

2017 REGION C 9U & 10U Festival Rules and Regulations

Festival format will be offered for 9U and 10U Girls and Boys.

9U – 10U Festival will not have divisional play.

The Festival application MUST be entered on-line in Got Soccer using the FYSA registered team account in order for a team to be accepted in the competition, and can be entered by the Club Registrar or a registered team staff member with access to the Team Account.

Application deadline will close at the end of the business day of December 22, 2016 at 5 PM (EST). No late applications will be accepted.

**The application entry fee for 9U & 10U Festival is \$280.
The application entry fee includes all referee fees for games.**

DATES OF COMPETITION

Games Dates: February 4, 2017 – February 5, 2017

Site: Lake Myrtle Sports Complex, Auburndale. FL

The application entry fee must be paid by credit card through GotSoccer at the time of entry. **This is a non-refundable entry fee. NO CHECKS OR MONEY ORDERS.** Initial acceptance of team applications does not necessarily confirm that a team meets initial eligibility requirements. Compliance with requirements will be reviewed following closure of the application period.

It is the responsibility of each team registered and participating in Region C Festival to verify game dates, times and locations through the utilization of the Region C Festival official web site. The Region C Cup Committee will not be responsible for notifications beyond the posting of the original Festival schedule on the official Region C Festival web site

Once the Region C Festival schedule has been approved and posted, there will be no schedule changes for any reason.

I. Laws of the Game

All games shall be in accordance with USYS Laws of the Game Modified, FIFA, US Soccer, and FYSA Constitutions, By-laws, Rules and Regulations except as noted below for FYSA Region C Festival play.

1. Law I – The Field of Play

DEVELOPMENT FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 55 yards maximum 65 yards

Width: minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: 4 yards out from the goal line x 8 yards wide.

The Penalty Area: 12 yards out from the goal line x 24 yards wide. A penalty arc with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Penalty Mark: 10 yards

Flagposts: Conform to FIFA Laws of the Game

The Corner Arc: Conform to the FIFA Laws of the Game.

Build Out Line: Equidistant between the top of the penalty area and the halfway line. *(The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. At any time, the goalkeeper may pass, throw or roll the ball to a teammate, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Punts or drop-kicks are not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the defending third in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play resumes as normal.)*

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is twelve (12) feet and the distance from the lower edge of the crossbar to the ground is six (6) feet

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

2. Law II - The Ball

Size four (4). The ball will need to be FIFA

3. Law III - The Number of Players

A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the designated goalkeeper. A match may not start or continue if either team consists of fewer than five players.

Substitutions: At any stoppage of play and unlimited.

N. B.: A player who is suspected to have a head injury^l leaves the field of play for additional evaluation, a substitution can be made in that moment.

Playing time: Each player SHALL play a minimum of 50% of the total playing time, which is controlled by the coach. Teams and matches may be coed.

The maximum team roster size is twelve (12).

4. Law IV – The Players Equipment

Conform to the FIFA Laws of the Game. Non-uniform clothing, matching the uniform color, is allowed based on weather conditions. Uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

5. Law V – The Referee

Registered referee with a minimum U. S. Soccer certification of Grade 9 or parent/coach or assistant coach.

6. Law VI – The Other Match Officials

None.

7. Law VII – The Duration of the Match

Conform to the FIFA with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes. There shall be a half-time interval of up to ten (10) minutes. No added time at the end of either half.

8. Law VIII – The Start and Restart of Play

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least eight (8) yards from the ball until it is in play.

9. Law IX – The Ball In and Out of Play

Conform to the FIFA Laws of the Game.

10. Law X – The Method of Scoring

Conform to the FIFA Laws of the Game.

11. Law XI – Offside

Conform to the FIFA Laws of the Game, with the exception that the build-out line also serves as an offside line. Attackers cannot be penalized for an offside offense between the halfway line and the build-out line.

12. Law XII – Fouls and Misconduct

Conform to the FIFA Laws of the Game with the exception that an indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

When a 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 occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

13. Law XIII – Free Kicks

Conform to the FIFA Laws of the Game with the exception that all opponents are at least eight (8) yards from the ball until it is kicked.

14. Law XIV – The Penalty Kick

Conform to the FIFA Laws of the Game, with the exception that the penalty mark is ten (10) yards from the goal line.

15. Law XV – The Throw-In

Conform to the FIFA Laws of the Game.

16. Law XVI – The Goal Kick

Conform to the FIFA Laws of the Game with the exception that opposing players must retreat behind the build out line until the ball is in play. The team taking the goal kick may choose to restart play before the opponents have

retreated behind the build out line. The ball is in play when it is kicked directly out of the penalty area.

17. Law XVII – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that opponents remain at least eight (8) yards from the ball until it is kicked.

II. Eligibility of Player/Coach

A. Players

Only players in good standing with current, valid, laminated, and verified US Youth Soccer player passes (current photo and signature) will be allowed to play providing they have met and completed all registration procedures per FYSA Rules and Regulations (***No blue membership passes will be accepted.***)

All players on teams in Region C Festival must be rostered to their team as a primary player, NO SECONDARY PLAYERS will be allowed. No guest players.

B. Coach

Only coaches in good standing with current, valid, laminated, and verified US Youth Soccer coach's passes (current photo and current signature) will be allowed to coach providing they have met and completed all registration procedures per FYSA Rules and Regulations. All coaches must be named on the official FYSA roster for the team they are coaching.

C. Roster

1. Coaches can check their roster via the Got Soccer tam account or with their club Registrar site at any time to verify roster activity. Any changes and/or corrections must be made in accordance with FYSA registration procedures.. It is the team's responsibility to ensure all changes and/or corrections are completed prior to start of competition.

2. Coaches must add jersey numbers to the official FYSA roster, and it must be used at the Region C Festival.

TEAM ROSTER WILL NEED TO BE DETERMINED PRIOR TO EVENT PLAY.
This will be used for games during the weekend.

3. Roster (Minimum/Maximum)

a. It is the responsibility of the coach and team staff to monitor their roster.

In no way will it be the responsibility of FYSA and/or any of its representatives to monitor a team's roster.

b. All teams must not exceed the maximum allowed number of players on their roster at the Region C Festival at the start of the competition.

4. Only primary rostered players can participate in Region C Festival.

NO SECONDARY PLAYERS, NO EXCEPTIONS!!

III. Pre-Game Procedures/Team Check In

1. Both teams must be at the site one-hour (1) prior to the scheduled game time
2. Prior to the game, the Coach/Manager will check in with the Site Director, present four (4) official GotSoccer Rosters, the players and coaches passes, and enter the jersey numbers for each player on the roster who will participate in the games..
3. **NO PASS --- NO PLAY --- NO EXCEPTIONS.**
4. Each coach must have in his/her possession a medical release form for each player.

The site director will collect the player passes and compare to the rosters. The site director will stamp the rosters and give three (3) back to the Coach/Team Manger along with the player cards. One roster will stay with the Site Director. The coach will be responsible for providing the roster and player cards to the referee at checkin in the field.

5. **First team listed is the home team. The home team is to change jerseys if the Referee deems a conflict. All teams must play in their primary colors first unless a conflict exists. These are the colors listed on the team's application.**
6. The referee will check the player's identity with his/her pass and will check the player's equipment. Only at this time may a player be challenged. The referee will note the challenged player's name on the game report. The player will be allowed to play. No player's eligibility can be challenged or protested after the start of each game.
7. A player who arrives at the playing field after the start of the game may enter the game after being checked by the Site Director (if credentials were not presented to the Site Director previously) and after showing his/her pass to and being checked by the referee/assistant referee.
8. Four (4) team staff members are allowed on the side with the team. All must

have the appropriate US Youth Soccer pass and be listed on the FYSA official team roster.

9. Control of Sidelines

- a. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of The Laws of the Game. The Site Directors shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct; in addition to the rules of good manners, these rules will apply in this competition: The Site Director will designate one sideline for the sole use of the players and coaches. (One team occupying one side of midfield and the other team the other side.) Each team is allowed to have NO MORE than FOUR (4) team staff members (coach, assistants, and trainer) on this sideline. While the game is in progress players are to remain seated on their respective benches.
- b. The Site Director will designate the opposite sidelines for spectators.
- c. A restraining line may be drawn four (4) yards from the side touchline and all sideline viewers must remain outside of that line.
- d. Coaches/managers will be responsible for the behavior of their fans. Remember you are the representative of your club and hopefully you will plan and act accordingly.
- e. All Coaches are required to remain seated on their respective benches, except to give tactical instructions, or to make substitutions. (No continuous talking or walking the sidelines will be tolerated.)

10. Each team shall furnish game balls at each game, and the final decision should be up to the referee as to which ball will be used.

IV. Post-Game Procedures – **NO SCORES WILL BE KEPT IN FESTIVAL PLAY**

1. It is asked as a mutual courtesy, that both teams congratulate each other for a match well played.
2. At the completion of the match the referee/assistant referee will return all player and coach's passes to the coach unless there is a red card, at which time all cards will need to be picked up from the site director after completion of the game report.
3. If a red card or ejection occurs during the game, the coach/Team Manager will need to return to check in to sign the game report.

4. The referee will complete the Game Report, and any other reports as may be required, and give the report(s) to the Site Director.
5. It is required that at the conclusion of the match that both teams clear the bench area and the field as quickly as possible. It is also required that the bench area be cleaned and that all trash be disposed of in a proper manner. (Failure to do will result in a monetary fine against the team/club.)
6. The coach/manager will be responsible for the behavior of their fans at all times.
7. The game report as completed by the referee is the official document of the game.

V. Determination of Group Play

Team entries in age and gender will be allocated into groups and competition will be determined by the Region C Cup Committee based on the number of teams per age group.

VI. 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 site director of this suspension at the time of the player's check in. Any team playing a suspended player or coached by a suspended coach shall be immediately disqualified from Region C Festival competition. All games played by this team will be considered as forfeits with a score of 4-0 in favor of the opponent.

In the event that a team or teams are involved in an extracurricular activity such as bench clearing brawl, etc. both teams may be subject to disqualification from the remainder of the Regional C Festival. The extent of this penalty will be at the determination of the Regional Cup Committee. The decision of the Cup Committee shall be final and binding on all parties. The teams will not be allowed to enter Region C Festival or Region C Cup next year without posting a Bond of \$500.00 plus application entry fee.

1. Ejections

If a player/coach is ejected from any game, the player/coach's pass together with the referee's report of the incident shall be turned over to the site director by the referee. The site director shall contact the Regional C Festival Discipline chairperson about the incident.

The minimum penalty for any ejection is the player/coach shall not be permitted to participate in the next immediate Region C Festival match of

his/her team. (FYSA minimums as defined under FYSA Rules Section 500 shall apply.) The Disciplinary Committee of Region C may increase this penalty based on the severity of the incident as contained in the referee's report.

After the determination of the suspension is made, the site director will be notified informing him/her of the length of the suspension.

The pass will be returned to the coach, except for referee assault or abuse. If a coach is registered to two (2) or more teams, the coach shall be suspended for all Festival activity until the original suspension is served with the team with which he/she received the ejection.

ANY PLAYER RED CARDED, OR COACH EJECTED, MUST BE ESCORTED FROM THE FIELD OF PLAY BY A REGISTERED MEMBER OF THE TEAM'S STAFF; SAID PLAYER/COACH MUST SIT AT THE SITE DIRECTORS TENT, HEADQUARTERS, OR DESIGNATED AREA UNTIL THE GAME IS COMPLETED. Failure to timely comply with this requirement may be grounds for the match to be declared a forfeit. A carded player may be at subsequent games but may not be dressed out in game uniform. A coach may not return to the site in any capacity until the suspension has been served. Coaches who coach more than one team will be barred from all sites until the suspension is served concerning the original team with which he/she received the suspension.

In the event that that team does not have another properly registered and rostered coach at the site, the site director will terminate the match and report the incident to the Regional Vice President. The Regional Cup Committee shall determine the status of the game and its decisions shall be binding on all parties.

VII. Forfeits

Teams not ready to play at the scheduled start time of the first match of the day may be granted a fifteen (15) minute grace period. All games that follow will be started at the assigned time.

Failure to meet scheduled play will automatically require payment of forfeit fine. For all U9 & U10 teams the minimum number of players is five (5) players for festival. Any team not ready to play after this grace period has expired should be reported to the Site Director by the referee.

The game will be called and considered a forfeit and subject to fines. (See Section IX – Fines.)

VIII. Referee Fees

Included in Application Entry Fee

IX. Performance Bond/Fines

If a team/club has incurred a fine, this team/club must pay this fine to the site director prior to check in for their next game. If the team is no longer in competition the team/club will be billed by the Regional Vice President.

A team withdrawing or not completing their Festival schedule will incur the following nonperformance fines:

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- Teams who do not leave the bench area clean at the completion of each game will be fined \$100.00 per offense.

X. External Conditions, Weather, Etc.

In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the tournament committee shall have the absolute authority to make these changes to best serve the interest of the tournament.

XI. Code of Ethics

The following Code of Ethics while competing in this competition will bind all Participants, coaches, and spectators. The head coach or team manager will review these policies with all team members, staff and spectators prior to the first game of the competition so they are familiar with what is expected of them. Failure to comply may result in the suspension of your privilege to participate in FYSA sanctioned events, for the following periods:

1st offense - suspension for a minimum of thirty (30) days to a maximum of five (5) years.

2nd offense - suspension for a minimum of one (1) year to a maximum of ten (10) years.

3rd offense - suspension for a minimum of five (5) years to a maximum of fifty (50) years.

FYSA CODE OF ETHICS

Players

- I will encourage good sportsmanship from fellow players, coaches, officials, and parents at all times.
- I will remember that soccer is an opportunity to learn and have fun.
- I deserve to play in an environment that is free of drugs, tobacco, and alcohol; and

expect everyone to refrain from their use at all soccer games.

- I will do the best I can each day, remembering that all players have talents and weaknesses the same as I do.
- I will treat my coaches, other players and coaches, game officials, other administrators, and fans with respect at all times; regardless of race, sex, creed, or abilities, and I will expect to be treated accordingly.
- I will concentrate on playing soccer. Always giving my best effort.
- I will play by the rules at all times.
- I will at all times control my temper, resisting the temptation of retaliation.
- I will always exercise self-control.
- My conduct during competition towards play of the game and all officials shall be in accordance with appropriate behavior and in accordance with FIFA's "Laws of the Game," and in adherence to FYSA rules.
- While traveling, I shall conduct myself to bring credit to my team and myself.
- I shall not possess, consume, or distribute before, during, after any game, or at any other time at the field and/or game complex alcohol, tobacco, illegal drugs or unauthorized prescription drugs.

Coaches/Volunteers

- I will never place the value of winning before the safety and welfare of all players.
- I will always show respect for players, other coaches, and game officials.
- I will lead by example, demonstrating fair play and sportsmanship at all times.
- I will demonstrate knowledge of the rules of the game, and teach these rules to my players.
- I will never use abusive or insulting language. I will treat everyone with dignity.
- I will not tolerate inappropriate behavior, regardless of the situation.
- I will not allow the use of anabolic agents or stimulants, drugs, tobacco, or alcohol by any of my players.

- I will never knowingly jeopardize the eligibility and participation of a student-athlete.
- Youth have a greater need for example than criticism. I will be the primary soccer role model.
- I will at all times conduct myself in a positive manner.
- Coaching is motivating players to produce their best effort, inspiring players to learn, and encouraging players to be winners.
- My actions on sidelines during games shall be in the spirit of “good sportsmanship” at all times. Profanity, profane gestures, arguing, inciting disruptive behavior by spectators and/or players, or any conduct not in the spirit of good sportsmanship, shall require disciplinary action from the affiliate.
- I shall not possess, consume, or distribute before, during, after any game, or at any other time at the field and/or game complex alcohol, tobacco, illegal drugs or unauthorized prescription drugs.
- I will refrain from any activity or conduct that may be detrimental or reflect adversely upon FYSA, its members or its programs.
- I will accurately and completely complete the coach/volunteer application form and by application attest to the accuracy of the information submitted.

Parents/Spectators

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, game officials, and administrators at all times.
- I will place the emotional and physical well being of all players ahead of any personal desire to win.
- I will support the coaches, officials, and administrators working with my child, in order to encourage a positive and enjoyable experience for all.
- I will remember that the game is for the players, not for the adults.
- I will ask my child to treat other players, coaches, game officials, administrators, and fans with respect.
- I will always be positive.
- I will always allow the coach to be the only coach.
- I will not get into arguments with the opposing team’s parents, players, or coaches.

- I will not come onto the field for any reason during the game.
- I will not criticize game officials.
- I shall not possess, consume, or distribute before, during, after any game, or at any other time at the field and/or game complex alcohol, tobacco, illegal drugs or unauthorized prescription drugs.
- I will refrain from any activity or conduct that may be detrimental or reflect adversely upon FYSA, its members or its programs.

NOTE: Any individual charged with a violation of this Code of Ethics shall be afforded due process as defined in FYSA's Rule Section 600 before the implementation of any suspension.