

## 2009/2010 Florida Cup Rules and Regulations

### A. PLAYER EQUIPMENT

1. Where the color of the jersey is similar or identical, the designated home team will change jerseys.
2. All players must have uniforms with individual numbers on the jersey.
3. No jewelry (including earrings) may be worn by any player.
4. Players wearing hard casts are not allowed to play under any circumstances. No exceptions will be permitted.
5. Shin guards must be worn at all times by all players.
6. No guest players are allowed. A valid US Club Soccer roster must be presented and available. Teams can transfer and loan US Club Soccer players prior to the competition, but their name(s) must appear on the team's official US Club Soccer roster; no handwritten entries.

### B. LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws, except as specifically modified by these rules.

### C. SUBSTITUTIONS

1. Substitutions are unlimited at the following times, with permission of the referee:
  - i. Your throw-in
  - ii. Goal kicks
  - iii. After a goal is scored
  - iv. Half-time
  - v. After an injury when the referee stops play, substitutions may be made on a one-to-one basis for the injured player(s). The opposing team may substitute one player if the injured player is substituted.

### D. LENGTH OF GAMES

1. U11-U12 will play 8v8, 60 minute games; 2 x 30
2. U13-U14 will play 11v11, 70 minute games; 2 x 35
3. U15-U18/19 will play 11 v 11, 80-minute matches; 2 x 40
4. **Playoffs only:** if a playoff game is tied after regulation play, the two teams will then play two/2 5-minute periods of sudden-death/golden-goal overtime. If the teams remain tied after overtime, the match will go to FIFA penalty kicks.
  - i. Penalty Kicks: Five designated players from each team will attempt penalty kicks, with a winner determined after five players from each team have completed their shots. If the game remains tied, the penalty kick phase will continue with a sixth kicker from each team, sudden death, although each team gets an even number of attempts.

### E. WATER BREAKS.

Water breaks will be mandatorily provided at the mid point of each half of regulation play during a natural stoppage in play. The water breaks will be no shorter than 1 minute in duration and the game clock will continue to run.

#### F. FORFEITS

A forfeit will be declared if a team isn't present at the field and prepared to play within 10 minutes of the scheduled start time. A minimum of seven players is necessary to start a game. A team also will forfeit a game if their players and coaches aren't in possession of valid U.S. Club Soccer player/coach passes. A forfeit shall be recorded as a 1-0 win.

#### G. POINT-SYSTEM and TIE-BREAKERS

1. In groups where there are no championship games, champions will be determined by the point system: 3 points for a win, 1 point for a tie, 0 points for a loss. A forfeit shall be recorded as a 1-0 win.
2. For teams in group/bracket play, where the top team advances to a championship game, tie-breakers will be, in order:
  - i. head-to-head (but not in the case of a three-way tie)
  - ii. goal-differential, maximum of 3 per game
  - iii. total goals, maximum of 4 per game
  - iv. fewest goals allowed
  - v. penalty kicks
3. A forfeit shall be recorded as a 1-0 win.

#### H. MISCELLANEOUS REGULATIONS

1. Inclement weather - In case of severe weather that begins after the start of play, Cup officials in consultation with referees may reduce the length, postpone, conclude, reschedule, relocate or cancel any game. Games terminated after the first half is completed will be considered a finished game and the score will stand. Games terminated during the first half will be considered a 1-1 tie regardless of the current score.
2. Protests - There are no protests. Cup officials reserve the right to decide all matters pertaining to the Cup and Cup rules and regulations. The judgment of the Cup Director is final.
3. Ejection - Any player or coach who is red carded will be ineligible for the next scheduled game. Any player or coach, who receives two yellow cards in a game, resulting in a red card, will be ineligible for the next scheduled game. Referees will take possession of the player's or coach's card and report the infraction to the referee assignor and the Cup director.
4. Gross Misconduct - Any severe or gross misconduct will be reported to U.S. Club Soccer's sanctioning body for its review and possible action. Gross or severe misconduct, as determined by the Cup director can result in a team's expulsion from the Cup. Referee assault or abuse as determined by the Cup director WILL result in a team's expulsion from the Cup. Any expulsion will result in the forfeit of awards and fees.
5. Coach's Responsibility - Each coach is responsible for the conduct of the players, parents, and spectators on his/her team
6. Team Field Positions - The players and coaches of both teams will take a position on the sideline opposite that of the spectators. Only carded players and coaches will be allowed with teams on the sidelines. A maximum of three coaches per team.

7. No refund will be made in the event of cancellation or shortening of any matches due to inclement weather once the Cup begins; the Cup committee could alter this and grant partial refunds depending on the point of cancellation.