



2025 Phoenix Cup Tournament Rules

1. FIFA Laws

All tournament matches will be played in accordance with the Laws of the Game as issued by FIFA. The following USYSA/FYSA/Florida Elite rules supplement the Laws of the Game. In the event of any rules dispute during the event, the USYSA/FYSA/Florida Elite rules of the game will be the rules of record during the tournament.

2. Team Acceptance

- a. The tournament committee reserves the right to accept or reject any team application.
- b. No team shall be deemed accepted until approved by the Tournament Director.
- c. Once accepted by the Tournament Committee, the application fee is non-refundable.
- d. Accepted teams are required to have player passes and 2024 medical release forms.
- e. Accepted teams will be required to use the event official housing agent.
- f. No team shall be Accepted until their tournament fees are paid in full.

3. Roster and Player Documentation

- a. The player's playing age is determined by the USSF Birth year chart guideline for 2024/2025.
- b. Maximum roster sizes:
 - 9U and 10U (playing 7 v 7): 12 (no build out line)
 - 11U and 12U (playing 9 v 9): 16
 - 13U and up (playing 11 v 11): 22

There can be a maximum of three (3) guest players in all age groups.

- c. There can be a maximum of three (3) guest players in all age groups. Any teams using guest players shall upload guest player forms into the team's registration as well as adding the guest players to their event roster in GotSport.
- d. Event roster, including guest players, must be correct in GotSport no later than Monday at 5 p.m. before the weekend of the tournament.
- e. A single PDF of the ID cards (coach, manager, and player passes) matching the event roster (including guest players) must be uploaded to the team registration in GotSport no later than Monday at 5 p.m. before the weekend of the tournament.
- f. Laminated ID cards should be brought to every game for check-in with the referees.
- g. Players may play and be rostered to only one (1) team during the tournament. No switching of teams will be allowed and players will be considered tournament-bound to the first team with which the player participates. If a player illegally participates with more than one (1) team in the tournament, games for any teams the player participates in, including the first team, will be recorded as 4-0 forfeit in the opponent's favor. Falsification of player registration forms, team rosters, player passes, or other records used in the tournament will result in immediate disqualification of the team from the competition and shall result in disciplinary action, up to and including disbarment for the individual(s) involved.
- h. Match cards will be printed by tournament staff and provided to the referees prior to each match.
- i. US Club teams are required to bring Fall 2024 laminated player passes, laminated coach passes and US Club 2024 medical release forms.
- j. USYS teams are required to bring Fall 2024 laminated player passes, laminated coach passes, permission to travel from State Association for teams outside of Florida and 2024 medical release forms (if there is a place for the forms to be notarized, they must be notarized; otherwise, no notarization is necessary).
- k. It is the responsibility of each participating club or team to ensure that all of their coaching staff, team managers and anyone in contact with the players have cleared and been approved by either a USYS- or US Club-endorsed FDLE Level 1 or higher background check.

4. Guest Players

No team will be allowed more than three (3) guest players. Players must play on their own team (USYSA and/or US Club) if their team is playing in the 2024 tournament and are NOT eligible to play as a guest player with another team. Guest players must meet all requirements for individual team players. An official guest player form, medical release form, laminated player pass, and interstate form if required (Guest player passes must be the same type as the team the guest is playing for: USYSA or US Club).

5. Eligibility

All players are born in the year of their age group classification, or in a later group (no playing down). Teams must be properly registered and in good standing with their state, regional and national associations. Each player shall possess a laminated, current pass or proper pass from their national association and a current notarized (if applicable) medical release form.

Age Division	Eligible Birthdates	Max Roster Size	Guest Player Limits
U9	Born on or after 1/1/2016	12	3
U10	Born on or after 1/1/2015	12	3
U11	Born on or after 1/1/2014	16	3
U12	Born on or after 1/1/2013	16	3
U13	Born on or after 1/1/2012	22	3
U14	Born on or after 1/1/2011	22	3
U15	Born on or after 1/1/2010	22	3
U16	Born on or after 1/1/2009	22	3
U17	Born on or after 1/1/2008	22	3
U18/19	Born on or after 1/1/2006	22	3

6. Player Equipment

a. Where the color of the jersey is similar or identical, the designated home team (listed first on schedule) will change jerseys.

b. All players must have uniforms with individual numbers on the jersey (including goalkeepers).

Home Team: light shirt, light socks, any short | Away Team: dark shirt, dark socks, any shorts In event of a conflict the HOME team will be required to change. Each goalkeeper must wear colors that distinguish them from the other players, the referee, and the assistant referees. All players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks). If there is a conflict in the uniform color, the HOME team shall change uniforms.

c. No jewelry may be worn by any player (earrings, watches, necklaces, etc.), The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall decide as to the safety of the player, and the referee's decision is final.

d. Shin guards must be worn at all times by all players.

e. Medical id bracelets and Religious items must be taped down.

f. All referees decisions are final regarding player equipment

g. Ball size:

- U13 and older Size #5

- U12 and younger Size #4

h. Player equipment shall be in accordance with the requirements of the Affiliate, FYSA rule 402.2 and FIFA rules. Additionally:

- a.) Screw in cleats are permitted; however, judgment as to their safety is at the discretion of the referee.
- b.) Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgement as to its safety is at the discretion of the referee.
- c.) Soft braces can be worn with written approval from a doctor, and judgement as to safety is at the discretion of the referee.
- d.) Shin guards must comply with FIFA Law 4:
 - 1) Shin guards are covered entirely by the stockings.
 - 2) Shin guards are made of a suitable material (rubber, plastic, or similar substances).
 - 3) Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
 - 4) Shin guards are required for any FYSA event for the Safety of the players.

J. Jewelry Policy (FYSA Rule 402.3)

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, the referee must stop the match to correct the situation

7. Concussion Policy

Per Florida Statute FS 943.0438 (enacted 2012): • Pursuant to Florida Statutes (FS 943.0438) Florida in 2012 enacted a very stringent Head injury and Concussion Law. If the referee (or assistant referee) believes that, in her/his opinion, a player has suffered a head injury or possible concussion, the match must be stopped IMMEDIATELY.

- The injured player if able to leave the field on their own must be escorted to their coach, and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player's parent(s) or legal guardians to seek medical attention.
- The player may not resume participation until he/she has been cleared by a medical doctor. The Referee HAS NO FURTHER responsibility beyond removing the player from the match in which the player was injured. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

8. Substitutions

Substitutions shall be unlimited, in accordance with FIFA and FYSA:

- a. Goal kick, after a goal, half time, at the beginning of an overtime period, or throw –in by either team, or at any stoppage in play at the discretion of the referee
- b. An injured player may be substituted for if deemed necessary. If a substitution is made for the injured player, the opposing team may also make one substitution with the referee’s acknowledgement.

9. Player, Coach, Spectator Ejection

The tournament committee shall have a discipline committee of not 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 FYSA standards as set by FYSA Rule 502 and 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.”

- a. All players and managers/coaches shall be subject to FYSA Section 502 – Discipline and Sanctions.
- b. A player or manager/coach ejected from a match will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- c. 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 state or national association. The discipline committee recommendations must be available to the affected parties no later than prior to their next scheduled game.
- d. At the conclusion of the tournament. A complete report will be sent to FYSA within seventy two (72) hours of the conclusion of the tournament for possible further discipline.

10. Referees

Referees are required to submit a completed official USSF or tournament-specific game report to the site director containing game scores and any information relating to any game incidents involving players/coaches, spectator misconduct, or injuries. 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. The game will be played as scheduled and will be deemed official. In the event that two official assistant referees are not provided by the tournament, each team shall provide a line person for their side of the field. If only two officials appear at a match, the match shall proceed with an appointed linesman.

11. Water Breaks

A break will be given at the midpoint of each half of regulation time 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 expected to reach eighty-five (85) degrees. (FYSA Rule 402.4).

12. Offside and Build Out Lines

11U – 19U: No change per FIFA “Laws of the Game.” For the U9-U10 age groups will have 1 referee assigned to the game who will have the authority to call Offsides if deemed obvious and apparent in their judgment.

There are NO BUILD OUT LINES for age groups u11-u12.

There will be a Build out Line for u10s and below.

13. Heading Guidelines

- Deliberate heading is not allowed in age groups U12 and younger
- 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.
- 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.

14. Duration of Play

The duration of each match is indicated below. Two equal halves will be played with a five minute half-time interval. Matches may be shortened or canceled at the discretion of the Tournament Director in the event of inclement weather. All regular tournament, consolation, semi-final and final games will have the same times:

9U /10U: 2 – 25 minute halves

11U-12U: 2 - 25 minute halves

13U-14U: 2 – 30 minute halves

15U-16U: 2 - 35 minute halves

17U-19U: 2 – 35 minute halves

Mercy Rule - If the score reaches a six (6) goal differential at any point after the start of the second half of play the match shall be terminated.

15. Brackets of Play

Bracket of Four: Played as a single group of four teams in a round robin format, with the two teams accumulating the most points advancing to the final.

Bracket of Five: Played as a single group of five teams with all teams playing each other once. The team accumulating the most points will be announced as the Champion. The team accumulating the second most amounts of points will be the Finalist.

Bracket of Six: Played as two groups of three teams. Each team will crossover and play the three teams in the other group. The two teams accumulating the most points (Wildcard 1 and Wildcard 2) from all six teams will advance to the finals to determine which team is the champion. It is possible that the finalists could have played each other already.

Bracket of Eight: Played as two groups of four. The winner of each round robin group will play a final game to determine the Champion and Finalist.

Bracket of Ten: Played as three groups. Group A with 4 teams. Group B and C with 3 teams. Group A will play 3 games within the group. Group B and Group C will play 3 crossover games between Group B and Group C. The winner of each group (A-B-C) and a wildcard (4th best team based on points) will advance to the semi-finals. Winner of Group A vs Group B and Group C vs Wildcard. In the event the wildcard team advances from Group "B" they would have already played the winners of the Group C and therefore the semi-final opponents will be as follows: Winner Group C vs. Winner Group A and Winner Group B vs. Wildcard.

Bracket of Twelve: Played as three groups of four. The winner of each round robin group and a wildcard (4th best team on points) will advance to the semi-finals. Winner of Group A vs Wildcard and Group B vs Group C. In the event the wildcard team advances from Group "A" they would have already played the winners of the group and therefore the semi-final opponents will be as follows: Winner Group C vs. Winner Group A and Winner Group B vs. Wildcard.

Bracket of Sixteen: Played as four groups of four. The winner of each round robin group advances to the semi-finals with the winner of the semi-finals advancing to the championship game.

Showcase Bracket: In the older age groups (U15 and above) there may be Brackets setup for 3 total games with no finals. This will be determined by the Directors of Coaching and the Tournament Director.

16. Determination of Division Winners

Three points will be earned for a win, one point for a tie, and no points for a loss. Where it is required to break a tie for standings or moving into semi-finals or finals, the following will be used to determine a winner, beginning with tie breaker number 1 and proceeding down until the tie is broken:

1. Head to head result
2. Net goal differential, maximum of four (4) goals per game
3. Most goals scored, maximum of four (4) goals per game
4. Least goals allowed, no maximum
5. Most shutouts
6. Penalty kicks in accordance with FIFA (Taking kicks from the Penalty Mark)

17. Championship Matches

If the score is tied at the end of regulation, teams shall go straight to kicks from the penalty mark to determine winner following FIFA rules. Penalty kicks in accordance with FIFA (Taking kicks from the Penalty Mark).

18. Forfeits

A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. A ten-minute allowance will be made for semi-final and championship matches. Any team forfeiting a match will not be allowed to play in a semi-final or championship game. It is requested that teams be present 30 minutes prior to the scheduled game start to aid in the timely commencement of play. Five players constitute a team when playing 6 v 6, and seven players constitute a team when playing 8 v 8 or 11 v 11. A forfeit will be scored 4-0.

If a team withdraws from the event after the schedule has been released this will result in a forfeit and all teams scheduled to play said team shall receive the forfeiture points.

19. Inclement Weather

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play. In case of inclement weather or field conditions, games may:

Be shortened – the Tournament Director may reduce the length of matches due to weather conditions; all such matches will be considered official.

Be rescheduled (time and location determined by Tournament Director)

Be canceled (there are no refunds for any games missed due to weather cancellations)

Only referees or Tournament Director(s) can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled game start whichever is later.

Pool Play Games:

Games that have been started and subsequently suspended due to inclement weather or other external conditions, will be deemed complete if one half of play has been completed or the first half cannot be completed prior to the start time of the next scheduled game on that field. For any such game that is not completed, the score at the time of the suspension will be the final score. Any game that is not started and is canceled (as opposed to postponed) due to weather or other external conditions, will be recorded as a 0-0 tie. Canceled games will not be rescheduled.

Play-off Matches:

In the event a referee terminates a match the score will be recorded as it was when the game was stopped. In the event a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the Tie-Breaker section of these rules shall apply.

Championship Games:

If a referee terminates a match the score will be recorded as it was when the game was stopped. In the event a referee terminates a final match that has been started while the teams are tied, co-champions will be declared and both teams will receive championship honors and trophies.

20. Disclaimer

Neither the Tournament Committee, Brevard Soccer Academy or a Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is canceled in whole or part or in the event games are discontinued or canceled due to inclement weather or adverse field conditions.

21. Registration Fee Refund Policy - FYSA Tournament Refund Guidelines

902.13 TOURNAMENT REFUND POLICY Any tournament that fails to return/refund an entry fee per the timelines listed below will be subject to an assessment fine not to exceed ten (10) times the original entry fee. Any report of violation of the above will be referred to the Tournament and Travel Committee. Failure to pay the assessed fine could result in the hosting affiliate/associate affiliate being placed in NGS with FYSA. Future approval requests to host tournaments by the affiliate/associate affiliate could also be denied.

Tournament entry fee returns/refunds as follows: A. Within five (5) days after notification that the team is not accepted by their application. B. Within five (5) days upon cancellation of the tournament. C. Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

Tournament Policy: There are NO Refunds for Accepted teams once Tournament Registration has Closed.

Please note, the Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. There are NO REFUNDS for game cancellations due to weather once the first game of the Tournament has begun. All referee decisions are final and binding.

22. Hotel Requirements

All teams participating in the tournament are required to make housing reservations through our official housing agent, Traveling Teams. Any team who refuses to follow this rule will be disqualified.

23. No Protests Shall Be Entertained

All teams must comply with the 2024 Tournament Rules and the Tournament Director's decisions are final.

24. The Technical Area/Box, Laws of the Game, FIFA Rules

The technical area relates to matches played in game fields with a designated seated area for team officials, substitutes and substituted players as outlined below:

The technical area shall only extend 1m (1yd) on either side of the designated seated area and up to a distance of 1m (1yd) from the touchline

- markings shall be used to define the area, temporary or Permanent.
- the number of persons permitted to occupy the technical area is defined by the competition rules
- the occupants of the technical area:
 - are identified before the start of the match in accordance with the competition rules
 - must behave in a responsible manner
 - must remain within its confines except in special circumstances, e.g., a physiotherapist/doctor entering the field of play, with the referee's permission, to assess an injured player
- only one person at a time is authorized to convey tactical instructions from the technical area

25. Conduct Policy (FYSA 502) and Discipline Policy (FYSA 504.1)

It shall be solely the team's responsibility to determine the status of its players and coaches. 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 FYSA 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."

The Tournament Committee shall have a Discipline Committee of three (3) members. This 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 Rules Section 502.

Any player or manager/coach ejected (red carded) will not complete the game in which the ejection occurred. The ejected player or manager/coach will not participate in the next scheduled tournament game regardless of the cause.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament in accordance with FYSA requirements. The committee's recommendations must be available to the affected parties no later than following the next scheduled match.

At the conclusion of the tournament, passes will be returned to the coach, even if the suspension has not been completed. A complete discipline report will be sent to the FYSA office within 72 hours of the tournament's conclusion for possible further discipline.