks must be pulled up over the shin guards and jersey is tucked in at the start of the match and beginning of half time and overtime periods.
- E. No duplicate jersey numbers will be permitted either on the sidelines or on the field of play. All jerseys must have a number on them (at least 6" tall).

5. **TEAM FIELD POSITION: (THIS RULE WILL BE STRICTLY ENFORCED TEAMS NOT ABIDING BY THIS RULE CAN BE DISQUALIFIED)**

Both teams must sit on the same side of the field. All spectators must take a position on the opposite side of the field. Failure to provide an official room to see the touchline may lead to a caution given to the coach. Each team is limited to **three (3) adult bench personnel (i.e. coach, assistant coach, and trainer) with bench passes** in addition to the maximum 22 registered players listed on the roster. (Each team will be given three bench passes at manager check in for the tournament.) The three bench personnel's names must also be on the roster form. **Any person not listed on the game roster must remain on the spectator side of the field and may not be in uniform. Absolutely no children are allowed on the team side of the field.**

6. **PLAYER, COACH, BENCH PERSONNEL AND/OR SPECTATOR BEHAVIOR:**

All players, coaches, bench personnel and spectators will conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been instructed to run the games according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, BENCH PERSONNEL, AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Players are encouraged to play all games with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY WITH THE INTENT TO INJURE WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT FROM SUCH ACTIONS.** The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

Players **dismissed** from a game for double yellow cards and non-violent red cards will sit out until **AFTER** the team for which they received the card has played the team's next game (as a result if a player is on more than one team roster that player may have to sit out multiple games). It is the responsibility of each team to ensure a player does not participate if serving a suspension from another game. If a player participates in a game while serving a suspension from another game the game he participated in while suspended will be a forfeit.

Coaches, bench personnel or spectators **dismissed** from a game are banned from further tournament participation. Dismissed coaches, bench personnel or spectators within "sight" or "sound" of his/her teams games(s) may be grounds for his/her team(s) being disqualified from the tournament. Players **dismissed for violent conduct or foul/abusive language or behavior toward game officials will serve a minimum 2 game suspension and** may be banned from further tournament participation. The tournament director will determine the suspension in such cases. Teams are responsible for adhering to this rule. Any team playing a dismissed player outside of this rule will

be disqualified from the tournament and all games played by the team will be ruled to have been a forfeit.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF A TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES, BENCH PERSONNEL AND/OR SPECTATORS CREATES AN ATMOSPHERE IN WHICH A GAME OR GAMES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS AND THE RULES OF GOOD SPORTSMANSHIP AND GOOD CONDUCT.

7. DURATION OF PLAY

Pool Play

All Divisions 45-minute halves - 5-minute half time

Playoffs

All Divisions 45-minutes halves – 5-minute half time

Overtime 10 – minute halves – 5 minute half time (no overtime in O60 and O65)

In semi-final and/or final games, if a clear winner is not decided after regulation time, overtime will be played (except in O60 and O65). If a clear winner is not decided after the overtime period, kicks from the penalty mark are to be taken in accordance with FIFA. O60 and O65 division games will go straight to kicks taken from the penalty mark per FIFA if there is not a clear winner after regulation time.

8. BALL SIZE

All Divisions Size 5

All teams must provide one game quality ball for each game they participate in.

9. SUBSTITUTIONS:

There will be unlimited substitutions with permission of the referee as per FIFA rules.

All substitutes must report to the assistant referee first and then enter the playing field from the half way line and should not enter the playing field until the player they are replacing has reached the touch line.

10. INCLEMENT WEATHER:

With the exception of harsh weather conditions, players and coaches must be on the field at the scheduled time, ready to play. The master schedule will be posted at the Lake Myrtle Sports Complex. Once the tournament starts all web based and paper copies of the schedule are only tentative schedules. **It is the manager’s/coach’s responsibility to check the master schedule for any changes.** Forfeits will be awarded if play has not started within 15 minutes of schedule; a minimum of seven (7) players must be prepared to play before a team will be allowed to start a match. The Tournament Director may reduce the length due to weather conditions before the start of a game; all such games will be considered official. The Tournament Director may also reschedule (time and location) a game before it begins. Only referees, the tournament director or the FSSA board member on duty can suspend a game already started due to weather conditions. Any one single suspension of a game may last no longer than 60 minutes or the start of the next game which ever is later.

Round robin games

In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct), **BEFORE** half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct) **AFTER** half time, the score will be recorded, as it was when the game was stopped and declared official unless the game was terminated due to team misconduct.

Play-off games

In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct) the score will be recorded as it was when the game was stopped. In the event, a game, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the **DIVISION RANKING CRITERIA** will be used to break the tie.

In the event, a referee terminates a final game (different from temporarily suspending and with the exception of termination due to team misconduct) while the teams are tied, co-champions will be declared. Both teams are to receive Championship trophies. If any prize money is given it will be split between the two teams.

Termination due to misconduct

If a game is terminated due to misconduct the tournament director will determine the outcome of the game and whether or not the offending team(s) may continue in the tournament.

11. **PROTESTS:** An original written, signed protest must be submitted along with a protest fee of \$150.00 to the tournament director within two (2) hours of the end of the match to which it relates. The FSSA Executive Board will review the protest and make a determination. All decisions are final.

12. **SCORE REPORTING:**

A field Marshall or tournament official will be available to answer any questions **not** pertaining to game situations. At the conclusion of each game, the referee will record the game score. The referee will complete the game report and will turn the report over to the field Marshall or tournament official for posting.

For the sake of scoring, forfeits are recorded as a 3-0 victory. While a forfeit does not automatically disqualify a team from the tournament, it is not within the spirit of the game. Necessary actions will be taken by the Tournament Director to preserve the integrity of this and future tournaments.

13. **DETERMINATION OF GROUP WINNERS**

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win 1 point for a Tie 0 points for a Loss.

Teams are ranked on the total number of points earned. In the case of ranking ties, the following criteria, in order, will be used to break the tie:

- 1.* Head-to-head points.
- 2.* Head-to-head most goals scored (maximum of 3 per game)
- 3.* Head-to-head fewest goals allowed (maximum of 3 per game).
- 4.* Head-to-head goal differential (maximum of 3 per game).
- 5.* Head-to-head most games scoring a goal.
6. Overall most goals scored (maximum of 3 per game)
7. Overall fewest goals allowed (maximum of 3 per game).
8. Overall goal differential (maximum of 3 per game).
9. Overall most games scoring a goal.
10. Coin toss or random drawing (time and procedure determined by Tournament Director).

*Head-to-head tie-breakers will only apply if all teams in the division have each played every other team an equal number of games. In a two-way tie, where teams have only played each other once, steps 2 through 5 are not applicable.

At the completion of any step where one or more teams have been broken out of the tie (high, low or split into multiple ties), the tie-breaking process restarts at step 1, with only those teams remaining tied, and/or any new ties that may have resulted from the last step.

Example 1: (4 Team Group - Once a team has been ranked higher) Three teams have 6 points. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1st Team 3 defeated team 2 therefore team 3 is 2nd and team 2 is 3rd.

Example 2: (4 Team Group - Once a team has been ranked lower) Three teams have 6 points. Team 1 has a goal differential of +4, team 2 is +4 and team 3 is +2. Team 1 defeated team 2 therefore team 1 is 1st and team 2 is 2nd.

Example 3: (6 Team Group) Three teams have 6 points. If one team has defeated the other two they will be first. Otherwise refer to the above examples.

Example 4: (6 Team Group) Four teams have 6 points. First tie breaker is record versus tied teams. Otherwise refer to the above examples.

The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss. The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

14. **REFEREE FEES:** Referee fees are included in the cost of team registration.

15. **MATTERS NOT PROVIDED FOR:** Any matters which arise that are not provided for in these rules will be decided by the Tournament Director.