



2006 PUMA CHALLENGE

(formerly the Coca-Cola Clearwater Classic)

Hosted by: Clearwater Chargers Soccer Club

Sponsored by: SCI Companies

Tournament Rules

Tournament Headquarters: Sarasota Polo Club, located off Lorraine Rd, just east of I-75 at University Parkway (Exit 213) 8201 Polo Club Lane, Sarasota, FL 34240. For questions during the event, call Headquarters at (727) 224-0227, or Tournament Director at (727) 224-4912

Tournament Hotels: All teams accepted into the PUMA CHALLENGE tournament requiring overnight hotel accommodations are required to utilize the services ANTHONY TRAVEL (www.anthonytravel.com), the official travel provider of the PUMA CHALLENGE. Anthony Travel has blocked sufficient numbers of room accommodations in the greater Sarasota/Manatee County areas at reasonable prices, to meet the needs of this event.

Tournament Check-in: Each team is required to be present at the Tournament check-in and Coach's meeting on Thursday evening, Nov. 23, 2006. Location will be included in team's acceptance package and posted on tournament website (www.pumachallenge.com). Check-in will be open from 6pm – 8pm, with the coach's meeting following at 8pm. (see "2. Pre-Game Procedures" below for more information).

The rules of this tournament shall be in accordance with USYSA and FYSA except as modified and approved herein.

1. Team and Player Eligibility

- This Tournament shall be open to teams (unrestricted) comprised of properly registered youth players (as defined below) from all Federation organizations (USYSA, US Club, Super-Y, Foreign Federations, etc), in all age groups indicated on the Tournament approval form. Each team must also be in good standing with its youth association or other Federation affiliate. It shall be the responsibility of each State Association or Federation Affiliate 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 as required by the granting authority. The Tournament Committee reserves the right to consolidate or eliminate age groups where insufficient number of teams apply to that age group. For this tournament, the age classifications are as follows:

U-19	Born on or after 8/1/87
U-18	Born on or after 8/1/88
U-17	Born on or after 8/1/89
U-16	Born on or after 8/1/90
U-15	Born on or after 8/1/91
U-14	Born on or after 8/1/92
U-13	Born on or after 8/1/93
U-12	Born on or after 8/1/94
U-11	Born on or after 8/1/95
U-10	Born on or after 8/1/96
U-09	Born on or after 8/1/97

- The tournament committee authorizes a maximum of five (5) guest/loan players per team. Teams may only have guest/loan players from the same Federation organization and all players must be legally registered through their respective Federation organization. (i.e.: USYSA teams can only have players with USYSA passes; US Club teams may only have players with US Club passes, etc.)
- 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 the player participates with. 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 that played will be recorded as 3-0 forfeit in the opponents 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.
- Maximum rosters and game formats for the competitions shall be as follows

U9 & U10	12 players in 6v6 format; no offsides
U11 & U12	14 players in 8v8 format
U13 – U19	18 players in 11v11 format
- All teams must have current, valid player and coaches passes from their authorizing Federation organization, for everyone who will be participating at the event. Passes must have a verified team code and player's date of birth, have current photo attached and be laminated.

2. Pre-Game Procedures

- Prior to the beginning of the tournament at the designated check-in meeting, each team's coach/manager will present the approved roster, along with valid player and coach passes, notarized medical release forms for each player, approved guest/loan player documents and travel authorization as required. If teams are not able to attend the tournament meeting due to travel, with pre-approval from the Tournament Director, they will have to perform this verification at the Tournament Headquarters site ONLY, prior to proceeding to their first game.
- Prior to each game, player passes will be verified again by game officials against the approved tournament participation roster. All teams need to be at their respective game site no less than 30 minutes prior to each scheduled match. 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.
- Each manager/coach (or assistant) must have a valid coach's pass. If a manager or coach is ejected, an assistant properly registered may conduct the team. If the assistant is ejected, or if there is no assistant, the game will be forfeited.

3. Laws of the Game

- All games shall be in accordance with the FIFA "Laws of the Game". The Under 9, Under 10, Under 11 and Under 12 Age Groups will play under the Rules of the Developmental Program - modified playing rules. Under 9 and Under 10 will not have offsides.

- 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 will be allowed:
 - a) Prior to a throw-in by your team
 - b) Prior to a goal kick by either team
 - c) After a goal by either team
 - d) After an injury, by either team, when referee stops play
 - e) At the beginning of the second half or overtime periods.

4. Player Equipment

- Player equipment must conform to FIFA Rules. Shin guards will be worn, under the socks, by all players. A player wearing an orthopedic cast SHALL NOT be eligible to participate in any game under any circumstances. Orthopedic braces may be allowed IF:
 - a) The player has a signed waiver from a parent (or guardian) to release FYSA or its insurance company and the Tournament from any claim in case of further injury to the joint protected by the brace.
 - b) The player has a written physician statement stating the player requires the brace to play and no further injury is likely to occur while the joint is supported by the brace.
 - c) A player may be removed from the game at any time if the referee determines the player is using (or attempting to use) a brace to injure another player.
- Players will wear matching design and color uniforms with numbers attached to the back of the uniform. No two players may have the same number while both players are on the field.
 - a) In the event of similar team colors, the designated home team will be required to change to an alternate color accepted by the referee. The home team is the first team listed on the schedule for each match, and appears in the "Home Team" column.
 - b) The goalkeeper's uniform must be distinctly different in color from the basic colors of either team and the referee.

5. Referees

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 submit a completed official game report to the Site Director, along with the player and coaches passes from the teams that competed, upon the conclusion of each match.

Referees will be paid after the completed game report has been submitted after the match.

6. Duration of Game

Game will be played per age group as follows:

AGE GROUPS	REGULATION (minutes)	OVERTIME (minutes) – Semis & Finals only
17,18,19	2 x 40 = 80	2 x 15 = 30; then PKs
15,16	2 x 35 = 70	2 x 15 = 30; then PKs
13,14	2 x 30 = 60	2 x 10 = 20; then PKs
11,12	2 x 25 = 50	2 x 10 = 20; then PKs
9,10	2 x 20 = 40	No Overtime = Direct to Penalty Kicks

* In Semi-finals and finals where determination of winners is required, overtime periods will be played in full. If after 2 overtime periods the game is still tied, the game will proceed to PKs.

7. 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 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. Tournament Field Marshals will be present at games to assist. In addition, these rules will apply:

- a) The Site Director will designate one sideline for players and the opposite sidelines for spectators.
- b) 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.

8. Post-Game Procedures

As a mutual courtesy, the tournament committee asks that both teams congratulate each other for a game well played.

- a) Referees will return the completed game report and all passes to the Site Director (or Tournament Official), as well as any ejected player(s) or coach(es) passes.
- b) Manager/Coach of each team will confirm the score as reported on the Game report with the Tournament Official and mark their initials on the Game report.
- c) Manager/Coach of both teams will make sure their respective sideline areas are clean and all trash is in the containers provided.

9. Discipline

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.

- a) 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.
- b) 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.
- c) At the conclusion of the tournament, passes will be returned to the coach, even if suspension has not been completed. A complete discipline report will be sent to the FYSA office within two (2) days of the tournament's conclusion for possible further discipline.

10. Forfeits

A team is allowed a fifteen (15) minute grace period from the scheduled time before awarding the game to the opposing team. A minimum of eligible players (7 for 11v11, 6 for 8v8, and 5 for 6v6) must be present, dressed and ready to play within the grace period, to constitute a "team". The game will be scored as 3-0. In the event that the scheduled time is revised from the printed schedule, coaches/managers will be notified by phone or in person by a Tournament Official of the new game time.

11. Determination of 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 (4). Cross-over games 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 10 points awarded for a single game:

Win	6 points
Tie	3 points

Loss	0 points
Shut-out	1 point
Goals scored	1 point per goal scored, to a maximum of 3

- *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 with a maximum differential of three (3) per game); then
 - c) Least Goals Allowed; then
 - d) Mini Game equal to two (2) overtime periods, except age groups previously indicated to not have overtime periods.
 - e) Penalty Kicks per FIFA rules
- Wild Card System: If a division uses a wild card to determine the 4th team to qualify for the semi-finals, the team pairings will be as follows:
 - a) Winner A vs. Winner C, and Winner B vs. Wild Card
 - b) *EXCEPTION*: If the wild card team is from Group B, the team pairings will be as follows:
 - c) Winner A vs. Winner B, and Winner C vs. Wild Card.
 - d) To determine wild card teams selected from groups of different sizes, comparisons will be made using averages. That is, dividing game points, net goal differential, and least goals allowed by the number of games played within each group.

12. Protests

For a protest to be considered, the following procedure must be followed:

- a) No protest on a referee judgment or discretionary call will be accepted.
- b) Verbal notification of the intent to protest must be given to the Tournament Official immediately following the game.
- c) Protest must be in writing by the manager/coach and delivered to the Tournament Director no later than one (1) hour following the game and accompanied by a cash fee of \$200.

13. External Conditions, Weather, etc.

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the Tournament Committee shall have absolute authority to make changes in order to best serve the completion of the tournament. In case of extreme heat or humidity, the referee shall allow brief stoppage of the game to allow players a water break.

14. Championship and Finalist Ceremony

Following the completion of the championship game, the two (2) teams shall present themselves at the awards tent where:

- a) Each runner-up Finalist player will receive an individual award.
- b) Each Winner, Champion player will receive an individual award and championship T-shirt; team receives a team award.

15. General

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

- a) The Tournament Committee's interpretation on the foregoing rules shall be final.
- b) If not enough teams are realized within a single age group, the Tournament Director shall notify the participants as soon as possible. The participants will be given the option to play up or receive a full refund.
- c) The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYSA, and other USSF affiliate organizations as required.
- d) The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
- e) Prohibited items: Smoking is not allowed on the sidelines and other areas as marked at each site. Alcohol, drugs, etc. are strictly prohibited at all locations at all times. Pets and animals, except seeing-eye and other "working" dogs, are not allowed. Noise makers and amplification devices deemed disruptive to play by site and tournament officials are not allowed during play.