

Annual District Commissioner Cup – B1/B2

An Approved Tournament of the Florida Youth Soccer Association (FYSA)

Affiliated with FIFA, USSF, and USYSA

RULES OF COMPETITION

1. **TOURNAMENT NOT OPEN TO TEAMS OR PLAYERS GOING TO REGIONAL OR STATE CUP.** Competitive-coded teams will be allowed to play only if there are enough teams to make a separate Division.
2. **Team Eligibility – All teams MUST be registered with FYSA.** Teams will be accepted from Districts B-1, B-2 and B-4.
 - a. All teams must have an FYSA official roster with coach and player passes that match. In-house teams that have not been issued coach and player passes, should see their club registrar to have this done.
 - b. Teams that played in the GCF league must post their scores on www.scoreline.net to be considered. Standings will be used to place teams into groups. Standings DO NOT apply to in-house teams.
 - c. No AllStar teams will be allowed.

Roster Limits:

U-16 – U-18 maximum of 22 players on a roster (18 may be dressed and on the bench)

U-13 – U-15 maximum of 18 players on a roster

U-11 – U-12 maximum of 14 players on a roster

U-9 – U-10 maximum of 12 players on a roster

U-7 – U-8 maximum of 8 players on a roster

Event rosters may be used, but must be submitted to the DC Cup Committee the night of check-in.

Falsification of player registration forms, team rosters, player passes, or other records used in this tournament shall be subject to disciplinary action, as per FYSA rules.

3. **Player/Coach Eligibility** – Regional or State Cup players will not be allowed to participate. Players must be registered as *primary* to his/her team with a current and valid player pass that is **verified, pictured, signed and laminated**. Player passes will be checked by the Credentials Committee prior to the start of the tournament. No Birth Certificates will be accepted on the night of check-in or at the playing field. **NO GUEST PLAYERS OR SECONDARY PLAYERS** allowed. Coaches must be listed on the roster and must have a current pictured, signed and laminated pass. **THERE WILL BE NO EXCEPTIONS. Passes must match the roster.**

Pre-Game Procedure:

- A.** Referee will verify the identity of players with roster.
 - B.** Players equipment will be checked by Referee/Assistant Referee
 - C.** In no event will a referee allow a player to participate if “said” player is not on the team roster.
 - D.** Players arriving after the pre-game procedure may enter the game after being checked by the referee/assistant referee, for both player pass and equipment.
- 4. Laws of The Game: All games shall be in accordance with the FIFA “Laws of the Game” except as modified below:**

Law I: Ball size: U8 will use size 3 ball

Law II: Ball size: U9 through U12 will use a size 4 ball, 25-26 inches in circumference and 11-13 oz. All other participants will use a size 5 ball, 27-28 inches in circumference and 14-16 oz.

Law III: Number of Players: Substitutions shall be unlimited in all age groups. Substitutions shall be made only upon proper notification of the referee through the assistant referee and with the center referee’s permission at the following times:

- A.** Prior to a throw - in your favor.
- B.** Prior to a goal kick by either team.
- C.** After a goal by either team.
- D.** At the beginning of the second half of OT period.
- E.** At the referees’ discretion in the event of injury.
- F.** At the referee’s discretion following a caution.
- G.** Keeper substitutions will be at half time only, unless injury to the to the keeper occurs.

Law IV: Player equipment must conform to FIFA rules for all players due to insurance regulations.

- 1. Casts and braces-** A player wearing an Orthopedic Cast shall not be eligible to participate in any game. An orthopedic brace may be allowed if the player has a written statement from a physician stating that he feels the brace is necessary and that no further injury is likely to occur to the joint which is supported by the brace. The referee for each match will be the sole judge as to whether a brace is considered to have protective padding.
- 2. Protective Equipment:** All players in every age group are required to wear FIFA approved shin guards at all times while actively participating in the game.

- 3. **Footwear:** Shoes utilizing screw-in cleats will not be allowed.
- 4. **Footwear:** U8 and down may wear tennis shoes if necessary.

Law V: Referees: The referee shall complete and submit the game report to the site director. In the event an assigned referee fails to appear, the referee coordinator must find and assign another referee. The game will be played as scheduled and will be deemed official.

**COACHES WILL COME TO THE SITE DIRECTOR’S PAVILION
AND VERIFY THE GAME SCORE BY INITIALING THE REFEREE
REPORT UPON COMPLETION OF THE GAME.**

Law VI: Two Assistant Referees will be used on all U-11 games and up whenever possible. In the event an assigned Assistant Referee fails to appear, the referee assignor must find a suitable replacement. The game will be played as scheduled and will be deemed official.

Law VII: Duration of Game: Times are as follows:

Age Group	Game Time (in minutes)
U-17 & U-18	2 x 45 = 90 <i>if applicable</i>
U-15 & U-16	2 x 40 = 80
U-13 & U-14	2 x 35 = 70
U-11 & U-12	2 x 30 = 60
U-9 & U-10	2 x 25 = 50
U-7 & U-8	2 x 20 = 40

**** ADDITION: U9/10 WILL HAVE NO OFFSIDES**

- 5. Control of Sideline Conduct** – Players, reserve players, coaches, managers, assistant coaches and fans are expected to conduct themselves within the letter and spirit of the Laws of the Game. The Site Directors have the authority and the responsibility to remove any persons from the tournament for abuses of good conduct, in addition to any specific disciplinary action brought about by any other authority.

In addition to good manners, these rules also apply:

- A.** The site director will designate one sideline for the sole use of players and two coaches listed on the roster; each team occupying one side of midfield. While the game is in progress, coaches and reserve players must remain on their respective benches and not roam the sidelines.
 - B.** The opposite sidelines will be designated for fans.
 - C.** Coaches will be responsible for fan's behavior.
 - D.** Any serious complaints involving the misconduct of a team, the players, coaches or supporters will be recorded by the tournament committee.
 - E.** No artificial noise makers are allowed in DC Cup. Anyone using artificial noise makers may be asked to leave the field area and/or the complex if the person/s do not cease immediately after a request from any referee or site personal. Artificial noise makers include but are not limited to bells, whistles, horns, clackers, jugs with coins, drums, etc...the coaches and/or managers are responsible for their fans.
- 6. General**
- A.** The tournament committee will not be responsible for any expense incurred by any team due to the cancellation in part or in whole of the tournament.
 - B.** The tournament committee's interpretation of the rules and regulations shall be final.
 - C.** The tournament committee reserves the right to decide on ALL tournament matters.

- 7. External Conditions, Weather, etc.** – In the event adverse conditions necessitate curtailing, or canceling games, the Director shall have absolute authority to make these changes to best serve the interests of the tournament as a whole, keeping in mind the need to successfully identify winners within a certain time period.

- 8. Post Game Procedure** – as a mutual courtesy, both teams meet at center circle and congratulate each other for a game well played.
- A.** Coaches of both teams will insure that their sideline is clean and that all trash has been put in containers. Fines will be charged to teams that do not abide by this.
 - B.** Referees will complete the game report and deliver it to the Site Director, along with the roster and player passes.
 - C.** Referees will deliver an ejected player or coach pass to the Site Director with a with a detailed disciplinary report and roster.

- D.** Referees will be paid upon delivery of game report and passes/rosters of both teams.
- E.** Coaches need to come to the Site Director Pavilion to verify score and initial report upon completion of game.

9. Discipline: A player or coach that is ejected will have an automatic one game suspension and punitive measures as described in FYSA Constitution will be considered for minimum disciplinary actions. A player or coach may receive more than a one game suspension. The Director may suspend the offending coach/player for the duration of the tournament and/or recommend further disciplinary action, depending on the severity of the unacceptable conduct.

IMPORTANT NOTE: Ejected players are to be escorted to the Site Director’s tent by an adult from your team OR by a Field Marshal immediately upon being ejected.

10. Determination of 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 points for a TIE
 0 points for a LOSS

TIE BREAKERS: **A. Head to Head Competition**
 B. Net Goal Differential (4 per game)
 C. Kicks from the Penalty Mark per FIFA Rules

IF TWO TEAMS TIE:

- 1. Game Points (3 for a win, 1 for a tie, zero for a loss).**
 If no clear winner, then tie breaker rules start with the #2 criteria.
- 2. Head-to-Head result.** If no clear winner, then the #3 criteria is used.
- 3. ***Net Goal Differential, (maximum 4 goals per game).**
 Important Note: for every goal in excess of a 5 goal net differential, one point will be subtracted from the goal differential. If no clear winner, then the #4 criteria is used.
- 4. Penalty Kicks in accordance with FIFA “Taking of Kicks from the Penalty Marks”.**

NO STANDINGS will be kept for the U7 through U10 divisions. EVERY PLAYER who participates in the U7- U10 divisions will receive a medal and a tournament patch.