



THE FLORIDA LEAGUE CLASSIC 2024

11th Annual Tournament

Updated 3/6/2024

11TH ANNUAL TFL CLASSIC 2024 RULES / May 3-5, 2024

REGISTRATION AND TEAM ELIGIBILITY

The Florida League Classic 2024 Tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups listed in the "Tournament Rules", provided such team is in good standing with its youth association.

Tournament officials shall conduct all credential checks:

- a. Via the on-line tournament check-in (mandatory). See instructions below.
- b. Through an alternate method (if the team is unable to comply with the on-line tournament check-in) that has been pre-arranged by contact through the tflscheduling@gmail.com email address.
- c. There will be no roster changes and/or additions once a team's first game has started.

ELECTRONIC CHECK-IN INSTRUCTIONS

To better serve our teams and their team managers/coordinators we will be offering free online/electronic check-in (eCheck-In). This should be considered mandatory for all teams. Any questions should be emailed to the TFL Scheduling mailbox at tflscheduling@gmail.com.

DEADLINE for E-Check-In is Thursday, May 2, 2024, at 11:59 PM – NO EXCEPTIONS.

To Check in Electronically:

Refer to our website for more information <https://www.thefloridaleague.org/tflclassic>

Additional Information

You do NOT need to upload the Medical Release Forms as part of electronic check-in. You DO need to have these signed and completed forms (one for each player) on-hand at each game. [U18] Sports Medicine is the name of the company that will provide the trainers that will be on-site for the tournament in case of player injuries. This release form is required for them to treat any injured player. The release form is also available on our tournament website <https://www.thefloridaleague.org/tflclassic>

Our intention with the online/electronic check-in is to provide a better service to participating teams, save time and make it easier for team managers. The online/electronic check-in (e-Check-In) is free.

PROCEDURE FOR EACH TOURNAMENT GAME/GAME CHECK-IN

- a. Teams should be available for team check-in with the referee or field marshal 30 minutes prior to the scheduled game time.
- b. The Players and bench personnel must present picture identification cards issued by the team's Federation Organization Member (USYS, US Club, AYSO, other)
- c. Identification cards must be verified and laminated.
- d. Teams must provide a stamped/approved tournament roster from the team's Federation Organization.

All Teams:

- a. Each team is limited to three (3) carded coaches on the bench. In no case will a team be allowed to participate without a properly registered/carded coach
- b. The jersey number of each player must be the same as the player's jersey number on the tournament roster. If not, the referee is not to allow the player to take part in the match until the numbers are the same (jersey or roster changed).

- c. A player who arrived late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee.
- d. Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the Tournament Committee). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee. **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT AND FUTURE. A report will be filed with the offending team's National Organization or National State Association. If you are not sure of a player's eligibility, ask, in writing by sending an email to tflscheduling@gmail.com (this will go to the Tournament Director).**

MANDATORY: All teams must enter a roster complete with bench personnel into the tournament's on-line scheduling system (GotSport) within the Roster section of the team page/account no later than the electronic check-in deadline date.

Revisions can be made to the roster up to the start of the first match. (Player must be certified as eligible by the Tournament Credentials Committee). This information will appear on the tournament game reports to be used by the referees for check-in on the field prior to each game (cross-checked with the game sheets provided by each team). Teams failing to input this information are subject to removal from the event.

PLAYER AGE AND ELIGIBILITY

In no event will a player be allowed to participate who has not been certified by the Tournaments Credentials Committee.

AGE DETERMINATION: The player's playing age is determined by the USYS guidelines.

Each team will be allowed to have guest players, who are properly registered through their National and State Association, Federation or any other USSF affiliated organization. FYSA teams and players must follow FYSA "Guest Playing Rule" and will not be allowed to guest play with or have guest players from a non USYS affiliate organization. Guest players must have permission to participate/travel from their National and State Association, Federation, School or any other USSF affiliated organization.

Players may **NOT** play for more than one team in the tournament.

CONCUSSION:

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 his/her 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 his/her own, must be escorted to his/her 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 guardian(s) 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 the player is not allowed to return to the game (NO EXCEPTIONS).

LAWS OF THE GAME

All matches must be played in accordance with the FIFA Laws of the Game, except as specifically modified

as follows in the tournament rules and/or FYSA Tournament Application Rules Certification Form.

LAW 1: Field of Play

U11 & U12 (9v9) & U8-U10 (7v7) must play in accordance with the USSF new player development initiatives.

LAW 2: The Ball

The team ball is the team's responsibility.

U8 - U12 – Size 4

LAW 3: Number of Players:

U11/U12 – Maximum (9) – Minimum (6) per side

U8 - U10 – Maximum (7) – Minimum (5) per side

SUBSTITUTION TIME

- Substitutions shall be unlimited at any stoppage approved by the referee. Substitutions may be made only upon proper notification of the referee through the assistant referee.
- The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.
- When an injured player (inclusive of the goalkeeper) is attended to on the field of play, the player must leave the field of play for treatment and evaluation. A substitution may be made for the injured player.

SUBSTITUTION LIMITS

Substitutions may be made at any stoppage only with the permission of the referee.

LAW 4: Player's Equipment

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).

Orthopedic casts are not permitted; however, soft braces can be worn with **written** approval from a doctor, and judgement as to safety is at the discretion of the referee, the ultimate authority is the referee.

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.

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt.

In case of similar team colors, the designated home team per the tournament schedule will be required to change to a color accepted by the referee. In cases where the schedule does not designate a home team the first team listed on the game report will be considered the home team.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

LAW 5-6: The Referee and other Match Officials

The center referee for all matches must be certified by the Federation. Visiting international referees must be

approved by the Federation.

Referees are required to submit a completed official USSF or a tournament specific game report to the Site Director containing game scores and any information relating to any game incidents involving player/coach, 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.

LAW 7: The Duration of the Match

Age Group	Ball	Preliminary and Games Playoffs
U11 – U12	4	2-30 min. halves
U9 – U10	4	2-25 min. halves
U8	4	4-10 min. quarters

MERCY RULE: All games will be subject to a mercy rule of an 8-goal differential at any time after the completion of the first half.

LAW 8-10

No change per FIFA “Laws of the Game”

LAW 11: Offsides

No change per FIFA “Laws of the Game”

LAW 12: Fouls and Misconduct.

No change per FIFA “Laws of the Game” with the following exceptions.

- U11/U12 (9v9) matches an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drip-kicks the ball in the air from his/her penalty area into the opponent’s penalty area a/k/a “goal-to-goal rule”.
- U8-U10 (7v7) matches an indirect free kick is awarded to the opposing team if a goalkeeper punts or drop-kicks the ball. The goalkeeper may pass, throw or roll the ball to a teammate located within the build out line.
- U8-U10 (7v7) field will have a buildout line. All opposing players must move behind the buildout line once the ball is in possession of the Goalkeeper or for a Goal Kick.

LAW 13-17

No change per FIFA “Laws of the Game”

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 Palm Beach Soccer League 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/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The Site Director will designate the opposite sideline for the spectators. No one will be allowed behind either of the goal lines.

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

ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES.

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.

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 Rules, Red Card suspensions 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 Florida League 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. The committee's decision is final and not appealable.

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

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. Duration of suspension is cumulative based on further misconduct after receiving the initial dismissal.

The referee(s) are in jurisdiction of the match while in the vicinity of the game. Players and bench personnel may be issued a Red Card/Send Off either before or after the game. A coach or spectator who is ejected must leave the field of play area a minimum of 100 yards immediately. Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events with The Florida League.

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 Florida League Classic Tournament, 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 and Discipline Committee within seventy-two hours of the conclusion of the tournament for possible further discipline and/or forwarding to the appropriate State and National Association.

PROTESTS AND DISPUTES

There will be **NO PROTESTS**. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be final.

EXTERNAL CONDITIONS, WEATHER, ETC.

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 before the start of a match; all such matches will be considered official.
- Be shortened – The Tournament Director may reduce the length of halves due to weather conditions before the restart of a match once delayed due to weather; all such matches will be considered official.
- Be rescheduled (time and location determined by Tournament Director.)
- Go to “taking of Kicks from the Penalty Mark.” (Time and location to be determined by the Tournament Director.)
- 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.
- Tournament Committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play, or due to inclement weather.

If the Tournament Director rules that during the preliminary round “taking of Kicks from the Penalty Mark” will be done due to inclement weather or field conditions, the following rule will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.
- In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss.
- The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement.
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or a 0-0 tie.

Only referees or Tournament Director/staff can suspend a match already started due to weather conditions. Duration of any suspension will be determined by the Tournament Director.

Games terminated, or abandoned for things other than inclement weather, i.e. Violent or uncontrollable situations will not be replayed.

FAILURE TO SHOW AND FORFEITS

- A team shall be allowed a fifteen (15) minute grace period after the scheduled kick-off time before the match is awarded to their opponent. A minimum of six (6) players constitutes a team for ages

U11 and U12 and if six (6) players are present, the game will not be delayed. For ages U9 and U10, the number of players required is five (5).

- In no case shall a team that forfeits or does not show up for a game be declared a division winner. If an apparent division winner forfeits a game or does not show up to play, the division team with the next best record shall be named the division winner.
- A forfeit in the preliminary round will be awarded as three (3) points for the win and the score will stand at the time of the forfeit unless the score is 0-0 at the time of the forfeit, in which event the score will be recorded as 4-0.
- In the event the team currently in the lead at the time of the forfeit causes the abandonment of the match, the opposing team will be awarded the win, three (3) points and the score will record as 4-0.
- Forfeits in the play-off rounds shall be recorded as 1-0 games.
- If the scheduled time is revised from the published schedule coaches/managers will be notified by email, tournament website, phone or in person by a Tournament Official of the new game time.

ABANDONED GAME

If a game is abandoned, meaning the referees must cancel the game while in progress due to actions or behavior of players, coaches, or spectators, the score will be recorded as follows:

- If either team is at fault for the abandonment of the game, that team at fault shall forfeit the match and the score will be recorded as a 4-0 win for the opposing team.
- If both teams are at fault the score will remain as-is at the time of abandonment.

DETERMINATION OF PLAYOFF FINALISTS

Finalists will be determined through a seeding format or by a division winner's format. The Tournament Committee will decide which format each age group and bracket will follow. This will be announced prior to the commencement of competition. The rules to determine tie breakers will be the same for either format. Each team will be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. At the end of the preliminary rounds, if the finalists for a particular age group and bracket are determined by the division winner, the division winner will be the team with the most points in their division.

In the event of a tie within a division, the following criteria will be used to determine who moves forward:

- Head-to-head competition (this criterion will not be considered in the case of a tie among more than two (2) teams**)
- Goal differential to a maximum of four (4) per game.
- Most goals scored to a maximum of four (4) per game.
- Least goals allowed to a maximum of four (4) per game.
- FIFA penalty kicks.

** In the event of a tie among more than two teams, once a tie is broken by the above system, and if ties among remaining teams still must be decided, those ties would be broken by starting again from the top of the tie breaking procedure. If a wild card team must be selected for the playoff rounds, the above procedure will be used across the entire age group and bracket involved. If a division winner does not show up for play, the division team with the next best scores shall be named the division winner. In the event the finalists for a particular age group and bracket are determined by seeding, the finalist (or semi-finalists if applicable) shall be determined based upon the two teams (or more if semi-finals are applicable) with the most points in the

overall age group and bracket involved. In the event of a tie, the same criteria as utilized for division winners shall be used to determine the finalists.

If there is an age group(s) and bracket in which semifinals are held, to be determined at the discretion of the Tournament Committee, the foregoing rules shall be applied to determine the teams that shall qualify for the semi-finals.

PLAYOFFS

Depending on the number of teams in the division/age group bracket, there may be a playoff.

- In the case of a draw and the end of regulation time in the playoff rounds, the winner will be determined as follows:
- The best of five (5) penalty kicks taken alternately by each team will determine the winner.
- Only those players on the field at the end of regulation time of the playoff game may compete.
- If the score is tied at the end of the five kicks, the teams will continue to take penalty kicks alternately until there is a winner. All players on the field must kick before any player may kick a second time.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Tournament Director for awards.

TOURNAMENT ENTRY FEE RETURNS/REFUNDS AS FOLLOWS:

After a team has been accepted into the competition, NO REFUND WILL BE GIVEN should the team decide to withdraw from the event.

Tournament entry fee returns/refunds will be granted, as follows:

- Within five (5) days after notification that the team has not been accepted.
- Within five (5) days of cancellation of the tournament.
- Within ten (10) days of request of withdrawal of the application by a team before acceptance of the application by the tournament.

GENERAL

The Florida League, the Tournament Committee, Florida Youth Soccer Association and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part of whole of this tournament.

The tournament committee's interpretation of the foregoing rules and regulations shall be final and reserves the right to decide on all tournament matters.

The tournament committee has the responsibility to uphold any previous suspension imposed by Florida Youth Soccer Association, US Youth Soccer and/or affiliates of USSF. The Florida League and/or the host affiliate 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.

PLEASE REMEMBER

- **NO ORTHOPEDIC CASTS ARE ALLOWED – NO EXCEPTIONS**
- **AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT.**

- **PLAYER PASSES RETAINED BY THE REFEREE(S) DUE TO A RED CARD MUST BE RETRIEVED FROM TOURNAMENT HEADQUARTERS.**
- **PLEASE ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME.**
- **COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS.**
- **ALCOHOLIC BEVERAGES AND TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES.**
- **ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.**
- **NO SALES OF ANY KIND ARE PERMITTED WITHOUT THE WRITTEN PERMISSION OF THE CITY OF ROYAL PALM BEACH, FL, AND THE PALM BEACH SOCCER LEAGUE.**

HEADING GUIDELINES

In conjunction with US Soccer and US Youth Soccer, Florida Youth Soccer Association will be instituting a heading ban for players aged 11 and younger.

In accordance with the recent U.S. Soccer recommendations on concussion risk management:

FYSA has eliminated heading in matches for players aged 12-years-old and younger. Leagues and tournaments may allow for U12 heading age divisions after January 1st. Leagues and tournaments will be permitted to form U12U non-heading divisions and U12 heading divisions.

Teams that opt for combined age group teams shall only participate in non-heading divisions in league play, tournaments, and all events. Sanctions will be made against teams that do not follow this guideline.

Deliberate or accidental heading is not allowed in 11U and below games. If a player deliberately or accidentally 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 or accidental header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred.

Heading may be allowed in games U12 and older. Since heading is only allowed by players that have turned 11-years-old, if a 10-year-old is playing in a game, he is not allowed to head the ball, and it is the responsibility of the coaches and club to make sure they declare in proper non-heading division and that this is clearly communicated to their parents/players prior to participating.

ADDENDUM – AGE DETERMINATION / BIRTH YEAR CHART for 2023/2024 season

<u>U-8</u>	Born between January 1, 2016 – December 31, 2016
<u>U-9</u>	Born between January 1, 2015 – December 31, 2015
<u>U-10</u>	Born between January 1, 2014 – December 31, 2014
<u>U-11</u>	Born between January 1, 2013 – December 31, 2013
<u>U-12</u>	Born between January 1, 2012 – December 31, 2012