



2022 Florida Prime Soccer Cup Rules

ELIGIBILITY AND NUMBER OF PLAYERS

NO PASS----NO PLAY NO EXCEPTIONS

U9-10 (7v7) Boys and Girls Division

Players must be registered with their respective club and have current player passes. A maximum of 5 guest players allowed per team. Team size will be a maximum of twelve (12) players. Maximum number of players on the field will be SEVEN (7) including the Goalkeeper. ALL PLAYERS MUST HAVE CURRENT PLAYER PASSES. A maximum of FIVE (5) guest players allowed per team. Deliberate heading is not allowed.

U11 – U-12 (9v9) Boys and Girls Division

Players must be registered with their respective club and have current player passes. A maximum of 5 guest players allowed per team. Team size will be a maximum of sixteen (16) players. Maximum number of players on the field will be NINE (9) including the Goalkeeper. ALL PLAYERS MUST HAVE CURRENT PLAYER PASSES. A maximum of FIVE (5) guest players allowed per team. Deliberate heading is not allowed.

U13 - U19 Boys and Girls Division

Competition is open to teams composed of no more than twenty-two (22), who are registered with their respective club. ALL PLAYERS MUST HAVE CURRENT PLAYER PASSES. Maximum number of players on the field will be ELEVEN (11) including the Goalkeeper. A maximum of FIVE (5) guest players allowed per team.

A player may play for only one (1) team during the tournament.

Team Roster and Other Documentation

A. A current US Youth Soccer, US Club or approved organization Player Pass is required for each player. (BIRTH CERTIFICATES AND/OR PASSPORTS WILL NOT BE ACCEPTED).

B. Team rosters will be required. Properly executed guest player forms for guest players shall be attached to the roster. Players must meet the age requirements of the Tournament age group in which they are to compete and may play only on the team with which they are registered.

Age Division	Eligible Birthdates	Max Players on Field
U9	Born on or after: 1/1/14	7
U10	Born on or after: 1/1/13	7
U11	Born on or after: 1/1/12	9
U12	Born on or after: 1/1/11	9
U13	Born on or after: 1/1/10	11
U14	Born on or after: 1/1/09	11
U15	Born on or after: 1/1/08	11
U16	Born on or after: 1/1/07	11
U17	Born on or after: 1/1/06	11
U18/U19	Born on or after: 1/1/04	11

C. All teams must have approved Medical Release forms for each player signed by a parent or legal guardian. Referees have the option to inspect these before each game.

Game Balls

If the Tournament Committee does not provide game balls, Teams should be prepared to provide at least two game quality balls to support the tournament. The Home team will provide the referees with two balls for the game. The referees will inspect the balls and approve them as game balls.

Duration of Games (Boys & Girls) (times will apply to all games including semi's and finals)

Division	Minutes	Division	Minutes
U-17/18/19	90	U-13	70
U-16	80	U-12	60
U-15	80	U-11	60
U-14	70	U-9/10	50

1. All games will consist of two (2) equal halves with one half-time period of five (5) minutes in length. Preliminary games will have no overtime procedures to settle ties. Semi-Final and Championship games which end in a tie will proceed directly to Penalty Kicks (refer to section F). Not applicable if Festival Format is used.

Ball Size.

U-13 Thru U-19

Size 5

Laws of the Game.

- A. All games will be played in accordance with FIFA, FYSA and as specifically modified by these rules.
- B. Minimum numbers of players on the field are:

Age Division	Eligible Birthdates	Min Players on Field
U9	Born on or after: 1/1/14	5
U10	Born on or after: 1/1/13	5
U11	Born on or after: 1/1/12	6
U12	Born on or after: 1/1/11	6
U13	Born on or after: 1/1/10	7
U14	Born on or after: 1/1/09	7
U15	Born on or after: 1/1/08	7
U16	Born on or after: 1/1/07	7
U17	Born on or after: 1/1/06	7
U18/U19	Born on or after: 1/1/04	7

Heading Rule

- a. Deliberate heading is not allowed in age groups U12 and younger.
 - b. 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.
 - c. 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.
- C. Points will be awarded as follows:

Win	3 points
Tie	1 points
Loss	0 points

A forfeit will be recorded as a 3-0 win for the prevailing team.

U9/U10: The Tournament reserves the right to play with a festival format in the U9 and U10 age groups based on the competitive level of the entries. Ideally, we will play two divisions in each of these age groups. Should a festival format be used, the top division will play with the point scale above and the lower divisions would play in a festival

format. **The Tournament has decided to not play in a festival format for any ages this year—please review point format above for determining total team points in your division of play.**

- C. In case of a tie in total points after the preliminary games, the Division Winners will be determined in the following sequence:

IF TWO TEAMS TIE IN POINTS

- First: Head-to-Head competition; if no clear winner then
Second: Net goal differential (maximum three (3) goals per game); if no clear winner then
Third: Fewest goals allowed in all matches; if no clear winner
Fourth: Most goals scored up to a maximum of three (3) goals per game)
Last: Penalty Kicks according to FIFA's "Taking of Kicks from the Penalty Mark".

IF THREE OR MORE TEAMS TIE IN POINTS

- First: Net goal differential (maximum three (3) goals per game); if no clear winner then
Second: Fewest goals allowed in all matches; if no clear winner
Third: Most goals scored up to a maximum of three (3) goals per game)
Last: Penalty Kicks according to FIFA's "Taking of Kicks from the Penalty Mark".

(Note-In no case, once a tie breaker has been used will it be revisited if a team is eliminated.)

- E. In the event of a forfeit:

1. The team winning the forfeit will receive three (3) points plus three (3) goals scored, and zero (0) goals scored against. The team losing a forfeit will receive zero (0) points plus zero (0) goals scored, and three (3) goals scored against.
2. A team will be allowed a ten (10) minute grace period after scheduled kickoff time before the game is awarded to their opponent. A minimum of five (5) players constitutes a team for U-10 (7v7) teams. A minimum of six (6) players constitutes a team for U-11 to U-12 (9v9) teams. A minimum of seven (7) players will constitute a team for the U-13 to U-19 (11v11) teams. The full grace period may be used to collect as many players as possible before the game starts.
3. If the Tournament Director or League Director for that age group notifies a team that another team that they had been scheduled to play has dropped out of the tournament and a forfeit will be awarded as a result, then the team awarded the forfeit does not need to show up at game time against the absent team in order for the forfeit results to be official.
4. If the forfeit is deemed intentional, in the opinion of the Tournament Committee (after consultation with the Field marshal, Referee, and opposing coach), a formal letter of protest may be sent to the team's sanctioning club, league and/or association, as appropriate.

F. Rules for settling ties in semi-final and championship games:

1. U9-U19: Proceed directly to Penalty Kicks (section E3). U9-10: Not applicable if Festival Format is used.
2. All tournament rules will apply.
3. If the score is tied at the end of regulation, penalty kicks will decide the outcome as follows:
 - a. Only the players on the field at the end of regulation play are eligible to participate in penalty kicks.
 - b. The Referee will decide the goal to be used.
 - c. The Referee will toss a coin with the designated visiting team having the call; the team winning the coin toss will have the choice of whether to kick first or second.
 - d. Other than the kicker and the two Goalkeepers, all eligible players will remain in the center circle while the penalty kicks are in progress. The Referee will position the idle Goalkeeper so as not to interfere with the kick in progress. The coach will be allowed in the circle to determine the next 5 kickers.
 - e. The Referee may also reposition any spectator he or she chooses so as not to interfere with the kick in progress.
 - f. Each team will take five kicks, alternatively; the team scoring the most goals wins. If the team trailing in the first five kicks cannot catch up in the kicks remaining the referee may end the kicks at that point.
 - g. If the score remains tied after five kicks by each team, the taking of penalty kicks continue, alternatively, until one team scores and the other does not. The team scoring wins.
 - h. No player may kick a second time until all eligible players including the Goalkeeper, have kicked. Any of the eligible players may serve as Goalkeeper and the Goalkeeper may be changed at any time. A Goalkeeper who is injured may be replaced by another eligible teammate from the sideline.

G. Field Marshals/Referees will collect and check player passes at the beginning of the game. Field Marshals/Referees will hold the passes during the game. Immediately upon conclusion of each game, the Referees must report the scores of the game to the Site Coordinator. The Referee will fill out an official Game Report form after each match. The

Referee will return player cards to the respective team coach/manager at the end of the match, with the exception of players/coaches that were ejected.

CONDUCT AND 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."

PSA Youth Soccer Tournaments will have a Discipline committee of no less than three (3) members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc. using the Florida Youth Soccer Association standards as set by rule Section 502.

All players and managers/coaches shall be subject to Florida Youth Soccer Association Section 502 - Discipline and Sanctions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

A coach who is ejected must leave the field area immediately (out of sight and sound). Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events at Prime Soccer Academy.

Suspended Coaches may be located on the spectator side of the field but may not coach or communicate with the team in any manner; players may sit with the team but may not be in uniform.

Depending on the severity of the unacceptable conduct, the discipline committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate national and State Association, Federation or any other USSF affiliated organization. The discipline committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of the Prime Soccer Academy Soccer Tournaments, it is the responsibility of the team's coach or manager to pick up the passes from the tournament office (even if suspension has not been completed).

A complete report will be sent to the Florida Youth Soccer Association Review & Discipline Committee for forwarding to the appropriate State and National Association.

A complete report will be sent to FYSA within seventy-two (72) hours of the conclusion of the tournament for possible further discipline.

The home team is designated as that team listed first in the game schedule.

Spectators: Coaches are responsible for the behavior of their spectators. Players, coaches and spectators shall conduct themselves in a temperate, sportsmanlike manner. Displays of temper or dissent are cause for ejection from the field of play. FYSA Rules apply.

Substitution shall be unlimited, with the referee's discretion and permission at any stoppage of play.

PLAYER EQUIPMENT AND PROTECTION

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

1.) Screw in cleats are permitted; however, judgment as to their safety is at the discretion of the referee.

2. **PLAYERS WEARING A PERMANENT ORTHOPEDIC CAST SHALL NOT BE ELIGIBLE TO PARTICIPATE IN ANY GAME. FYSA 402.2**

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. **NO EXCEPTIONS.**

3) Shin guards must comply with FIFA Law 4:

a. Shin guards are covered entirely by the stockings.

b. Shin guards are made of a suitable material (rubber, plastic, or similar substances).

c. Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.

d. Shin guards are required for any FYSA event for the Safety of the players.

JEWELRY FYSA 402.3:

A. 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 make the decision as to the safety of the player and the referee's decision is final. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, he must stop the match to correct the situation

B 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 make the decision as to the safety of the player and the referee's decision is final. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, he must stop the match to correct the situation

C. When, in the judgment of the Referee, jersey colors conflict, the designated home team will change colors. Designated visiting teams are requested to help resolve any uniform conflicts. If the home team has only 1 color jersey, the visiting team shall change. If both teams have only 1 color jersey and there is a conflict, the home team shall wear "pennies" over their jerseys. All players will have distinct numbers on their soccer jersey. Goal keepers must have numbers.

D. All equipment is subject to approval by the Referee.

CONCUSSION POLICY

In accordance with Florida Statute 943.0438 a player that receives a possible concussion or head injury during competition under Florida Law must be removed from play. Before the player may return to competition a written medical clearance to return stating that the youth athlete no longer exhibits signs, symptoms, or behaviors consistent with a concussion or other head injury must be received from an appropriate health care professional trained in the diagnosis, evaluation and management of concussions. In Florida, an appropriate health-care professional (AHCP) is defined as either a licensed physician (MD, as per Chapter 458, Florida Statutes), a licensed osteopathic physician (DO, as per Chapter 459, Florida Statutes), a licensed physician assistant under the supervision of a MD/DO (as per Chapters 458.347 and 459.022, Florida Statutes) or health care professional trained in the management of concussions.

SPECTATORS, COACHES, AND SUBSTITUTES

A. Only coaches and players with passes may be on the bench side. All other parents, spectators, trainers, etc are not allowed on the bench side without being on the team's roster and having a pass in their possession. NO EXCEPTIONS.

B. Coaches and substitute players will remain at least one meter from the sidelines at all times and within one meter of the end of their benches/technical areas or within the marked technical area; parents and other spectators will remain at least three meters from the sidelines at all times. They will not be permitted on the sidelines and not past the line of the penalty area parallel to the goal line. Substitution shall be unlimited, with the referee's discretion and permission at any stoppage of play.

C. Spectators deemed exhibiting poor sportsmanship will be given 1 warning, and then removed from the field if the warning is not heeded. Spectators are not allowed to coach or incite players—this is defined as poor sportsmanship.

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 has the authority and the 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.

In addition to good manners, the following rules will apply to Prime Soccer Academy Soccer Tournaments.

The Site Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

The manager/coach will be responsible for the behavior of their fans and the referee/field marshal/site director will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED

INCLEMENT WEATHER AND SCHEDULE CHANGES

A. PSA and other play sites are equipped with a lightning detector. In the event that the audible signal for the approach of lightning is sounded, the game shall be suspended immediately by the referee and restarted NO EARLIER than 30 minutes from that signal. The Referee will also decide if play is to be halted due to any other unsafe field conditions.

B. The Tournament Committee reserves the right to make the following changes:

1. Relocate and/or reschedule any game.
3. Reduce up to 50% the scheduled duration of any game.
3. In the event of major weather problems, entire age group competitions may be canceled.
4. In the event inclement weather forces cancellation of a game after at least half of

regulation time has been played, the game shall be considered official and the score at the point of cancellation shall be the final score.

GENERAL RULES

- A. All decisions of the Referee are final and binding.
- B. Tournament entry fee returns/refunds as follows:
 - 1) Within five (5) days after notification that the team is not accepted by their application.
 - 2) Within five (5) days upon cancellation of the tournament.
 - 3) Within ten (10) days after withdrawal request of the application by a team prior to acceptance of that application by the tournament.
- C. The Tournament Committee and FYSA will not be held responsible for any expense incurred by any team if the Tournament is canceled in whole or part.
- D. The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament; its judgment is final.
- E. No protest is allowed.

REMINDERS

NO ORTHOPEDIC CASTS ARE ALLOWED - NO EXCEPTIONS

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED

COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS

AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT

RED CARDS MUST BE RETRIEVED FROM TOURNAMENT HEADQUARTERS

TO GET YOUR PLAYER CARDS BACK FROM THE REFEREE AT THE END OF EACH GAME

PLEASE ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME

IN THE EVENT OF A MEDICAL EMERGENCY THERE ARE CERTIFIED ATHLETIC TRAINERS ON SITE