

2023 Jupiter Alliance Cup TOURNAMENT RULES

REGISTRATION & TEAM ELIGIBILITY:

This tournament shall be open to teams (unrestricted) comprised of properly registered youth players (as defined below) from all Federation organizations (USYS, US Club, USSSA, etc.), in all age groups indicated on the Tournament approval form. Each team must also be in good standing with its youth association or other Federation affiliates.

It shall be the responsibility of each State Association or Federation Affiliate to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel and proof of insurance as required by the granting authority.

Multiple divisions within an age group are not guaranteed but may be offered where sufficient numbers of teams apply to that age group. The decision of the Tournament Committee for the placement of teams within age groups with multiple divisions is final.

Players may play and be rostered to only one (1) team during the Tournament. No switching of teams will be allowed, and players will be considered tournament-bound to the first team the player participates with.

If a player illegally participates with more one (1) team in the tournament, games for any team(s) that the player participates with other than the first team that played will be recorded as 4-0 forfeit in the opponent's favor.

Falsification of player registration forms, team rosters, player passes, or other records used in the tournament will result in immediate disqualification of the team from the competition and shall result in disciplinary action, up to and including disbarment for the individual(s) involved.

All teams must have current, valid player and coaches passes from their authorizing federation organization, for everyone who will be participating in the event. Passes must have a verified team code and player's date of birth, have a current photo attached, club registrar's signature, and be laminated.

PRE-GAME PROCEDURES:

Before the beginning of the Tournament at the designated check in, each team's coach/manager will present the approved roster along with valid player and coach passes, medical release forms for each player, approved guest/loan player documents, and travel authorization as required.

Before each game, player passes will be verified again by game officials against the approved tournament participation roster.

All teams need to be at their respective game field no less than 30 minutes before each scheduled match.

A player who arrives late to a match may not enter that match until the game officials verify the player is eligible and the center referee permits the player to enter the match.

Each manager/coach (or assistant) must have a valid coach's pass. If a coach or manager is ejected, a properly registered assistant may conduct the team. If the assistant is ejected, or if there is no assistant, the game will be forfeited.

PLAYER AND AGE ELIGIBILITY:

For this tournament, the age classifications are as follows:

Age Division	Eligible Birthdates	Max Roster	Guest Player Limit
U9	Born on or after 1/1/15	12	5
U10	Born on or after 1/1/14	12	5
U11	Born on or after 1/1/13	16	5
U12	Born on or after 1/1/12	16	5
U13	Born on or after 1/1/11	22	5
U14	Born on or after 1/1/10	22	5
U15	Born on or after 1/1/09	22	5
U16	Born on or after 1/1/08	22	5
U17	Born on or after 1/1/07	22	5
U18	Born on or after 1/1/06	22	5
U19	Born on or after 1/1/05	22	5

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:

In 2012, Florida enacted a very stringent head injury and concussion law (FS 943.0438). If the referee (or assistant referee) believes that, in his/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

LAW 1: Field of Play

U13 – U19 No change per “FIFA Laws of the Game.”

U11 & U12 (9v9) and U9 & U10 (7v7) must play in accordance with the USSF new player initiatives.

LAW 2: The Ball

U13 – U19 Size 5

U12 and younger – Size 4

LAW 3: Number of Players

U13 and Older Maximum eleven (11) – Minimum seven (7) per side per FIFA

U11 and U12 Maximum nine (9) – Minimum six (6) per side

U9 and U10 Maximum seven (7) – Minimum five (5) per side

U13 and Older Game roster shall have a maximum of 18 players. Players not on the game roster are allowed to sit on the bench in the team’s opposite uniform or street clothes.

**All other U12 Rules of Competition including no heading will apply.

SUBSTITUTIONS

Substitutions may be made only upon notification of the referee, through the assistant referee, with the referee’s permission.

The substitute shall not enter the field of play until the player he/she is replacing has left the field and after being signaled onto the field by the referee.

Substitutions are unlimited and will be allowed at any stoppage by either team, with the referee’s permission.

LAW 4: Player’s Equipment

Player equipment shall be in accordance with the requirements of the Affiliate, FIFA, and FYSA rules.

Additionally:

Screw-in cleats are permitted, judgement as to their safety is at the discretion of the referee.

Orthopedic casts can be worn with written approval from a doctor, judgement as to the safety is at the discretion of the referee.

Soft braces can be worn with written approval from a doctor, and judgement as to the safety is at the discretion of the referee.

Shin guards must comply with FIFA Law 4:

- Shin guards are covered completely by the stockings.
- Shin guards are made of a suitable material (rubber, plastic, or similar substances).
- Shin guards MUST PROVIDE A REASONABLE DEGREE OF PROTECTION.
- Shin guards are required for any FYSA event for the safety of the players.

Players will wear matching design and color uniforms with numbers attached to the back of the uniform. No two players may have the same number while both players are on the field.

In the event of similar team colors, the designated home team will be required to change to an alternate color accepted by the referee. The home team is the first team listed on the schedule for each match and appears in the “Home Team” column.

The goalkeeper’s uniform must be distinctly different in color from the basic colors of either team 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: Referees

If an assigned referee fails to appear for a game, the Assignor and Site Director will provide a replacement. The game will be played as scheduled and deemed official.

Referees are required to submit a completed official game report documents to the Site Director, along with the player and coach passes from the teams that competed, upon the conclusion of each match. The referee will be paid after the completed game report has been submitted after the match.

Offside will be in effect for all ages U9 – U19 divisions.

LAW 6: Assistant Referee

Two (2) assistant referees will be used in matches U11 and above. A single center referee with no assistant referees will be used for U9 and U10 7v7 matches. In the event the assigned assistant(s) fails to appear, the referee must find suitable replacement(s). The game will be played as scheduled and will be deemed official.

LAW 7: Duration of the Game

Due to the possibility of extreme heat and/or humidity at this time of the year and multiple games played in one day, all games will be played per age group as follows:

Age Group	Pool Play
U9/U10	2 x 25 = 50
U11/U12	2 x 25 = 50
U13 - U19	2 x 30 = 60

No overtime in Semis or Finals/PKs to determine winner of Semi or Final if tied after regulation.

LAWS 8 – 10:

No change per FIFA “Laws of the Game.”

LAW 11:

No change per FIFA “Laws of the Game.”

LAW 12: Fouls and Misconduct

No change per FIFA "Laws of the Game" with the following exceptions:

- U11/U12 (9v9) matches – an indirect free kick is awarded to the opposing team at the center spot on the halfway line if the goalkeeper punts or drop kicks the ball in the air from his/her penalty area into the opponent's penalty area.
- U9/U10 (7v7) matches – an indirect free kick is awarded to the opposing team at the center spot on the halfway line if the goalkeeper punts or drop kicks the ball. The goalkeeper may pass, throw, or roll the ball to a teammate located within the build out line.
- U9/U10 (7v7) matches – will have a build out line 14 yards from the end line. All opposing players must move behind the build out line once the ball is in the possession of the goalkeeper or there is to be a goal kick.

LAWS 13 – 17:

No change per FIFA "Laws of the Game."

TOURNAMENT & MATCH SCHEDULES

Our tournament is designed as follows for all age groups and genders:

- During the preliminary stage of the tournament, teams will play in a World Cup pool play format. Ties shall remain.
- Minimum number of teams at any age/flight is 4, maximum is 32.
- The tournament reserves the right to have multiple flights within an age group.
- All teams are guaranteed a minimum of three (3) scheduled games.
- Maximum number of games is six (6).
- Teams can play up to two (2) games in one (1) day.
- A minimum of two (2) time slots for rest purposes will be scheduled between games.
- Groups of eight (8) teams or less will go directly to finals or may play a round robin with no finals. Champion determined by points.
- The Wildcard, or best second place team, will always be considered the lowest seed. If the teams have the same number of points, the criteria in the "Determination of Group Winners" will be used to break the tie. Playoff pairings will be as shown on the tournament schedule. If the Wildcard is scheduled to play a team they have already played, the schedule may be revised for the Wildcard to play the highest seed group winner available. This will only be done if the schedule can be arranged so all playoff matches have teams that have not already played. If this cannot be done, the matches will revert back to the original schedule.

POST-GAME PROCEDURES:

As a mutual courtesy, the tournament committee asks that both teams congratulate each other for a game well played. Coach/Manager of both teams will make sure their respective bench and sideline areas are clean and all trash is in the containers provided.

The Coach/Manager of each team will confirm the score as reported on the Game Report with the Tournament Official and mark their initials on the Game Report.

Referees will return the completed Game Report, supplemental report for send-offs, injuries and special circumstances, to the Site Director (or Tournament Official), as well as any ejected player(s) or coach(es) passes.

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." The Site Director (or Tournament Official) has the authority and responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority.

Tournament Field Marshals will be present at games to assist. Also, these rules will apply:

- The Site Director (or Tournament Official) will designate one sideline for players and the opposite sideline for spectators.
- Team Managers/Coaches will be responsible for the behavior of their fans. If the referee warns any coach about their fans' behavior, and the behavior does not improve, the Coach can be sent off by the referee.

CONDUCT & DISCIPLINE:

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

Per FYSA Rule 504.1, red card suspensions 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 Discipline Committee of three (3) members. This committee will review and rule on all reports of unacceptable conduct by the players, coaches, managers, referees, spectators, etc., using the FYSA standards as set by Rules Section 502.

Any player or coach/manager ejected (red carded) will not compete in the game in which the ejection occurred. The ejected player or coach/manager will not participate in the next scheduled tournament game regardless of the cause.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend a suspension of up to the duration of the tournament in accordance with FYSA requirements. The Committee's recommendations must be available to the affected parties no later than following the next scheduled match.

At the conclusion of the tournament, passes will be returned to the coach/manager, even if the suspension has not been completed. A tournament discipline report will be sent to the FYSA office within 72 hours of the tournament's conclusion for possible further discipline.

DETERMINATION OF GROUP WINNERS:

- When possible, teams will be assigned to groups of four (4) teams and only play the teams in their group. If an odd number of teams enter an age group, then groups may be larger or smaller than four (4).
- Crossover games will count in determining which teams within the group advance. In group play, there will be no overtime games.
- Group winners will be determined by the following game point system, with a maximum of three (3) points awarded for a single game:
 - o Win = 3 points
 - o Tie = 1 point
 - o Loss = 0 points
- If a tie in points exists between teams after group play, the following tiebreaker rules apply:
 - o Head-to-Head Competition (not applicable if more than 2 teams tied in points); then
 - o Net Goal Differential (total goals scored less total goals allowed) with a maximum differential of +/- four (4) per game; then
 - o Least Goals Allowed; then
 - o Most Goals Scored with a maximum of four (4) per game; then

- o Penalty kicks per FIFA Rules.
- In Wildcard group divisions, to determine Wildcard teams selected from groups of different sizes, comparisons will be made using averages. That is, dividing game points, net goal differential, and least goals allowed by the number of games played within each group.

FORFEITS:

A team is allowed a fifteen (15) minute grace period from the scheduled time before awarding the game to the opposing team. A minimum of eligible players (7 for 11v11) must be present, dressed, and ready to play within the grace period, to constitute a “team.” The game will be scored as 4-0. If the scheduled time is revised from the printed schedule, coaches/managers will be notified by email, tournament web site, phone, or in-person by a Tournament Official of the new game time.

PROTESTS:

For a protest to be considered, the following procedure must be followed:

- No protest of a referee judgement or discretionary call will be accepted.
- Verbal notification of the intent to protest must be given to the Tournament Director, President, or Administration Director immediately following the game.
- A protest must be in writing by the Manager/Coach and delivered to the Tournament Director, President, or Administration Director no later than one (1) hour following the game and accompanied by the non-refundable cash protest fee of \$200. Decisions of the Tournament Director/Committee are final and may not be protested.

HYDRATION BREAK:

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. Violation may result in charges under FYSA’s Code of Ethics. The game clock will continue to run during the breaks.

EXTERNAL CONDITIONS, WEATHER, ETC.:

In the event unusual conditions necessitate the rescheduling, curtailment, shortening, or cancellation of games, the Tournament Committee shall absolute authority to make changes to best serve the competition of the tournament.

No protest of the Tournament Committee’s decisions due to format changes necessitated by external conditions will be allowed.

In the event games are suspended or halted due to weather or other external conditions, one (1) team staff member is required to report to Tournament Headquarters where instructions as to the timing of and method for notification of restarts and schedule revisions will be communicated.

CHAMPIONSHIP & FINALIST CEREMONY:

Following the completion of the championship game, the two (2) teams shall present themselves at the awards area where:

- Each player from the runner-up team will receive an individual award; team receives a team award.
- Each player from the championship team will receive an individual award; team receives a team award.

REFUNDS:

After a team has been accepted into the competition, NO REFUND WILL BE GIVEN should the team decide to withdraw from the event. Tournament entry fee returns/refunds will be granted as follows:

- Within five (5) days after notification that the team has not been accepted.
- Within five (5) days of cancellation of the tournament.
- Within ten (10) days of request of withdrawal of the application by a team before acceptance of the application by the tournament.

GENERAL:

The tournament committee, FYSA, and the 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 of the preceding rules shall be final.
- If not enough teams are realized within a single age group, the Tournament Director shall notify the participants as soon as possible. The participants will be given to play up or receive a full refund.
- The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYS, and any other USSF affiliate organizations as required.
- The Tournament Committee agrees to have a copy of the rules at all game sites.
- Prohibited items: Smoking is not allowed on the sidelines and other areas as marked at each site.
- Alcohol, drugs, etc., are strictly prohibited at all locations at all times. Pets and animals, except for seeing-eye and other 'working' dogs, are not allowed. Noisemakers and amplification devices deemed disruptive to play by site and tournament officials are not allowed during play.
- Participants and spectators are reminded to be respectful of all officials and game sites and are reminded to pick up after themselves and utilize the trash receptacles found throughout the complex.