



2016 Labor Day  
Weekend  
September 3<sup>rd</sup>-5<sup>th</sup>

## Tournament Rules and Information

**Tournament's Field Address:**

The Villages® Polo Club  
703 N. Buena Vista Blvd., The Villages, FL 32162

**Mailing Address:**

The Villages Cup / The Villages Soccer Club  
12097 N. E. 51<sup>st</sup> Circle, Oxford, FL 34484

**Phone:**

Office- (352) 561-8239

**Tournament Director** - Anderson DaSilva- (407) 375-8016

**Event Coordinator** - Pura Sierra- (772) 971-5699

**Email:**

TheVillagesCUP@gmail.com

**Website:**

[www.TheVillagesCup.com](http://www.TheVillagesCup.com)

**Youth Club's Website:**

[www.TheVillagesSoccerClub.com](http://www.TheVillagesSoccerClub.com)

The Villages CUP is a tournament for Competitive teams for all USSF Affiliates (including FYSA, US Club, AYSO and others). The Rules of this Tournament shall be in accordance with FIFA and FYSA except as modified herein. Please take a moment to read the Tournament Rules in preparation for the weekend.

## Table of Contents

<b>CHECK-IN</b> .....	4
PLEASE BRING.....	4
PLAYERS .....	5
GUEST PLAYERS.....	5
AGE QUALIFICATION .....	5
ONE TEAM ONLY.....	5
RED CARDS .....	6
TEAMS .....	6
MAXIMUM ROSTERS AND GAME FORMATS.....	6
COACHES, ASSISTANTS AND MANAGERS.....	6
NUMBER ALLOWED .....	7
IN CASE OF EJECTION.....	7
WEATHER AND OTHER DELAY PROCEDURES.....	7
WHAT TO DO.....	7
WHEN TO RETURN.....	7
CANCELLATION .....	8
MULTIPLE DELAYS .....	8
PRE-GAME.....	8
ARRIVAL.....	8
GAME CHECK-IN .....	8
MINIMUM NUMBER OF PLAYERS .....	8
CHALLENGE.....	9
GAME DURATION.....	9
GAMES THAT END IN A TIE.....	9
BREAK FOR HYDRATION .....	9
MERCY RULE .....	10
CONCUSSIONS .....	10
GROUP WINNERS AND FINALISTS.....	10
FIELD.....	11
BALL SIZE.....	11
BUILD OUT LINES .....	11

---

NO HEADERS (9U to 12U) .....	12
REFEREES .....	12
LAWS OF THE GAME .....	13
NUMBER OF PLAYERS .....	13
SUBSTITUTIONS .....	13
PLAYER'S EQUIPMENT .....	13
UNIFORM .....	14
CONDUCT .....	14
TERMINATED/SUSPENDED GAMES .....	15
FORFEIT: .....	15
PROTEST .....	15
POST-GAME PROCEDURES .....	15
CONFIRMING THE SCORE .....	16
CLEAN UP .....	16
AWARDS CEREMONIES .....	16
FEES AND REFUND .....	16
GENERAL .....	16

## CHECK-IN

Check-In is MANDATORY on Friday. Due to the number of games starting Saturday morning, there will be **NO team check-in on Saturday**. Light refreshments will be served to team managers and/or coaches.

### FRIDAY, SEPTEMBER 2<sup>nd</sup>, 6:00 – 10:00 pm

Check-in Location: The Waterfront Inn Hotel

Address: 1105 Lake Shore Dr., The Villages, FL 32162

## PLEASE BRING

1. 5 COPIES of the Official roster provided to you by your club registrar.
2. Player/Coach Passes in the same order they appear on the roster.
3. Medical Release forms in the same order they appear on the roster.
4. Guest Player Form and/or Permission to Travel Form (if needed).

ROSTER: 5 COPIES Official Roster with all players that will be playing on the roster (including guest players, they can be written in.) **ALL PLAYERS MUST BE VERIFIED.**

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.

All players need to have their uniform numbers on the roster (this can be written in.)

Teams will receive 4 stamped rosters in return which they will need to bring to the matches.

Falsification of 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.

PASS: All players, coaches, assistant coaches and managers must have valid, laminated player passes with picture with registrar's signature.

MEDICAL RELEASE: 1 form for every player. This form does not need to be notarized but they must be signed and dated. You may use the current forms you are using for travel.

GUEST PLAYER: 1 Guest Player Form for each guest player that is from OUTSIDE your club for each copy of the Roster. Guest player forms must be signed by the guest player's Club Registrar. Please handwrite the guest's information on the bottom of each state generated roster. Without a correctly executed guest player form the guest player may not be able to play. Maximum of 4 guest players per

team. "Guest" players from within your own club are called "Club Pass" players and you do not need Guest Player forms but all Club Pass players need to be added the roster.

**PERMISSION TO TRAVEL:** Teams coming from outside the state Florida will need a "Permission to Travel" from their State Association and or the corresponding Governing Bodies. This does not apply to US teams using US Club Soccer passes and rosters.

One representative from every team must sign the "Adult Responsibility for Minors" form required by the facility where all the event will be taking place, The Villages® Polo Club. We will provide this form at the time of check-in.

## **PLAYERS**

Players must be verified and have current player passes. Teams may only have guest players from the same Federation organization and all players must be officially registered through their respective organization.

## **GUEST PLAYERS**

A maximum of four (4) guest players are allowed per team for all age groups. Only guest players from the same Federation organization are allowed.

## **AGE QUALIFICATION**

For this tournament, the age classifications are as follows:

U8 – 1/1/2009 – 12/31/2009

U9 – 1/1/2008 – 12/31/2008

U10 – 1/1/2007 – 12/31/2007

U11 – 1/1/2006 – 12/31/2006

U12 – 1/1/2005 – 12/31/2006

U13 – 1/1/2004 – 12/31/2004

U14 – 1/1/2003 – 12/31/2003

U15 – 1/1/2002 – 12/31/2002

U16 – 1/1/2001 – 12/31/2001

U17 – 1/1/2000 – 12/31/2000

U18 – 1/1/1999 – 12/31/1999

U19 – 1/1/1998 – 12/31/1998

## **ONE TEAM ONLY**

Players may play with only one (1) team during the Tournament. If a player illegally participates with more one (1) team in the tournament, games for any team(s) that the player participates with other than the first team he/she played for will be deemed as the team that fielded an ineligible player. Any team fielding an ineligible player will be disqualified from the tournament and their tournament fee

will be forfeited. The games that had an ineligible player will be recorded as forfeit in the opponents favor.

## **RED CARDS**

A player that receives a red card in an earlier game, will remain on the roster as one of the 18 eligible players until the red card suspension has been served in full.

## **TEAMS**

This tournament shall be open to all teams as indicated on the Application to Host approved form, comprised of properly registered youth players (as defined by the rules of US YOUTH SOCCER or their National Youth governing body) provided such team is in good standing with its youth association. It shall be the responsibility of each State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel, and proof of insurance. All competitive teams/players traveling from within the United States but outside the State of Florida must have a copy of their Permission to Travel Forms, approved and signed by a USSF or duly authorized State, or National Association representative.

## **MAXIMUM ROSTERS AND GAME FORMATS**

U8	Roster: 8 players maximum; Playing format: 4v4;
U9	Roster: 12 players maximum; Playing format: 7v7;
U10	Roster: 12 players maximum; Playing format: 7v7;
U11	Roster: 16 players maximum; Playing format: 9v9;
U12	Roster: 16 players maximum; Playing format: 9v9;
U13	Roster: 22 players maximum; Playing format: 11v 11;
U14	Roster: 22 players maximum; Playing format: 11v 11;
U15	Roster: 22 players maximum; Playing format: 11v 11;
U16	Roster: 22 players maximum; Playing format: 11v 11;
U17	Roster: 22 players maximum; Playing format: 11v 11;
U18	Roster: 22 players maximum; Playing format: 11v 11;
U19	Roster: 22 players maximum; Playing format: 11v 11;

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 during team registration.

## **COACHES, ASSISTANTS AND MANAGERS**

Each coach, assistant coach and manager must have a valid coach's pass and must be on the roster.

## **NUMBER ALLOWED**

Teams are allowed only three (3) coaches, assistant coaches and/or managers on their sideline; each must be listed on the team roster. A trainer is permitted to be on the sideline as a fourth team official if they are on the team roster and hold a valid pass.

## **IN CASE OF EJECTION**

If a coach is ejected, an assistant may manage the team. If the assistant is also ejected, or if there is no assistant, the game will be forfeited. In no case will the team be allowed to participate without a properly registered coach or assistant coach.

A player, coach, or team official ejected from a game shall receive an automatic minimum one (1) game suspension regardless of the cause of the ejection. The Tournament Committee shall determine the appropriate sanction for the action resulting in the ejection, said sanction will be determined and communicated to the affected parties as soon as practicable, but no later than prior to the next scheduled game in which the offending party would have an opportunity to participate.

## **WEATHER AND OTHER DELAY PROCEDURES**

Games will not be played in inclement weather if there is a possibility of injury to players. Games will continue in just rain, but will be stopped immediately for lightning.

## **WHAT TO DO**

Please have your team quickly seek safety in the main building or your vehicles, do not leave the Polo Field and wait for further instructions.

The Tournament Director will monitor the weather and will announce when it is safe to resume play. Weather updates will be also posted on the tournament's website: [www.TheVillagesCup.com](http://www.TheVillagesCup.com).

## **WHEN TO RETURN**

After weather delays occur and it is safe to resume, please return to you game field as soon as possible. Games will resume as follows:

- In the 1st half of the game, anytime left on the 1st half will be considered complete. The game will resume and start on the 2nd half. The 2nd half will be played and the score at that time will be posted as FINAL.
- In the 2nd half of the game, the game will be considered complete and the score at that time will be posted as FINAL.
- If there is a second weather related delay in that same game, the game will be considered COMPLETE at that time and the score will be FINAL.

If none of the above are possible, the winner will be decided by penalty kicks. The last resource will be deciding the winner by coin toss which will be done by the Tournament Committee in the presence of a coach AND a player from both teams.

## **CANCELLATION**

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.

## **MULTIPLE DELAYS**

If multiple weather related delays occur during the day, games may be shortened, rescheduled or cancelled. These changes will be posted on the tournament web page. [www.TheVillagesCup.com](http://www.TheVillagesCup.com)

Tournament Committee will have the authority (in its sole discretion) to relocate or reschedule, change the duration or cancel any game. No protests of the Tournament Committee decisions will be allowed.

## **PRE-GAME**

### **ARRIVAL**

All teams need to be at their respective game site no less than 30minutes prior to each scheduled match. Please remember that any team arriving 15 minutes after their designated kick off will be subject to a forfeit. This time may be extended if, in the opinion of the Tournament Director, extenuating circumstances caused the delay. A player who arrives late to a match may not enter that match until the game officials verify the player is eligible and the center referee permits the player to enter the match.

### **GAME CHECK-IN**

The Team Representative (Coach, Assistant Coach and/or Manager) will be responsible to present a validated copy of the roster and all player and coaches passes to be verified by game officials. Team will provide a stamped tournament roster to the game officials at each game along with the passes.

Players' uniforms and equipment will be checked in accordance with FYSA rules, and any conflict resolved. Home Team is listed first on the schedule. They are responsible for changing uniforms if necessary.

### **MINIMUM NUMBER OF PLAYERS**

A game shall begin as soon as the minimum number of players is present. The minimum number of players per team required for each match is as follows:

U8- 4 players;



U9 and U10- 5 players;  
U11 and U12- 6 players  
U13 and older- 7 players;

## **CHALLENGE**

Players may be challenged by the opposing team only during this pre-game procedure. Challenged players will be noted by the Referee on the Game Report, but so noted players will be allowed to participate in the game as long as they have valid, verified player passes and are listed on the validated roster. A challenged player does not constitute a game protest, but may serve as the basis for review. A late arriving player may be challenged at the time he is allowed to participate by the Referee.

## **GAME DURATION**

The Tournament Committee reserves the right to change the duration of game times. Team pairing, field and time decisions will be done in a way that no team will play more than two matches per day and will not play any back to back games. There will be a 1 minute re-hydration break halfway through each half of all age bracketed games. The clock will not stop during this break.

U8- 2x 20 minutes, including water break, plus 10 minutes half with no overtime.  
U9- 2x 25 minutes, including water break, plus 10 minutes half with no overtime.  
U10- 2x 25 minutes, including water break, plus 10 minutes half with no overtime.  
U11- 2x 30 minutes, including water break, plus 10 minutes half with no overtime.  
U12- 2x 30 minutes, including water break, plus 10 minutes half with no overtime.  
U13- 2x 35 minutes, including water break, plus 10 minutes half with no overtime.  
U14- 2x 35 minutes, including water break, plus 10 minutes half with no overtime.  
U15- 2x 35 minutes, including water break, plus 10 minutes half with no overtime.  
U16- 2x 35 minutes, including water break, plus 10 minutes half with no overtime.  
U17- 2x 35 minutes, including water break, plus 10 minutes half with no overtime.  
U18- 2x 40 minutes, including water break, plus 10 minutes half with no overtime.  
U19- 2x 40 minutes, including water break, plus 10 minutes half with no overtime.

## **GAMES THAT END IN A TIE**

Pool games may end in a tie and no overtime will be played nor penalty kicks taken. Finals will not have overtime but will be decided by going directly to penalty kicks.

## **BREAK FOR HYDRATION**

In any FYSA sanctioned match 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 and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees.

## **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.

## **CONCUSSIONS**

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 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 layer 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 layer 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.

## **GROUP WINNERS AND FINALISTS**

When possible, teams will be assigned to groups of 4 teams and only play the teams in their group. If an odd number of teams enter an age group, then groups may be larger or smaller than four. Cross-over games will count in determining which teams within the group advances. In group play, there will be no overtime games.

Group Winners will be determined by the following game point system, with a maximum of 3 points awarded for a single game:

Win- 3 points  
Tie- 1 point  
Loss- 0 points

If a tie in points exists between teams, the following tie-breaker rules apply:

- a) Head to Head competition (not applicable if more than 2 teams tied on points); then
- b) Net Goal Differential (total goals scored less total goals allowed); then
- c) Least Goals Allowed; then
- e) Penalty Kicks per FIFA rules

The team at the end of the bracket or pool play with the highest total points will be declared the bracket winner and will advance to the FINALS.

## FIELD

The Site Director will designate one sideline for players and the opposite sidelines for spectators. Both teams will take the same side of the field. All other supporters will take the opposite side. No one is permitted behind either goal/end line. Only three (3) carded team officials are permitted on the sidelines with their players.

Markings will be proportionate to field size. The field of play will conform to the following dimensions:

4v4 minimum 20x25 yards / maximum 30/35 yards, goal size 6x18 feet;

7v7 minimum 35x45 yards / maximum 45x60 yards, goal size: 6x18 feet;

9v9 minimum 45x70 yards / maximum 55x80 yards, goal size: 6x18 feet;

11v11 minimum 50x100 yards / maximum 100x130 yards, goal size: 8x24 feet

## BALL SIZE

U8-U12: Size #4,

U13 – U19: Size #5

## BUILD OUT LINES

- A. Applies to U9 and U10 only.
- B. Build out lines should be equidistant between the Penalty Area and the Halfway line.
- C. This line will be physically painted on the field.

Build Out Line Rule (9U & 10U): As established in the USSF Player Development Initiatives, Build Out Lines are mandatory for 7v7 play. The build out line is used to promote playing out of the back in an unpressured setting.

- A. The Build Out Line Rule becomes effective when the goalkeeper gains possession of the ball.
- B. This Rule is governed by the principal of "fair play."
- C. Like a Free Kick, the goalkeeper has the option of waiting for the opponents to be outside the Build Out Line, or take a quick re-start. There is no consequence to any player if the ball is lost after a quick re-start is played.
- D. Punts and drop kicks by the goalkeeper are prohibited. If the keeper punts or drop kicks the ball, the Referee will stop play, place the ball at the spot from where the keeper kicked the ball, and play is restarted by the keeper kicking the ball to a teammate. The opponents must be outside the Build Out Line and the teammate must be inside the Build Out Line.

- E. Goalkeepers may throw the ball, place the ball on the ground and kick the ball, or place the ball on the ground and dribble the ball. When placed on the ground for a kick, the ball cannot be moving.
- F. The first kicked pass must be to a teammate inside the Build Out Line. The keeper may release the ball by throwing beyond the Build Out Line.
- G. Opponents must stay outside the build out line until the second touch on the ball. A keeper dribbling the ball will be considered a second touch.
- H. Goal Kicks are subject to the Build Out Line rule.
- I. Free Kicks inside the Build Out Line but outside the Penalty Area are NOT subject to the Build Out Line rule.

### **NO HEADERS (9U to 12U)**

- A. USSF mandates that players 10 years old and younger may not head the ball, therefore there shall be NO headers allowed in any game for teams 12U and younger.
- B. USSF mandates that players 10 year of age and younger may not head the ball during training sessions. Players that are 11 and 12 are allowed to have limited headers during training.
- C. Determination on whether a header was deliberate will be the Referee's sole discretion.
- D. When a player deliberately heads the ball, an indirect free kick will be awarded to the opposing team at the spot of the offense.
- E. If a deliberate header occurs inside the Penalty Area, an indirect free kick will be taken on the Penalty Area Line parallel to the goal line at the point nearest to where the offence occurred.
- F. If a player does NOT deliberately head the ball, then play should continue.

During The Villages Cup all teams registered as U12 and under will follow the no header mandate as mentioned above.

### **REFEREES**

The center referee for all matches must be certified by the Federation. If an assigned referee fails to appear for a game, the assignor and/or Site Director will provide a replacement. The game will be played as scheduled and deemed official.

Referees are required to turn in an official game report as directed by the Tournament Committee and are required to submit an Incident Report of the names and teams of all players issued red and yellow cards and details of any other matters involving the improper or unsportsmanlike conduct of a team, its players, coaches or supporters.

Two (2) assistant referees will be assigned in the appropriate age group (U11 and older) games. In the event the assigned assistant referees fail to appear, the referee must find suitable assistant referees. The game will be played as scheduled and will be deemed official.

Referees do not need to be paid a game fee as that is part of the tournament fee.

## **LAWS OF THE GAME**

All games shall be in accordance with the FIFA "Laws of the Game" (except where modified herein.)

## **NUMBER OF PLAYERS**

U8 will play 4v4, no goalkeeper; Up to 8 players on the roster, including guest players.

U9 and U10 will play 7v7, one must be a goalkeeper; Up to 12 players on the roster, including guest players.

U11 and U12 will play 9v9, one must be a goalkeeper; Up to 16 players on roster, including guest players;

U13 thru U19 will play 11v11, one must be a goalkeeper; Up to 22 players on roster, including guest players;

## **SUBSTITUTIONS**

Substitutions may be made only upon proper notification of the referee through the linesman, with the referee's permission. The substitute shall not enter the field of play until the player he/she is replacing has left the field and after being signaled onto the field by the referee. Substitutions shall be unlimited and permitted during any game stoppage with the Referee's consent.

## **PLAYER'S EQUIPMENT**

Player equipment must conform to FIFA rules. All players will wear shin-guards (under socks). The referee shall be responsible to insure that no player wears anything which may cause injury to himself or another player. The referee shall make the decision as to the safety of the player and the referee's decision is final.

- a.) Screw in cleats is permitted; however, judgment as to their safety is at the discretion of the referee.
- b.) Orthopedic casts are not permitted; however, soft braces can be worn with *written* approval from a doctor, and judgment as to safety is at the discretion of the referee.
- c.) Shin guards must comply with FIFA Law 4:
  1. Shin guards are required for any FYSA event for the Safety of the players.
  2. Shin guards are covered entirely by the stockings.
  3. Shin guards are made of a suitable material (rubber, plastic, or similar substances).
  4. Shin guards must provide a reasonable degree of protection.

It is the policy of FYSA that no player is 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.

## UNIFORM

Teams will wear uniforms of matching design and color with a minimum of six-inch numbers affixed to the back of the uniform shirt. In the event of similar team colors, the home team will be required to change to a color accepted by the referee. The uniform of the goalkeeper must be distinctly different in color from the basic colors of both teams.

## CONDUCT

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 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.

Team Managers/Coaches will be responsible for the behavior of their fans. If the referee warns any coach about their fans' behavior, and the behavior does not improve, the coach can be sent off by the referee.

Any player, coach, team official or parent exhibiting or threatening violence to anyone (player, coach, referee, spectator, or Tournament official) will be grounds for immediate expulsion from the tournament, such determination to be made by the appropriate referees and tournament officials.

### **Alcoholic beverages, smoking, use of profanity are not permitted.**

Mechanical and artificial noise makers are prohibited.

Per Florida Youth Soccer Association Rule 504.1- Red Card suspension or send off suspension 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 no less than three (3) members. The Discipline Committee will review all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc. using FYSA Rule 502.

A. All players and managers/coaches shall be subject to FYSA Section 502- Discipline and Sanctions.

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

C. Coaches/ team official shall be held responsible for the actions of any individual(s) at any match that in the opinion of the referee is a supporter of that team.

D. Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend a suspension of up to the duration of the tournament with further disciplinary action by

the appropriate State or National Association. The Discipline Committee's recommendations must be made available to affected parties no later than prior to their next scheduled game.

E. At the conclusion of the tournament, it is the responsibility of the team's coach/manager to pick up the passes from the tournament office (even if suspensions have not been completed).

F. A complete report will be sent to FYSA within seventy-two (72) hours of the conclusion of the tournament for possible further discipline.

G. 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 either before or after a game.

H. 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.

### **TERMINATED/SUSPENDED GAMES**

Games terminated for other than inclement weather, i.e. uncontrollable situations will not be replayed. The Tournament Committee will make the decision as to the score of such games and whether teams advance based on the circumstances involved in the termination after receiving reports from game officials. The decision of the Tournament Committee and Director is final.

If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team(s) could be suspended from further play and forfeits that game and all remaining games without any refund. All previous points earned remain as played. Matches that do not reach half time will be considered a 0-0 tie.

### **FORFEIT:**

All forfeited games will be score as 4-0.

### **PROTEST**

There will be NO protests. All disputes will be resolved immediately by the Tournament Director. These decisions are final.

### **POST-GAME PROCEDURES**

As a mutual courtesy, we ask that both teams congratulate each other for a game well played. Please vacate the bench area quickly so that the players from the following game can get settled. Referees will return the completed game report and all passes to the Tournament Director, as well as any ejected player(s) or coach(es) passes.

## **CONFIRMING THE SCORE**

Managers/coaches have the opportunity to confirm the score with the site director after each game. One hour after the completion of the game any score that has been submitted by officials and is not challenged by team coaches is FINAL.

## **CLEAN UP**

All teams should clean up their bench area after their game by picking up all trash from the ground and place them in the trash receptacles located at each field. Please help keep the team areas clean.

## **AWARDS CEREMONIES**

Team trophies will be awarded to the teams who reach the finals in all age groups/divisions. Individual medals will also be presented to all of the players who reach the finals. 1<sup>st</sup> and 2<sup>nd</sup> place teams will receive awards. No 3rd place, or lower, awards will be given.

## **FEES AND REFUND**

Teams that have not paid their tournament entry fee by the time registration closes, MAY be removed from the tournament and/or a late fee charged.

### **REFUND POLICY:**

- 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.
- D. Any team that will not be permitted to play in the contracted age group shall have the option to "play up" or withdraw and receive a full refund of all entry fees. All tournaments shall notify any participant not less than fifteen days prior to the beginning of the tournament if any age group advertised will not be offered.

Teams that cancel participation or pullout of the tournament following the registration deadline of August 25<sup>th</sup>, 2016 will not be granted a refund.

## **GENERAL**

The Tournament Committee reserves the right to decide on all tournament matters. The Tournament Committee's interpretation of these rules shall be FINAL.

No sales of any kind are permitted without the written permission of The Villages Soccer Club.



No overnight parking (no exceptions.)