



## **IMG CUP – BOYS INVITATIONAL**



### **TOURNAMENT RULES 2011**

#### **TOURNAMENT HEADQUARTERS**

Tournament Headquarters will be located at the IMG Soccer Academy, 5500 34<sup>th</sup> Street West, Bradenton, FL. 34210. Tournament Board (941) 752 -2675.

#### **REGISTRATION AND TEAM ELIGIBILITY**

IMG Cup shall be open to all teams comprised of properly registered youth players 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 credentials checks:

- At initial registration. IMG Soccer Academy Complex December 9<sup>th</sup>, 2011. Time TBD.
- At the field before each game. Teams should be available for check-in with the referee or field marshal 30 minutes prior to the scheduled game time.

#### **Documentation required at initial registration:**

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##### **Teams from the United States:**

- The Players and bench personnel must present picture identification cards issued by the team's Federation Organization Member.
- Identification cards must be verified, photo attached, and laminated (if your association does not allow lamination, cards must be encased in plastic sleeves).
- Teams must provide proof of approval of the team's participation from the team's Federation Organization Member.
- Teams must provide a certified/approved tournament roster from the team's Federation Organization along with 3 copies.
- Teams must provide their permission to travel form if coming from outside of Florida.
- Teams must provide a completed IMG Soccer Academy Waiver Form for every player and bench personnel.
- Teams must provide an original notarized medical release.

##### **Foreign Teams:**

- Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
- Teams are required to have and present player picture identification cards.
- Teams must have a completed form from its Provincial or National Association approving the team's participation in the tournament.
- Teams must provide a tournament roster along with 3 copies.
- Teams must provide a completed IMG Soccer Academy Waiver Form for every player and bench personnel.
- Teams must provide proof of medical insurance.
- Teams must provide an original notarized medical release.

#### **Documentation required for pre-game check-in:**

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##### **All Teams**

- Teams are required to have and present player and bench personnel picture identification cards.
- Identification cards will be checked against the tournament generated game reports.
- Teams must have on hand a certified/approved tournament roster from the team's Federation Organization in case of any discrepancies with the tournament generated game reports.

- Each team is limited to three (3) coaches on the bench, all of which must be listed on the team roster. In no case will a team be allowed to participate without a properly registered coach or assistant
- The shirt number of each player must be the same as the player's shirt 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 (Shirt or roster changed).

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.

A player who arrives 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.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the Tournament Board Credentials Committee). A late arriving player may be challenged at the time 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 teams National Organization or National State Association. If you are not sure of a player's eligibility ask, in writing, the Tournament Board.

**MANDATORY:** All teams must enter their rosters complete with bench personnel into the Tournament Board no later than 21 days prior to start of event. The minimum required information is Name, Date of Birth, player ID number, Uniform number and gender. Revisions can be made to the roster up the night of team registration. 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. Teams failing to input this information are subject to removal from the event.

## **PLAYER AGE AND ELIGIBILITY**

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This event was developed as a showcase for players to be seen by college coaches. The under 18 players must currently be enrolled in high school or not affiliated with, in any way, a collegiate program. If you are not sure of a player's eligibility ask, in writing, the Tournament Director.

Players Under 18 or younger currently affiliated with a college program can participate on their regular club team but will NOT be allowed to be a guest player at the event. If you are not sure of a player's eligibility ask, in writing, the Tournament Board.

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

**Age determination:** the player's playing age is determined by the following USYSA guidelines for 2011/2012.

<b>Age Division</b>	<b>Birth Year Range Maximum</b>	<b>Roster</b>	<b>Guest Player Limit*</b>
Under 18/19 Division	08-01-92 thru 07-31-94	22	5
Under 17 Division	08-01-94 thru 07-31-95	22	5
Under 16 Division	08-01-95 thru 07-31-96	22	5
Under 15 Division	08-01-96 thru 07-31-97	18	4
Under 14 Division	08-01-97 thru 07-31-98	18	4

\*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. Crossover is allowed between USSF affiliates with the exception of FYSA which allows guest players from other US Youth Soccer affiliates. Players may NOT play for more than one team in the tournament.

### **Substitution age limits**

1. If the age group is 15 & under, free substitution is allowed.
2. For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition and the age category does not include matches between national teams of CONCACAF member countries. If it does include national teams, then up to six substitutions are allowed.

### **Substitution time**

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

- Prior to a throw -in by your team
- Prior to a goal kick by either team
- After a goal by either team
- After an injury, by either team, when referee stops play
- 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. The substitution is completed when the substitute enters the field of play and the player whom she is replacing ceases to be a player.

### **Players' Equipment**

Player equipment must conform to FIFA rules. All players will wear shin guards (under the socks). Soft braces can be worn *with written approval from a doctor*, and judgment as to safety is at the discretion of the referee.

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. Home team will wear primary uniform and away team wear alternate uniform if colors clash. In playoff matches a coin toss will decide which team is required to change to a color accepted by the referee. The first team listed on the game report will call the toss. The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

### **The Referee**

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

Referees are required to submit a completed official USSF or a tournament specific game report to the Tournament Board containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries. The Assistant Referee: Two (2) assistant referees will be used in all matches.

## **TOURNAMENT AND MATCH SCHEDULES**

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IMG Cup is designed as follows for all age groups and gender:

- During the preliminary stage of the tournament teams will play in a World Cup pool play format.
- Minimum number of teams at any age/flight is 8. Two brackets of 4.
- The Duration of the Match will be 40 minutes halves, 80 minute games.
- All teams play 4 scheduled games.
- Teams can play up to 2 games in one day
- A minimum 2 hours for rest purposes will be scheduled between games.

### **POST GAME PROCEDURES**

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed game report will be submitted to the Tournament Board complete with scores and a supplemental report for send offs, injuries or special circumstances that need explanation.

## **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 Tournament Board 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 IMG Cup.

The Tournament Board 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/trainers from each team, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The Tournament Board will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

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.

## **CONDUCT AND DISCIPLINE**

IMG Cup will have a Discipline Committee that will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc. A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

A coach who is ejected must leave the field area immediately (out of sight and sound). Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events at IMG Cup. 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.

## **DETERMINATION OF GROUP WINNERS**

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

Game Points: Three (3) points for a Win, One (1) point for a Tie and Zero (0) points for a Loss.

If Two Teams Tie:

Starts with tie breaker number 1 and proceed through each level, as needed to determine a winner.

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. Minus 1 Game Point for each Red Card/Send-off. Minus 1 Game Point for each Yellow Card.
6. Penalty kicks\* in accordance with FIFA "Taking of Kicks from the Penalty Mark."

\*If both teams are to advance to the playoff rounds a coin toss will decide the higher seed in lieu of penalty kicks.

If Penalty kicks\* in accordance with FIFA "Taking of Kicks from the Penalty Mark." is required to determine the winner for advancement after steps 1-5 still result in a tie, penalty kicks will be taken thirty (30) Minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Board.

In the final game, if a clear winner is not decided after regulation time, overtime will be played. Overtime will be two periods of 15 minutes. If a clear winner is not decided after the overtime periods, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

## **FORFEITS**

A minimum of seven (7) players constitutes a game. Games should start at the given start time. In case the team does not have seven (7) players present, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. A forfeit will be scored 4 -0.

## **PROTEST AND DISPUTES**

There will be **NO PROTESTS**. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Tournament Board. 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 Board may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official.
- Be reschedule (time and location determined by Tournament Board)
- Go to "Taking of Kicks from the Penalty Mark." (time and location determined by Tournament Board)
- Be canceled

If the Tournament Board 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

Only referees or Tournament Board 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 time which ever is later.

In case of extreme weather (heat/humidity), 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.

## **TERMINATED GAMES terminated for inclement weather:**

### **Pool play matches**

- In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Board whether to record the score at the time of the termination or finish the game at a rescheduled time and location.
- In the event a referee terminates a match (different from suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

**Play-off matches** In the event a referee terminates a match (different from suspending) 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 league play will be declared the winner.

**Final Matches** In the event, a referee terminates a final match (different from suspending) while the teams are tied, co-champions will be declared. Both teams shall receive Championship trophies.

**Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.** The decision as to the score of such games and whether teams advance will be made by the Tournament Board after receiving reports from game officials. The decision of the Tournament Board will be final and is binding on all parties. Further disciplinary actions may be taken.

## **PLEASE REMEMBER**

- **No orthopedic casts are allowed – no exceptions**
- **At the end of each game, a team representative must sign game report**
- **Please ensure your team removes all trash from the sidelines after each game.**
- **To get your players cards back from the referee at the end of each game.**
- **Red cards must be retrieved from the Tournament Board**
- **In the event of a medical emergency there are certified trainers on site.**