



Soccer7 Holiday Cup – Men’s & Women’s Open

January 9-10, 2016 - Doral, Florida

Soccer Planet USA

Rules & Regulations

TEAM ELIGIBILITY

A player may compete for only one team participating in the tournament. In the event a player is found to have been rostered to more than one team in the tournament, the second team on which the player is rostered in the tournament shall 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.

- Teams are required to have and present player picture identification cards.
- Teams must provide a tournament roster.
- Teams must provide a waiver form

REGISTRATION FEE

Men’s & Women’s Open: \$575.00

- Teams that register after the registration deadline of January 4, 2016 will be charged a \$50.00 late fee.
- Accepted teams that cancel or pullout after January 4, 2016 will not be entitled to a refund.
- Teams not accepted will receive a refund in full.

PLAYER EQUIPMENT

1. Where the color of the jersey is similar or identical, the designated home team will change jerseys.
2. All players must have uniforms with individual numbers on the jersey.
3. No jewelry (including earrings) may be worn by any player.
4. Shin guards are recommended but not mandatory.

LAWS OF THE GAME

- The match will be contested by two teams, each of them with Seven (7) players maximum, one of them will be a goalkeeper. It’s obligatory to start the game

with Seven (7) players.

- When one or both teams are with less than four players, the game will end this team will lose the game. If both teams end up with less than four players at same time, neither will earn victory.
- The referee can demand a player to remove any object that might be dangerous to the other players.
- Slide tackling the ball by field players is not permitted, and penalize by an indirect free kick will be awarded to the opposing team.
- **YELLOW CARD** – The athlete that receives a yellow card will only be allowed back to the field or be substituted after 2 minutes, timed, of game. The punished athlete should stay on the bench until he is informed of his return, or until he is substituted.
- **BLUE CARD** – the athlete that receives a blue card the player will not be allowed to return to the field. He can be substituted after 2 minutes. The athlete punished by a blue card will not be allowed to stay on the bench, or in the field.
- **RED CARD** – athlete expelled from the game.
- When the ball goes beyond the lateral line, either by ground or air, it will be put back in the game, by being thrown back inside the field from the point where it went out, in any direction, by a player from the adversary team to the one that last touched it. A goal cannot be scored from a throw in. In this case, the referee will demand the performing of a corner kick, if the athlete puts the ball in his own goal area.
- Corner kicks will be played with the hands. Throw must be done over the head, as you would with a throw in.
- Goal kicks will restart the game with the ball in the goalies hands. A keeper might throw the ball over the half line. The ball may not reach the opposing goal without touching a member on the field.
- Goalkeepers cannot pick up the ball with their hands if the ball is passed to them by a teammates. Goalie may only pick up the ball with the hands from his own teammate if and only the pass is made with the head or inadvertently.
- Goals can be scored from anywhere on the field.
- The team that commits 7 collective infractions for period of game, after the 7th will undergo a penalty in favor of the adversary team. It will turn zero at the end of the period.

SUBSTITUTIONS

The number of substitutions is unlimited, restricted to the 14 players registered on the roster, without any need to stop the game to make the substitutions with the referee's permission. Must occur at the halfway line and must not interfere with play.

LENGTH OF GAME/TIME PERIOD

The game shall consist of two 25 minute halves separated by a 5 minute halftime period. Games tied after regulation play shall end in a tie except in a playoff/final game. A team, at the sole discretion tournament director will be forfeited at game time if they are not present.

- Any injury reasons and/or other reason can result in additional time in any of the halves, depending on the referee's decision.
- One timeout period per half, per team will be allowed during the match. The request must be made to one of the referees by the team captain and/or team coach. During timeouts players are not allowed to leave the field, coaches may come on to the field.
- The timeout will last 1 minute. The time will be added to the end of each half.

FORFEITS

A forfeit will be declared if a team is not present at the field and prepared to play within 15 minutes of the scheduled start time. A minimum of four (4) players for is necessary to start a game. A forfeit shall be recorded as a 3-0 win.

POINT-SYSTEM AND TIE-BREAKERS

3 points for a win, 1 point for a tie, 0 points for a loss. A forfeit shall be recorded as a 3-0 win.
2. Bracket play, where the top team advances to the semifinal game, tie-breakers will be, in order:

- Largest number of victories
- Goals against
- Goals scored
- Goal differential
- Playoffs only: if a playoff game is tied after regulation play, the two teams will then go to penalty kicks. Penalty Kicks: Three designated players from each team will attempt penalty kicks, with a winner determined after three players from each team have completed their shots. If the game remains tied, the penalty kick phase will continue with a fourth kicker from each team, sudden death, although each team gets an even number of attempts.
- A forfeit shall be recorded as a 3-0 win.

BRACKET/FLIGHT SUMMARY

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

CONCUSSION POLICY: REMOVAL FROM PLAY

Rule One (1): Coaches, referees, or officials must remove from play an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, or other official removes an athlete from a game the decision cannot be overturned.

Rule Two (2): The athlete cannot return to play on the same day that he or she is removed after exhibiting symptoms of a concussion.

Rule Three (3): The athlete is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider and received written clearance. This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play.

CONDUCT

There will be a Discipline Committee comprised of three members. The Committee will review and rule on all reports of unacceptable conduct by players, managers, spectators and coaches.

- Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law as well as the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area and/or the Tournament. Repeated violations may result in the suspension of the team from the Tournament as decided by the Tournament Director.
- 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 Discipline 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, which is no sooner than two games after the game in which the offending party was ejected, since there is at least a one game automatic suspension.
- 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. When serving a suspension, the suspended party must check in and remain at the site tent through the duration of the game, or alternatively may be asked to leave the park.
- Smoking, use of profanity and animals are not permitted at the fields/ Soccer Planet USA facility.

INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee will have the authority (in its sole discretion) to change games as follows:

- Relocate or reschedule any game(s).
- Change the duration of any game(s).
- Cancel the game(s).
- 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.

MISCELLANEOUS REGULATIONS

- Protests - There are no protests. Cup officials reserve the right to decide all matters pertaining to the Cup and Cup rules and regulations. The judgment of the Cup Director is final.

- **Coach's Responsibility** - Each coach is responsible for the conduct of the players, parents, and spectators on his/her team.
- **Cancellations.** If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.
- **Teams that register after the registration deadline of January 4, 2016 as noted on the Central Florida Soccer 7 Cup website will be charged a \$50.00 late fee.**
- **Accepted teams that cancel or pullout after January 4, 2016 will not be entitled to a refund.**