



KOHL'S AMERICA'S CUP 2005-2006 RULES AND REGULATIONS

1. COMPETITIONS AVAILABLE

These competitions are open to all recreational teams only.

2. DATES OF COMPETITION

October 22 & 23, 2005.

3. GENERAL RULES OF ELIGIBILITY

Teams, players, officials, and managers will conform in this competition to all rules and regulations contained in the Constitution and Bylaws and guidelines of the Florida Youth Soccer Association, and as presented herein. In the event of conflict, rules herein shall have precedence.

A. Team Requirements

- (1) Players must be properly registered by the Florida Youth Soccer Association and in good standing with all dues and fees paid.
- (2) **Each team must consist of recreational players from one club only. NO COMPETITIVE PLAYERS ALLOWED. NO STATE CUP OR REGION CUP PLAYERS ARE ELIGIBLE TO PLAY ON AMERICA'S CUP TEAMS.**

B. Players/Coaches Requirements

- (1) Each team will play on verified rosters. **Each team must have a verified roster signed by their respective FYSA District Commissioner/ADC.**
- (2) Coaches must be listed on the roster and have proper ID/Drivers License.

4. ENTRY APPLICATION

A fully completed, TYPED America's Cup Entry Form and accompanying entry fee must be received by the entry deadline.

5. OPERATION OF THE CUP COMMITTEE

The Kohl's America's Cup competition will be under the jurisdiction of the Kohl's America's Cup Committee. The Committee reserves the right to any final decision with regard to rule interpretation and to the completion of this competition which will include, but not be limited to, drawing for grouping, selection of tournament sites, scheduling of referees, eligibility of teams or players, fines or forfeitures, selection of awards, sponsorships and promotions.

A. GAME POINTS:

- 5 points for a Win**
- 2 point for a Tie**
- 1 point for a Shut out**
- 0 points for a Loss**
- Forfeit recorded at 3-0 score**

If two or more teams are tied on points based on the above at the end of group play, the advancers will be determined based on the following tie breakers:

TIE BREAKERS:

- A Head to head competition; if no clear winner then
- B. Net goal differential (max 3 per game); if no clear winner then
- C. Goals scored up to a maximum of three (3) goals per game. allowed; (max 3 per game) if no clear winner then
- D. Kicks from the penalty mark per FIFA rules

6. PRE-GAME PROCEDURE

Before games may begin:

- A. A team shall be allowed a fifteen (15) minute grace period from the scheduled game time before awarding the game to their opponent. This forfeit will be awarded a 3-0 score. Failure to play scheduled matches will automatically require payment of the prescribed forfeiture fine.
- B. Prior to the game, the manager/coach will provide the site director with a verified roster signed by their respective

district commissioner only.

C. Only at this pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the referee on the Referee Game Report, but will be allowed to participate in the game (if player is listed on the roster). A challenged player does not constitute a game protest but may serve as the basis for protest should one be submitted.

D. A player who arrives at the playing field after the start of the game may enter the game after: (I) checking in with the referee. This player may be challenged at this time only.

E. A coach and three assistants are the only adults allowed on the team side of the field, provided they are on the roster.

7. LAWS OF THE GAME

All games shall be in accordance with the FIFA Laws of the Game except as modified below:

LAW I - The Field of Play: The field of play may be reduced to minimum dimensions:

Age Group

Under 8 will play on mid-size field, 6-a-side in accordance with published USYSA/FYSA Developmental Player Program, maximum roster size is 10. U10 & U12 will play 8v8, maximum roster size is 12. Under 14 will play 11 a side, maximum roster size is 18.

LAW II - The Ball: The size of the ball will be as follows:

Age Groups	Size No.	Circum. In.	Weight (oz.)
U14	#5	27-28	14-16
U8 - U12	#4	25-26	12-13

LAW III - Number of Players: Substitution shall be unlimited. Substitutions may be made only upon notification of the referee through the assistant referee and with the referee's permission at the following times.

- Prior to a throw-in in your favor
- Prior to a goal kick by either team
- After a goal by either team
- At the beginning of second half or overtime periods
- At the referee's discretion:

1. Attention is called to LAW III (5)(B) - The substitute shall not enter the field until the player he is replacing has left, and then, only after receiving a signal from the referee.

2. Any player or official ordered from the field shall be suspended for one game and subject to further discipline.

LAW IV – Player's Equipment: Player's equipment shall meet these additional requirements:

- All players will wear shinguards under the socks.
- Teams will wear uniforms of a matching design and color with unique numbers on backs.
- In the event of conflicting team uniform colors, the designated home team will be required to change to a color accepted by the referee.
- Jewelry, headbands, bandannas, braided beads, hard-billed hats or other items deemed hazardous or adornment not in the spirit of the game are prohibited.

LAW V - Referees: Referees shall complete the Referee Game Report following the game and return the report to the site director immediately following the game. Site Director will distribute the Referee fees once the game report has been completely filled out.

LAW VI - Assistant Referees: Two (2) assistant referees will be used. In the event an assigned assistant referee fails to appear, the coach/manager of the two teams must find and agree on a suitable alternate. The game will be played as scheduled and will be deemed official.

LAW VII - Duration of the Game: The duration of the game will be as follows:

Age Group	Halves	*Overtime
U14	2 x 35 = 70	2 x 10 = 20
U12	2 x 30 = 60	2 x 10 = 20
U10	2 x 25 = 50	Go directly to penalty
U8	2 x 20 = 40	kicks at 10 yard line.

ALL OVERTIME PERIODS WILL BE SUDDEN VICTORY. If no winner is decided in overtime, then penalty kicks will be taken in accordance with the laws of the game.

ANY MATCH IN WHICH THE GOAL DIFFERENTIAL IS EIGHT (8) AND ONCE THE WHISTLE BLOWS FOR THE SECOND HALF, THE GAME SHALL BE DECLARED COMPLETED AT THAT POINT. AT ANY TIME IN THE 2ND HALF THE GOAL DIFFERENTIAL REACHES EIGHT (8) THE MATCH SHALL BE DECLARED COMPLETED.

8. CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, assistant coaches, and fans are expected to conduct themselves in the letter and spirit of The Laws of the Game. The tournament directors have the authority and responsibility to remove any person(s) from the site for abuses to good conduct, in addition to any specific disciplinary actions brought about by other authority. In addition to the rules of good manners, these rules will apply to this tournament:

- A. The tournament site director will designate one sideline to be for the sole use of players listed on the game rosters, and three coaches/managers from each team, with one team occupying one side of midfield and one team the other. While the game is in progress, the coaches/managers and reserve players must remain within their respective technical areas.
- B. The tournament site director will designate the opposite sideline for spectators and fans.
- C. A restraining line of contrasting color from the touchline will be drawn for four (4) yards from the touchline and all sideline viewers must remain outside of that line.
- D. Coaches/managers will be responsible for behavior of their fans, players and coaches.

9. POST-GAME PROCEDURES

We ask that as a mutual courtesy, both teams congratulate each other for a game well played.

- A. The coach/manager of both teams will insure that the sideline area is clean and that all trash is in containers.
- B.** Each coach will verify & sign the game report after each game.

10. DISCIPLINE/PROTEST COMMITTEE

The Committee will review and rule on all reports of unacceptable conduct by players, coaches/managers, spectators, and all protests properly submitted. Notwithstanding rulings by this Committee:

- A. A player or coach ejected will have an automatic one (1) game minimum suspension, regardless of the cause of the ejection.
- B. Depending on the severity of the unacceptable conduct, the Discipline Committee will impose suspensions in accordance with FYSA Rules Section 500.

11. PROTESTS

NO PROTEST ON KOHL'S AMERICA'S CUP GAMES.

12. EXTERNAL CONDITIONS, WEATHER, ETC.

In the event unusual conditions necessitate rescheduling, curtailment or cancellation of games, the Region Cup Committee shall have absolute authority to make these changes to best serve the interests of the tournament as a whole, keeping in mind the need to successfully identify winners by a certain time period.

Unfinished games will be replayed provided neither team is at fault and the second half of play has not begun. If first half has been completed and the game cannot be resumed or completed, the Committee will within a reasonable amount of time deem the game complete.

13. AWARDS CEREMONIES

Following the completion of each championship game, the two teams will present themselves to the awards area where:

- A. Each runner-up player will receive an award, and each runner-up team will receive a trophy to keep.
- B. Each winning player will receive an award and each winning team will receive a trophy to keep.
- C.** All participants will receive a participation award.

14. GENERAL

- A. The Kohl's America's Cup Committee and/or FYSA will not be responsible for any expenses incurred by any team due to the cancellation in part or in whole of this tournament, or for any travel incidental to competition.
- B. The Kohl's America's Cup Committee interpretation of the foregoing rules and regulations shall be final.
- C. The Kohl's America's Cup Committee and/or FYSA reserves the right to decide on all tournament matters.