

TAMPA BAY UNITED
2023 Advent Health
Columbus Day Classic
Powered by Nike
Tournament Rules

TOURNAMENT HEADQUARTERS-

Tournament headquarters will be located at the Tournament Sportsplex of Tampa Bay 9330 E. Columbus Dr. Tampa, FL. 33619. Berk Gumus Tournament Director (813) 730-2434.

REGISTRATION & TEAM ELIGIBILITY-

This Tournament shall be open to all teams comprised of properly registered youth players (as determined by the rules of the affiliated organization) in all age groups indicated in the Tournament Rules, provided such team is in good standing with their association.

It shall be the responsibility of each Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of roster, permission to travel and proof of insurance.

Tournament Officials shall conduct all credential checks:

- At initial registration.
- At the field before each game. Teams should be available for check-in with the referee or field marshal 30 minutes prior to the scheduled game time.

PLAYER ELIGIBILITY

- The players and bench personnel must present picture identification cards issued by the team's Federation Organization member (USYS, US Club, AYSO, USSF, other)
- Identification cards must be verified, photo attached, and laminated
- Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel.
- Teams must provide a certified/approved tournament roster from the team's Federation Organization.

Documentation required at initial registration:

Teams from the United States:

- The Players and bench personnel must present picture identification cards issued by the team's Federation Organization Member (USYS, US Club, AYSO, USSF, other)
- Identification cards must be verified, photo attached, and laminated (if your association does not allow lamination, cards must be encased in plastic sleeves).
- Teams must provide proof of approval team's participation from the team's Federal Organization Member.
- Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel.
- Tams must provide a certified/approved tournament roster from the team's Federation Organization.

Documentation required for pre-game check-in:

All Teams

- Teams are required to have and present player and bench personnel picture identification cards.
- Identification cards will be checked against the tournament generated game reports.
- Teams must have on hand a certified/approved tournament roster from the team's Federal Organization.
- Each team is limited to 3 coaches on the bench, all of which must be listed on the team roster. In no case will a team be allowed to participate without a properly registered coach or assistant.
- The shirt number of each player must be the same as the player's shirt on the tournament roster. If not, the referee is not to allow the player to take part in the match until the numbers are the same (Shirt or roster changed).

Souvenir patches, flags, crests, etc. may be exchanged and group team pictures may be taken at this pre-game procedure or during the handshake after the game.

A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the Adidas Columbus Day Classic Credentials Committee). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee. **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT, AND FUTURE.** A report will be filed with the offending teams National Organization or National State Association. **If you are not sure of a player's eligibility ask, in writing, to the Tournament Director.**

MANDATORY: All teams must enter their rosters complete with bench personnel into the tournaments online scheduling system no later than 21 days prior to the start of the event. The minimum required information is Name, Date of Birth, Player ID Number, Uniform Number, and Gender. Revisions can be made to the roster up to the night of team registration. This information will appear on the tournament game reports. Teams failing to input this information are subject to removal from the event. You Must bring a roster to each of your games as well.

PLAYER AND AGE ELIGIBILITY:

- For this tournament, the age classifications are as follows:

AGE DETERMINATION:

<i>Age Division</i>	<i>Eligible Birthdates</i>	<i>Max Roster</i>	<i>Guest Player Limit</i>
U/09	Born on or after 1/1/2015	12	
U/10	Born on or after 1/1/2014	12	
U/11	Born on or after 1/1/2013	16	
U/12	Born on or after 1/1/2012	16	
U/13	Born on or after 1/1/2011	22	
U/14	Born on or after 1/1/2010	22	
U/15	Born on or after 1/1/2009	22	
U/16	Born on or after 1/1/2008	22	
U/17	Born on or after 1/1/2007	22	
U/18	Born on or after 1/1/2006	22	
U/19	Born on or after 1/1/2005	22	

- A team using guest players may have no more than Five (5) guest players depending on age group.
- Club pass players are allowed and will not count towards the 5-guest player maximum.
- Teams may only have guest/loan players from the same Federation organization, and all players must be legally registered through their respective Federation organization. (i.e., USYS teams can only have players with USYS passes; US Club teams may only have players with US Club passes, etc.)

CONCUSSIONS:

- Pursuant to Florida Statutes (FS 943.0438) Florida in 2012 enacted a very stringent Head injury and Concussion Law. If the referee (or assistant referee) believes that, in her/her 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, and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the 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 he/she has 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 UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

HEADING GUIDELINES:

- Deliberate heading is not allowed in age groups U12 and younger
- If a U12 or younger player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

- If the deliberate header of a U12 or younger player occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred.

LAWS OF THE GAME

All games shall be in accordance with the FIFA “Laws of the Game”, except as modified below. Competition sanctioned by this association shall abide by the “Laws of the Game”, along with any modifications or regulations of the association. Players twelve (12) and under, eleven (11) and under, ten (10) and under, and nine (9) and under must play under the auspices of USYSA and FYSA in accordance with rules of the Developmental Program – modified playing rules for U12, U11, U10, and U9.

LAW 1: Field of Play

U12, U11, U10 and U9 must play under the auspices of US Youth Soccer and FYSA in accordance with the rules of the Developmental Player Program Playing Rules for U12, U11, U10 and U9.

LAW 2: The Ball

U9, U10, U11, U12	Size #4 (23-24 in., 11-12 oz.)
All Others	Size #5 (27-28 in., 14-16 oz.)

LAW 3: Number of Players

U9, U10 - Maximum of Seven (7) per side
11U, 12U - Maximum of Nine (9) per side
U13- U19- Maximum Eleven per side per FIFA

**** 5 Guest Players will be permitted per team.**

Substitutions shall be unlimited, unless otherwise specified by tournament administrators. Substitutions may be made only from the center line and upon proper notification of the referee through the assistant referee, and with the referee’s permission, at the following times:

Prior to a throw-in by your team
Prior to a goal kick by either team
After a goal by either team
After an injury by either team when the referee stops play
At the beginning of the second half

U17 & Above age groups involving foreign teams will follow FIFA limited substitution rules.

LAW 4: Player Equipment

Player equipment must conform to FIFA rules. Shin guards must be worn under socks by all the players, be approved material and offer a reasonable degree of protection. **Orthopedic casts are not permitted**; however, soft braces can be worn with **written** approval from a doctor, and judgment as to safety is at the discretion of the referee. A player may be removed from the game at any time if the referee determines that the player is using or is attempting to use a brace to injure other players.

Teams will wear uniforms of matching design and color with a minimum of six-inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers while participating in any match.

- A. In the event of similar team colors, the designated **home team** will be required to change to a color accepted by the referee.
- B. The uniform of the goalkeeper must be distinctly different in color from the basic colors of both competing teams and the referee.

It is the policy of FYSA that no player be allowed to wear ANY jewelry while participating in any FYSA sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall decide as to the safety of the player, and the referee's decision is final.

LAW 5: The Referee

The referees are required to submit a completed, official game report to the site director containing information relating to any game incidents involving players, coaches, spectators, misconduct and injuries. Referees will not be paid before any required post-game reports have been submitted. In the event the assigned referees fail to appear and the assignor and/or site director fails to provide a replacement, the senior assigned referee shall assume the duties and shall find an alternate assistant referee. The duties of the assistant referee shall be limited. The game will be played as scheduled and will be deemed official.

LAW 6: The Assistant Referee

Two assistant referees will be used. In the event the assigned assistant referee fails to appear, the referee must find a suitable assistant. The game will be played as scheduled and be deemed official.

LAW 7: Duration of the Match

AGE GROUP	REGULATION (min)
U19	2 X 35 = 70
U17	2 X 35 = 70
U16	2 X 35 = 70
U15	2 X 35 = 70
U14	2 X 35 = 70
U13	2 X 35 = 70
U12	2 X 30 = 60
U11	2 X 30 = 60
U10	2 X 25 = 50
U9	2 X 25 = 50

**All quarter-final, semi-final and championship rounds will go straight to penalty kicks if tied at the end of regulation.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of “the laws of the game” and comply with FYSA’S Code of Ethics. The site director has the authority and the responsibility to remove any person from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to this tournament.

The site director will designate one sideline to be the sole use of the players listed on the game roster and three managers/coaches from each teams. While the game is in progress, the manager/coach and the reserve players must remain on their respective benches and may not roam the sidelines.

The site director will designate the opposite sideline for the spectators.

Managers/Coaches will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off any coach whose fans behave in an abusive or disruptive manner.

POST-GAME PROCEDURES

As mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/Coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed injury report will be submitted to the tournament director complete with scores and supplemental report for send offs, injuries, or special circumstances that need explanation.

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.

DISCIPLINE

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check-in.

Per Florida Youth Soccer Association Rule 504.1- Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Players may not serve suspensions as "guest players."

The Tournament Committee shall have a Disciplinary Committee of no less than three (3) members. The Disciplinary Committee will review and rule on all reports of unacceptable conduct by Managers/Coaches, players, referees, spectators, etc. using the FYSA standards as set by Rules Section 502.

All players and Managers/Coaches shall be subject to FYSA Section 502 – Discipline and Sanctions.

A player or Manager/Coach ejected will have a minimum of one (1) game suspension regardless of the ejection.

Depending on the severity of the unacceptable conduct, the Disciplinary Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate state or national association. The Disciplinary Committee recommendations must be available to the affected parties prior to the start of the next scheduled game.

At the conclusion of the tournament, passes will be returned to the coach (even if suspension has not been completed). A complete report will be sent to the appropriate State Association within 72 hours of the conclusion of the tournament for possible further discipline.

DETERMINATION OF GROUP WINNERS

*****IF A WILDCARD TEAM IS SCHEDULED TO PLAY A TEAM FROM ITS ORIGINAL GROUP THEN THE TOURNAMENT DIRECTOR WILL RE-SHUFFLE THE SEMI-FINALS SO THAT TEAMS ARE NOT PLAYING TEAMS THAT THEY HAVE ALREADY PLAYED IN THIS TOURNAMENT.***

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

1. GAME POINTS: 3 points for a Win 1 point for a Tie 0 points for a Loss
2. TIE BREAKERS: (2 Teams)
 - A. Head to Head Result. If no clear winner;
 - B. Net Goal Differential with a Maximum of Four (4) goal differential per game. If no clear winner;
 - C. Extra Point for every shutout in group-play (not counting forfeits).
 - D. Least Amount of Goals Allowed (total for all games- no maximum). If no clear winner;
 - E. Most Goals Scored with a Maximum of Four (4) goals per game. If no clear winner;
 - F. Minus 1 Game Point for each Red Card/Send Off
 - G. Penalty Kicks in Accordance with FIFA "Taking of Kicks from the Penalty Mark".

*If both teams are to advance to the playoff rounds a coin toss will decide the higher seed in lieu of penalty kicks.

If Penalty kicks in accordance with FIFA is required to determine the winner for advancement after steps A-F still result in a tie, penalty kicks will be taken thirty (30) minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Director.

In the groups of six, if three teams are tied and one of the three teams have defeated the other two teams, they are tied with then that team will advance. Even, if the three teams did not play each other.

Determination of Quarterfinal, Semi-final, if any, and Final Game Winners:

In head to head competition, if the game is not decided after regulation, overtime will not be played.

Penalty kicks will be taken in accordance with FIFA "Taking of Kicks From the Penalty Mark". Note: Teams may be asked to move to a designated Penalty Kick area to permit the next scheduled game to proceed.

FORFEITS

A minimum of seven (7) players constitutes a team for U13-U19, five (5) players for U11-U12, and four (4) players for U9-U10. Games should start at given starting times. In case the team does not have the minimum number of players present, it should be allowed a maximum of fifteen (15) minutes grace period, before awarding the game to the opponent. A forfeit will be scored 4-0. An abandoned game is recorded as a forfeit and will be scored 4-0.

PROTESTS

No protests will be accepted. All disputes will be resolved by the Tournament Director.

EXTERNAL CONDITIONS, WEATHER, etc.

In the event unusual conditions necessitate the rescheduling, curtailment or cancellation of games, the Tournament Committee shall have absolute authority to make the changes in order to best serve the interests by a certain time period.

Refund Policy- Tournament entry fee returns/refunds as follows:

Within five (5) days after notification that the team is not accepted by their application.

Within five (5) days upon cancellation of the tournament.

Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

In any FYSA sanctioned match a 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 it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Game Site Coordinator for awards.

GENERAL

The Tournament Committee, FYSA and/or host affiliate will not be responsible for any expense incurred by any team due to cancellation in part or whole of this tournament.

The Tournament Committee's interpretation on the foregoing rules and regulations shall be final.

The Tournament Committee reserves the right to decide all tournament matters.

If not enough teams are realized within a single age bracket, the Tournament Director shall notify the participants as soon as possible and those participants will be given the option to play up or to receive a full refund.

The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/US Youth Soccer.

The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites

7v7 rules

- ❑ No heading
- ❑ No punting
- ❑ No dropkicks
- ❑ We will use build out lines (midfield line will be used if no build out line is painted)
- ❑ Offside will be called using build out lines (midfield line will be used if not build out line is

painted)

- ② 1 referee per game (Assistant Referees will be used when available)

Build Out Line

- ② When the keeper has the ball, the opposing team must retreat behind the build out line
- ② The opposing team may cross the build out line once the ball is played by another player.