2022 DISNEY LABOR DAY SOCCER TOURNAMENT RULES | September 2-5, 2022

ESPN Wide World of Sports Complex
700 S. Victory Way
Kissimmee, FL 34747
Phone: 407-938-3805
Email: wdw.sports.soccer@disneysports.com

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1. ELIGIBILITY

Disney Youth Soccer Tournaments 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.

All teams must complete mandatory online check-in through GotSport by August 5, 2022. All eligibility documentation must be uploaded through the tournament website. Teams that fail to complete their online check-in by the deadline will be assessed an immediate 1-point penalty in determining standings during pool play. Teams that fail to provide the proper eligibility documentation will be removed from the tournament.

Required items for online check-in:

- Official State/Association Roster
- Disney Event Waiver (players and coaches/managers only)*
- Guest player forms (if applicable)

* All pages of each waiver must be submitted for each participant with original signature. Typed or electronic signatures will not be accepted.

Competitive teams, except for foreign/international teams, must be registered with a National Soccer Association affiliated with US Soccer/US Youth Soccer and must present an official state roster. Each team must present a player pass including photograph and signature (US Soccer, USYS, AYSO, or National registration) as proof of age. "No pass, no play."

Recreational teams must produce a roster signed by an official of the club (club must be affiliated with US Youth Soccer or some other national soccer organization) of which they are affiliated and played for, listing each player, including their date of birth, and must provide, at registration, a birth certificate or state or national certified player pass, for each such player evidencing that player's eligibility to play on that team based on birth date.

Double rostering is not permitted. A player may compete for only one team participating in the tournament.

Where required by the State or National Association for which a team/player is registered, 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 US Soccer or duly authorized State or National Association representative.

Foreign Teams must have written permission and verification from their Federation, indicating authorization to participate in the Tournament. Players must provide passports during online check-in (including Canadian citizens). These teams must present

a certified roster signed by an official of the Club with which they are affiliated and played for, listing each player and including their date of birth.

There will be no roster changes and/or additions within 72 hours of the team's first tournament game.

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. **Player passes must be presented at the field for each game.**

There will be no roster changes and/or additions once a team's first tournament game has started.

U9 - U10 age group teams will play 7v7 and roster size cannot exceed 12 players. 4 maximum guest players.
U11 - U12 age group teams will play 9v9 and roster size cannot exceed 16 players. 5 maximum guest players.
All other U12 Rules of Competition including no heading will apply.
All U13 and older age groups will play 11v11 and be limited to a 22-player roster size. The game roster shall have a maximum of 18 players. Players not on the game roster are allowed to sit on the bench in the team's opposite uniform or in street clothes. U13-U18 are allowed 6 maximum guest players.
The above roster sizes are for the entirety of the tournament in that the same players must be on the maximum tournament roster for the entirety of the tournament. Rosters must be approved by the tournament and only approved rosters may be used as games rosters. Once a team begins play in the tournament, their roster is frozen for the duration of the event. Teams applying to "play up" an age group must be approved by the Tournament Committee.

Each team is limited to four (4) registered coaches/managers/trainers on the bench. In no case will a team be allowed to participate without a properly registered coach unless approved by a tournament official.

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 Disney Youth Soccer Tournaments Credentials 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 teams National Organization or National State Association. If you are not sure of a player's eligibility, ask, in writing, the Tournament Committee.

2. AGE DETERMINATION

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

AGE DETERMINATION: the player's playing age is determined by the following USYS guidelines for 2022/2023.

Age Division	Birth Year	Maximum Roster	Guest Player Limit
U9*	Born in 2014	12	4
U10	Born in 2013	12	4
U11	Born in 2012	16	5
U12	Born in 2011	16	5
U13**	Born in 2010	22	6
U14	Born in 2009	22	6
U15	Born in 2008	22	6
U16	Born in 2007	22	6
U17	Born in 2006	22	6
U18	Born in 2005	22	6
U19	Born in 2004	22	6

*Player must have reached the age of 7 at time of event to play U9
**Player must have reached the age of 11 at time of event to play U13

3. 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.

LAW 1**:** Field of Play

U13 – U19 No change per FIFA "Laws of the Game"

U9 & U10 (7v7) and U11 & U12 (9v9) must play in accordance with the USSF new player development initiatives.

LAW 11**:** Offside

No change per FIFA "Laws of the Game"

Law 11, Offside, will be enforced in all age divisions, including U9-U12

- 7v7 – The build out line will also be used to denote where offside offenses can be called. Players can be penalized for an offside offense between the build out line and goal line.

4. SUBSTITUTIONS

- Substitutions shall be unlimited at any stoppage approved by the referee. Substitutions may be made only upon proper notification of the referee through the linesmen.
- 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.
- For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) 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.

5. DURATION OF MATCH

AGE GROUP	GAME BALL	POOL PLAY (min)	PLAYOFFS (min)	OVERTIME (min)*
U9/U10	#4	2 x 25 = 50	2 x 25 = 50	No overtime, Kicks from Penalty Mark
U11/U12	#4	2 x 30 = 60	2 x 30 = 60	2 x 5 = 10
U13-U19	#5	2 x 35 = 70	2 x 35 = 70	2 x 5 = 10

*** In pool play, there will be no overtime games**

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.

6. HEADING GUIDELINES

- Deliberate heading is not allowed in age groups U12 and younger
- If a U12 or younger player deliberately 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 header of a U12 or younger player occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred

7. 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 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 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 player 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.

8. EQUIPMENT

The home team will provide the game ball.

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

Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgment as to its safety is at the discretion of the referee. Soft braces can be worn with written approval from a doctor, and judgement as to safety is at the discretion of 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. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, the referee must stop the match to correct the situation.

Each team must have two (2) uniform sets (one light color and one dark color) at each match during the event. Generally, accepted light colors include, but are not limited to: white, light grey, sand, sky blue, yellow, gold, pink, and light green. Generally accepted dark colors include, but are not limited to: black, dark grey, dark brown, navy blue, red, maroon, dark green, and deep purple.

- The home team is required to wear their light color jersey and light color socks
- The away team is required to wear their dark color jersey and dark color socks
- Matching shorts are not required

If, in the opinion of the Referee, there is a color conflict, the team causing the conflict must change.

Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and clearly visible. Each player on a team must wear a number different from the number of every other player on the team. Numbered jerseys for goalkeepers are optional. It is suggested that teams traveling with multiple goalkeepers have numbered jerseys for them.

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.

9. 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) must be present, dressed, and ready to play within the grace period, to constitute a "team." The game will be scored as 4-0. If the scheduled time is revised from the printed schedule, coaches/managers will be notified by email, tournament website, phone, or in person by a Tournament Official of the new game time.

- A forfeit in group play 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, 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.

The tournament discipline committee will review the circumstances of the forfeit and may add additional penalties including, but not limited to:

- Not allowing the team to be declared a division winner or wild card team
- Forfeit all games. The forfeiting team may play all remaining Group Play matches (using referees) as official exhibitions (friendly matches)

- The decision of the committee will be final

10. ABANDONED GAME

If referees have to cancel the game while in progress (abandoned game) 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 in 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.

11. PROTESTS AND DISPUTES

NO PROTESTS or video review will be entertained. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Tournament Director and all decisions will be final.

12. CONDUCT AND DISCIPLINE

- It shall be solely the team's responsibility to determine the status of its players and coaches. 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 FYSA Rule 504.1, red card suspension 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 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.
- All players and managers/coaches shall be subject to Florida Youth Soccer Association Section 502 – Disciple and Sanctions.
- 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 (automatic minimum one-game suspension). The Discipline Committee will review the post-game reports and determine the appropriate total suspension for the action resulting in the ejection. Determination will be communicated to the affected team as soon as practicable, but no later than two games after the game in which the player or manager/coach was ejected. No reviews or appeals will be entertained for red cards.
- 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.
- At the conclusion of Disney Youth Soccer Tournaments, 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 discipline report will be sent to the FYSA office within 72 hours of the tournament's conclusion for possible further discipline.
- 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.
- 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.
- 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 four (4) 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 Committee will designate the opposite sideline for the spectators. No one will be allowed behind either goal/end line.
- The manager/coach will be responsible for the behavior of their fans and the referee, Disney Security, Duty Manager, and/or Tournament Committee 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 the fields.
- Artificial noise-making devices are prohibited.

13. POST GAME PROCEDURES

- 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.

14. TOURNAMENT AND MATCH SCHEDULES

Disney tournaments are 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 with one flight/division per age group.
- A win will receive 3 points, a tie earns 1 point, and loss earns 0 points for bracket standings. Ties remain in pool play.
- The Tournament Committee will decide the playoff format for each age group
- All teams are guaranteed a minimum of 3 scheduled games.
- Teams can play up to 2 games in one day.
- Bracket winners, or bracket winners plus top wildcard, will advance to the playoffs. Awards will be issued to the 1st and 2nd place winners for each age group. *If the teams have the same number of points, the criteria in the "Determination of Group Winners" will be used to break the tie. Playoff pairings will be as shown on the tournament schedule.
- The Tournament Committee will have the authority (in its sole discretion) to correct any and all publishing errors in regards to scoring, schedules, brackets, etc.
- The Tournament Committee, based on its interpretation of these rules, will determine the teams which advance into the final rounds.

15. DETERMINATION OF GROUP WINNERS

In group play, there will be no overtime games.

Standings in a group will be determined by:

Game Points: 3 points for a Win | 1 point for a Tie | 0 points for a Loss | -1 point if missed on-line check-in deadline

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, maximum of ten (10) goals per game
5. Minus 1 Game Point for each Red Card/Send-off
6. Penalty kicks* in accordance with FIFA "Taking of Kicks from the Penalty Mark."

*If both teams are to advance to the playoff rounds, the team that applied first will receive the higher seed in lieu of penalty kicks.

The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

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 Committee.

If more than two teams are involved in a tie, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5 the team that applied first will sit out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out, (kicks from the mark) the winner will advance. When all teams advance to the playoff rounds, the teams will be seeded based on date of application, from earliest to latest, in lieu of kicks from the mark.

Example 1: (4 Team Bracket) Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1st, team 2 is 2nd, and team 3 is 3rd.

Example 2: (4 Team Bracket) Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, team 2 is +4 and team 3 is +2. Team 3 is 3rd, Team 2 defeated Team 1 therefore team 2 is 1st and team 1 is 2nd.

Example 3: (6 Team Bracket) Three teams have 6 points and Team 1 has defeated the other two. Team 1 will be the group winner. The tie breaking procedure begins for the remaining tied teams with number 1.

The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss.

In the semi-final and final game, if a clear winner is not decided after regulation time, overtime will be played. Overtime will be two periods of equal length, per Law 7. 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." In quarter-final matches if a clear winner is not decided after regulation time, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

16. INCLEMENT WEATHER

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

- Relocate and/or reschedule a match.
- Change a division structure.
- Reduce scheduled duration of a match.
- Cancel a match.

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

17. REFUNDS

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.

Per FYSA Rules 902.10: Any team that is not permitted to play in the contracted age group shall have the option to 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**.**

18. GENERAL

- Teams that withdraw from the tournament after schedule release will NOT be refunded tournament entry fees.
- Disney Youth Soccer Tournaments, 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 or whole of this tournament.
- The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.
- ESPN Wide World of Sports Complex 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.
- Only registered coaches/managers are allowed in the Tournament Office.