

# COCOA EXPO CUP TOURNAMENT RULES

**Important:** Please visit <http://www.cocoaexpo.com/soccer/tournaments/rules.htm> for the most current issue of rules.

**Important:** Last update: 4/29/09

## **Tournament headquarters and contact:**

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The rules of this tournament shall be in accordance with FIFA, FYSA, USYSA and USSF except as modified and approved herein.

## **1. TEAM ELIGIBILITY**

This tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of the USYSA and USSF) in all age groups OFFERED on the tournament approval form, provided such teams are in good standing with their Associations.

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

Foreign teams must have written permission and verification from the USSF/USYSA and their National Federation, indicating authorization to participate in the tournament, in addition to player identification and proof of birth.

Falsification of any information provided in the application or registration process, including illegal players will result in the withdrawal of the invitation to compete. In such a situation, there will be no refund of any application fee that may have been paid. The appropriate organization will be notified for further action.

As a condition of acceptance, all teams, other than those in the local area, are required to stay in Tournament designated hotels. A list of these hotels can be found on the tournament website.

The Cocoa Expo Soccer Tournament Committee has authorized a Maximum of four (4) guest players for this tournament. The guest players must be officially carded players with the appropriate guest player paper work as issued by their state or national association.

## **2. PLAYER ELIGIBILITY**

All players must be properly registered with USYSA or USSF through their respective National State Associations. They are to be in accordance with USYSA and USSF registration requirements. All teams must have current USYSA or approved organizational player passes, or the appropriate National Association pass to participate. Passes must be verified, laminated, and have a photo attached. Players may play on only one team during the Tournament; no switching of teams will be allowed.

## **3. PRE-GAME PROCEDURES - Before the game may begin:**

Game Officials will conduct all credential checks:

1. Coaches will submit the team's roster and playing cards, approved by the tournament at registration, to the referee.
2. Referee verifies all credentials.
3. In no event will a player not on the approved tournament roster be allowed to participate unless said the tournament director clears player.

A player who arrives late at the playing field after the pre-game procedure may enter the game with permission of the center referee after tournament officials verify that the player is eligible.

Only at the pre-game procedure, may an opposing manager or coach challenge a player. Challenged players will be noted by the referee on the game report and will be allowed to participate in the game, provided said player has been certified as eligible by the tournament credentials committee. A challenged player does not constitute a game protest, but may serve as grounds for protest. A late arriving player may be challenged at the time he/she is allowed to participate by the referee.

Each manager/coach or assistant must have a valid coach's pass and be listed on the approved roster. If a manager or coach is ejected, an assistant must manage the team. If the assistant is ejected or there is no assistant, the game will be forfeited and the score recorded as 4-0. In no case will a team be allowed to participate without a properly registered coach or assistant. Each team is limited to three (3) coaches on the bench, all of which must be listed on the team roster.

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

#### **4. 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 ten and under must play by the rules of the USYSA Developmental Program - modified playing rules for 10U, except as modified below:

##### **LAW 1: Field of Play**

10U must play under the auspices of the USYSA and FYSA in accordance with the rules of the developmental player program playing for 10U.

##### **LAW 2: The Ball**

<b>U09-U12</b>	Size #4 (25-26 in., 11-13 oz.)
<b>U13-U19</b>	Size #5 (27-28 in., 14-16 oz.)

##### **LAW 3: Number of Players**

<b>U09-U10</b>	six per side (max. of 12 players on the roster)
<b>U11-U12</b>	eight per side (max. of 14 players on the roster)
<b>U13-U19</b>	eleven per side (max. of 18 players on the roster)

**Substitution Rule:** Substitutions may be made only upon proper notification of the referees through the assistant referee, with the referee's permission, at the following times:

1. Prior to a throw-in by your team
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury by either team when the referee stops play.
5. At the beginning of the second half or overtime periods

The substitute shall not enter the field of play until the player he is replacing has left, and then only after receiving a signal from the referee.

For all tournaments and games involving international teams (teams from outside the United States), the rules for the tournament or games must comply with the following substitution requirements:

For matches involving players under 16 years of age, the number of substitutions allowed is as provided by the rules of the tournament or game.

For all other matches, the number of substitutions is as agreed to prior to the match and the referee is informed prior to the match of that number. The number agreed to can be as provided in the rules of the tournament or game.

##### **LAW 4: Players' Equipment**

Player equipment must conform to FIFA and FYSA rules. Players wearing a permanent "HARD" orthopedic cast (ex, plaster, fiberglass, etc...) shall not be eligible to participate in any game. Soft braces may be allowed if:

- A. The player has a written statement from a physician stating that he/she feels the brace is necessary and that no further injury is likely to occur to the joint that is supported by the brace.
- B. The parent has signed a waiver to free COCOA EXPO, FYSA, USYSA, USSF or other association from any and all claims against them or their insurance company in case of further injury to the joint protected by the brace.
- C. 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.

Religious headdresses will be allowed as long as the material is not harmful to any other participant.

**No jewelry** of any kind shall be worn on the field of play. No tape over earrings. General "rule of thumb" is No Rings, No Watches, No Bracelets, No Necklaces, No Friendship Bracelets (string, plastic or rope type bracelets), No Earrings, No Body Piercing, and No HARD Hair Holders.

Shin guards must be worn under the socks by all players, be of FIFA approved material.

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.

**LAW 5: The Referee**

The Referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he has not restarted play or terminated the match.

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 immediately following the game.

- A. Referees will not be paid before any required post-game reports have been submitted.
- B. In the event the assigned referees fail to appear and the assignor and/or site director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant referee. The duties of the alternate assistant referee shall be limited. No two-referee system will be allowed. 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: The Duration of the Match**

Games will have the following duration:

AGE GROUP	REGULATION (min)	OVERTIME (min) <sup>1</sup>
17, 18, 19	2 X 45 = 90	2 X 10 = 20
15, 16	2 X 40 = 80	2 X 10 = 20
13, 14	2 X 35 = 70	2 X 10 = 20
11, 12	2 X 30 = 60	2 X 10 = 20
09, 10	2 X 25 = 50	No Overtime

<sup>1</sup> No overtime/PK's in the Preliminary or Group Rounds.

**LAWS 8 – 10 No Change**

**LAW 11: Offside**

In the definition of offside position, “nearer to his opponents’ goal line” means that any part of his head, body or feet is nearer to his opponents’ goal line than both the ball and the second last opponent. The arms are not included in this definition.

The definitions of elements of involvements in active play are as follows:

- Interfering with play means playing or touching the ball passed or touched by a teammate
- Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent’s line of vision or movements or making a gesture or movement, which, in the opinion of the referee, deceives or distracts an opponent.
- Gaining an advantage by being in that position means playing a ball that rebounds to him off a goal post or crossbar having been in an offside position or playing a ball that rebounds to him off an opponent having been in an offside position.

## **LAW 12: Fouls and Misconduct**

### Disciplinary Sanctions

- Only a player, substitute, or substituted player may be shown the red or yellow card.
- The referee has the authority to take disciplinary sanctions, as from the moment he enters the field of play until he leaves the field of play after the final whistle.
- A player or coach receiving two (2) cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player/coach who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. As per FYSA Section 502 and USYSA Rule 2106- Any player and/or official ordered from the field of play shall be suspended for one (1) game and subject to further discipline as defined in FYSA Section 502 Punitive Measures.

### Tackles

A tackle (from behind, from the side or from the front), which endangers the safety of an opponent, must be sanctioned as serious foul play.

## **LAW 13 No Change**

## **LAW 14: Penalty Kick**

Per FIFA and FYSA Ruling

## **LAW 15: The Throw-In**

At the moment of delivering the ball, the thrower:

- Faces the field of play:
- Has part of each foot either on the touch line or on the ground outside the touch line:
- Uses both hands:
- Delivers the ball from behind and over his head.

\* The thrower may not touch the ball again until it has touched another player.

\* All opponents must stand no less than two meters (2 yds) from the point at which the throw-in is taken.

\* The ball is in play immediately after it enters the field of play.

## **LAW 16-17 No Change**

## **5. 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.

A. The site director will designate one sideline to be for 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.

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

C. 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.

**COACHING:** Each team will only be allowed three (3) coaches on the sidelines. Coaches must be registered to the team and noted. A trainer is permitted to be on the sideline as a fourth team official if he/she is registered to the team and holds a valid coaching card. All coaches have total responsibility for the conduct of their players, substitutes and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy, positioning and positive reinforcement) is permitted, provided:

\*No mechanical devices are used;

\*The tone of voice is instructive and not derogatory;

\*Each coach stays within his/her coach's area and ensures all substitutes remain on the team bench at all times.

\*No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;

\*No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

## 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 to retaliate.

I will always exercise self-control.

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's rules.

While traveling, shall conduct themselves so as to bring credit to themselves and their team.

Alcohol, illegal drugs and unauthorized prescription drugs shall not be possessed, consumed or distributed before, during or after any game or at any other time at the field and/or game complex.

### 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 be demonstrate knowledgeable 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.

Coach's 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.

Alcohol, illegal drugs and unauthorized prescription drugs shall not be possessed, consumed or distributed before, during or after any game or at any other time at the field and/or game complex.

### 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.

Alcohol, illegal drugs and unauthorized prescription drugs shall not be possessed, consumed or distributed before, during or after any game or at any other time at the field and/or game complex.

## 6. POST-GAME PROCEDURES

As a mutual courtesy, both teams meet at the center circle and congratulate each other for a game well played.

A. Referees will return player passes to the COACH and submit completed game reports and Red card Player passes with report to tournament officials.

B. Managers/coaches of each team will have the opportunity to confirm the score with the site director after each game. One hour after the completion of the game any score that has been submitted by officials and is not challenged by team coaches is FINAL.

Also, as a courtesy to the game that is starting directly after you please vacate the bench area immediately after the game. If you are going to give a speech to your team or warm them down, please do it off the playing field and to the side as to not delay the start of the next game. **All teams should clean up their bench area after their game by picking up all bottles, cups, tape, ice bags, orange peels and trash from the ground and place them in the trash receptacles located at each field. Please help keep the team areas clean, Thank You!**

## 7. 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.

The Tournament Committee shall have a Discipline Committee of no less than three members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc. using the FYSA standards as set by FYSA Rule 502.

A. All players and managers/coaches shall be subject to the minimum suspensions for unacceptable conduct in accordance with FYSA's discipline procedures, FYSA Section 502- Discipline and Sanctions.

B. A player or manager/coach ejected will have at least a one-game suspension. The suspension will be served in the next scheduled tournament game. A player/coach may receive more than a one game suspension based on the severity of the actions.

C. Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend a suspension of up to the duration of the tournament with further disciplinary action by the appropriate state or national association. The Discipline Committee's recommendations must be made available to affected parties no later than prior to their next scheduled game.

D. Any coach or team official shall be held responsible for the actions of any individual(s) at any match that in the opinion of the referee is a supporter of that team.

E. At the conclusion of the tournament, passes will be returned to the coach even if suspensions have not been completed. A complete report will be sent to the appropriate state association within three days of the conclusion of the tournament for possible further discipline.

## 8. DETERMINATION OF GROUP WINNERS

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

GAME POINTS:           (3) Three points for a win  
                                  (1) One point for a tie  
                                  (0) Zero points for a loss

The team at the end of the bracket or pool play with the highest total points will be declared the bracket winner.

In the Event of a tie.

TIEBREAKERS:           **A.** Head to head competition

**B.** (Goals Scored – Goals Allowed) = Net goal differential Max 4 goals will be counted per game

Ex: 10 to 5 Final score

Winning Team = 10 goals - 5 goals = +4 Differential

Losing Team = 5 goals - 10 goals = -4 Differential

Ex: 4 to 2 Final Score

Winning Team = 4 goals - 2 goals = +2 Differential

Losing Team = 2 goals - 4 goals = -2 Differential

**C.** Total goals scored (maximum of 4 per game)

**D.** Total goals allowed (no maximum)

**E.** Most Shutouts

**F.** If tie still Exists, Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark"

#### POOL PROTECTION:

In the playoff rounds, a team may not play another team from the same pool. In this case a cross over is placed into effect and teams are placed by points in order and from there, pairings are determined. (ex. 1 v 4 - 3 v 4)

#### Penalty Kick Format:

In the event three teams are tied at the end of group play, and after considering A-E above, the tournament director will hold a random draw with the first team drawn playing the second team drawn, (kicks from the mark). The winner of this will then play the third team drawn, (kicks from the mark). The winner will advance.

In the event that 4 teams tie at the end of group play, and after considering A-E above, the tournament director will hold a random draw with the first team drawn playing the second team drawn, (kicks from the mark). The third and fourth teams will also take kicks from the mark. The two winners will then take kicks from the mark with the winning team advancing.

#### Determination of semi-final game winners:

1. In the semi-final and final game, overtime will be played in accordance with the law of soccer if a clear winner is not decided after regulation time.
2. If a clear winner is not decided after the overtime period, penalty kicks will be used in accordance with FIFA "Taking of Kicks from the Penalty Mark".
3. U10 go directly to penalty kicks.
4. All overtime periods will be played to their conclusion, No Golden goal or Silver Goal will be permitted.

#### 9. FORFEITS

A team will be allowed a 15-minute grace period from the scheduled game time before awarding the game to the opponent. The Tournament Director has the ability to extend the grace period per extenuating circumstances (Ex. Section 13). Failure to meet scheduled play will automatically require payment of forfeiture fine. A game shall be started as soon as the minimum number of players as required under the Laws of the Game are present. A forfeited game shall be recorded as 4-0 score in favor of the opponent.

**Important: If a team forfeits a game during pool play, they will not be eligible for medal play or Playoff's**

#### 10. TERMINATED/SUSPENDED GAMES

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed. The exception to this rule is as follows: The Tournament committee will decide the outcome of the game based on the circumstances involved in the termination if said circumstances produce an unusual or unfair outcome.

The Tournament Director will make the decision as to the score of such games and whether teams advance, after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken with state and national organizations.

The Tournament Director may call the game at his/her discretion. In order to keep to the scheduled start times, the Director has the ability to end the game at his discretion, as long as the game is in the second half for the safety of the players, coaches or tournament staff. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team(s) could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Matches that, for one reason or another, do not reach half time will be considered a 0-0 tie.

## **11. PERFORMANCE BOND**

A performance bond may be required of teams to guarantee participation. The host organization shall return any bond not forfeited within seven (7) days after the completion of the tournament

## **12. PROTEST**

The Protest and Appeals committee 3 or 5 persons of the Tournament which can include a referee, the DC, an appointed representative of the host organization the Tournament Director and others having no affiliation with the parties involved will rule all protests/appeals on. For a protest to be considered, the following procedure will be followed:

1. No protest on referee judgment or discretion calls will be accepted.
2. Verbal notification of intention to protest must be given to the Tournament Director immediately following the game and noted in the game report.
3. All protest must be in writing, delivered by the team coach to the Tournament Director within one hour following the conclusion of the match. A protest fee of \$300.00 must accompany the protest, delivered to the Tournament Director. This fee must be a money order or cash. Personal checks will not be accepted. The Tournament director will then deliver the fee and written protest to the committee. The decision of the committee will be binding on all parties, allowing the competition to proceed. The protest fee will not be refunded.
4. The Tournament Committee will investigate the facts of the protest and rule on the protest within two (2) hours of receipt of all materials needed.

## **13. INCLEMENT WEATHER**

Games will not be played in inclement weather if there is a possibility of injury to players or damage to the playing surface. Thus, in the event of inclement weather or adverse conditions, not limited to weather, the Tournament Director has the authority to:

1. Relocate or reschedule any game
2. Change the duration of any game. Preliminary games terminated for weather after the beginning of the second half of play shall be considered official and score shall stand
3. Cancel any preliminary game which has no bearing on the selection of group winners
4. Cancel consolation games
5. Cancel the entire tournament for the safety of the players and the good of the playing fields

## **14. CHAMPIONSHIP FINAL CEREMONY**

Following the completion of the championship game, both teams will present themselves to the Game Site Coordinator for awards. These awards will be presented to the entire team at a site indicated immediately following the games. There will be team and individual awards for teams finishing first and 2<sup>nd</sup>.

## **15. NEW RULE: FYSA Revised Water Break Policy**

### **Revision to 402.4**

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 COE.

## **16. GENERAL**

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

- B. The Tournament Committee's interpretation of the foregoing rules and regulations shall be final.
- C. The Tournament Committee/ Director reserves the right to decide all tournament matters within guidelines set by USYSA and FYSA.
- D. If not enough teams are realized within a specific age bracket, the Tournament Director shall notify the participants as soon as possible, and the participants will be given the option of playing up or receiving a full refund.
- E. The Tournament Committee has the responsibility to uphold any previous suspension imposed by the FYSA/USYSA/USSF other affiliated association.
- F. The Tournament Committee agrees to have a copy of the tournament rules at all game sites.
- G. The Cocoa Expo is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.
- H. Alcohol, illegal drugs and unauthorized prescription drugs shall not be possessed, consumed or distributed before during or after any game or at any other time at the field and/or game complex.
- I. Any player, coach or spectator found in possession of alcohol, illegal drugs, or weapons will be banned from the tournament and appropriate notifications made to the local law enforcement.
- J. The Tournament Director(s) have the authority to remove any person(s) from the tournament for abuses to FYSA Code of Ethics, in addition to any specific disciplinary action brought on by other authority.