

CLASH OF THE CHAMPIONS SOCCER TOURNAMENT RULES -2026

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at the 149 Giralda Avenue, Coral Gables, FL

REGISTRATION AND TEAM ELIGIBILITY

Clash of the Champions shall be open to all teams composed 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.

Tournament officials shall conduct all credentials checks:

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.

Teams from the United States:

- The Players and bench personnel must present picture identification cards issued by the team's Federation Organization Member (USYS, US Club, AYSO, other)
- 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 tournament participation from the team's Federation Organization Member.
- Teams from a US Youth Soccer National State Association outside of Florida must provide proof of permission to travel.
- Teams must provide a certified/approved tournament roster from the team's Federation Organization.
- Teams not from USYS or US Club must provide proof of insurance.
- Teams must provide a completed Waiver Forms for every roster player up to the age group maximum and bench personnel (Coaches/Trainer/Manager) maximum 3 per team.

Documentation required for pre-game check-in: All Teams

- Teams are required to have and present player and bench personnel picture identification cards.
- Identification cards will be checked against the tournament roster.
- Teams must have on hand a certified/approved tournament roster from the team's Federation Organization in case of any discrepancies.
- Each team is limited to three (3) registered coaches on the bench. In no case will a team be allowed to

participate without a properly registered coach unless approved by a tournament official.

The jersey number of each player must be the same as the player's jersey 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 (jersey or roster changed).

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 eligibility and with the permission of the center referee.

Only at the pregame 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 Clash of the Champions Soccer Tournament 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
If you are not sure of a player's eligibility, ask, in writing, the Tournament Director.

In case of lost or stolen ID cards the tournament committee reserves the right to use alternate identification or make tournament specific ID cards

PLAYER AGE AND ELIGIBILITY

In no event will a player be allowed to participate who has not been certified by the Clash of the Champions Soccer Tournament Credentials Committee.

The player's playing age is determined by the following USYS guidelines for 2025/2026.

U9 2017 - **U10** 2016
U11 2015 - **U12** 2014
U13 2013 - **U14** 2012
U15 2011 - **U16** 2010
U17 2009 - **U19** 2008/07

Under 19 Girls and Boys Division Under 18 Girls and Boys Division Under 17 Girls and Boys Division Under 16 Girls and Boys Division Under 15 Girls and Boys Division Under 14 Girls and Boys Division Under 13 Girls and Boys Division** Under 12 Girls and Boys Division Under 11 Girls and Boys Division Under 10 Girls and Boys Division Under 09 Girls and Boys Division*

*A player must have reached the age of 7 at the time of the event to be able to play U9 **A player must have reached the age of 11 at the time of the event to be able to play U13

Playing Up Guidelines

FYSA teams must follow FYSA Rule 211.3 which states:

It is FYSA's policy that all players compete at a level they are capable of both physically and developmentally.

1. Players up to U8 age groups will be allowed to roster up two (2) years provided they have parent permission and approved by the Club Board of Directors
2. Players in the U9 to U14 age groups will be allowed to roster up to two (2) years, subject to the restriction that no player may participate in a FYSA sanctioned competition in which heading is permitted before their eleventh (11th) birthday
3. Player in the U15 and older age groups will be allowed to roster up to any older age groups.

Non-FYSA teams must follow guidelines set by their National Governing Body (NGB). In no case in age groups U8-U14 players will not be allowed to play more than 2 years up without the approval of the Tournament Committee.

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. FYSA teams and players must follow

FYSA Rule 208 "Guest Playing" and will not be allowed to guest play with or have guest players from a non USYS affiliate organization. Crossover between USSF affiliates and FIFA Federations will be allowed except as stated in FYSA Rule 208. Guest players must have permission to participate/travel from their National and State Association, Federation, School or any other USSF affiliated organization.

Players may play for more than one team in the tournament.

NOT 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 in the tournament unless a medical doctor licensed in the state of Florida or Certified Athletic Trainer (ATC) has cleared the player.

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. Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee or tournament official ending the match.

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 2: The Ball

The home team will be responsible to provide the game ball. This ball is to be presented to the referee at the start of each match. U13 and older Size #5 U12 and younger Size #4

LAW 3: Number of Players

U9-U10	<i>Seven (7) per side (as modified per Development Player Program) - Non-Heading Divisions as per US Soccer mandate -Minimum 5 per side.</i>
U11-U12	<i>Nine (9) per side (as modified per Development Player Program) - Non-Heading Divisions as per US Soccer mandate - Minimum 6 per side</i>
U13 -U19	<i>Eleven (11) per side – Minimum 7 per side</i>

Maximum Number of Players listed in the Roster

U9-U10	12 Players Max Per Team Roster
U11-U12	16 Players Max Per Team Roster

U13-U19	22 Players Max Per Team Roster (Only 18 eligible to dress per game)
---------	---

Maximum Number of Guest Players

U9-U10	3 Players Max Per Team Roster
U11-U12	4 Players Max Per Team Roster
U13-U19	5 Players Max Per Team Roster

SUBSTITUTION TIME

- 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

SUBSTITUTION AGE LIMITS

Substitutions may be made at any stoppage only with the permission of the referee.

LAW 4: Players' Equipment

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.

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.

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. 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.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

LAW 5: The Referee

The center referee for all matches must be certified by the Federation. Visiting international referees must be approved by the Federation. Referees are required to submit a completed official USSF or a tournament specific game report to the Site Director

containing game scores and any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

In the event, the assigned referees fail to appear and the assignor and/or Site Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

LAW 6: The Assistant Referee

Two (2) assistant referees will be used in matches U11 and above. For U9 and U10 (7v7 matches) a single center referee with no assistant referees is all that is required but the tournament will attempt to have a full crew on all matches dependent on referee availability. In the event, the assigned assistant(s) fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official

LAW 7: The Duration of the Match

Age Group	Regulation	Championship games
U9, U10	2 x 25 = 50	No overtime (Direct to Penalty Kicks)
U11, U12	2 x 30 = 60	No overtime (Direct to Penalty Kicks)
U13, U14	2 x 35 = 70	No overtime (Direct to Penalty Kicks)
U15, U16	2 x 35 = 70	No overtime (Direct to Penalty Kicks)
U17, U18, U19	2 x 35 = 70	No overtime (Direct to Penalty Kicks)

Law 8 – 10

No change per FIFA "Laws of the Game"

Law 11:**Offside**

No change per FIFA "Laws of the Game".

- 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.

Law 12: Fouls and Misconduct

No change per FIFA "Laws of the Game" with the following exceptions:

- 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

- U11/U12 (9v9) matches an indirect free kick is awarded to the opposing team at the center spot on the

halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponent's penalty area

- U9/U10 (7v7) field will have built out lines. Build out lines will be equal distance from end line to halfway line

All opposing players must move behind the build out line once the ball is in possession of the Goalkeeper or there is to be a Goal kick.

- U9/U10 (7v7) matches the goalkeeper may pass, throw or roll the ball to a teammate located within the build out line. If the punt occurs within the goal area, the indirect free kick should be taken on

the goal area line parallel to the goal line at the nearest point to where the infringement occurred

- 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

Law 13 – 17

No change per FIFA "Laws of the Game"

TOURNAMENT AND MATCH SCHEDULES

- During the preliminary stage of the tournament teams will play in a World Cup Group Stage format. A win will receive 3 points, a tie earns 1 point, and loss earns 0 points for bracket standings.
- Minimum number of teams at any age/flight is 4; maximum is 32
- The tournament reserves the right to have multiple flights within an age group
- All teams are guaranteed a minimum of 3 scheduled games
- Maximum number of games is 7
- Teams can play up to 2 games in one day
- A minimum of one time slot for rest purposes will be scheduled between games
- The top teams or the top team and 2-3 2nd best teams (depending on number of teams) * of each flight within an age group will advance to the Knockout Round with single elimination. Awards will be issued to the 1st & 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.

POST GAME PROCEDURES

Manager/coach of both teams will ensure 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 director 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 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. In addition to good manners, the following rules will apply to Disney Youth Soccer Tournaments:

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 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 Site Director will designate the opposite sideline for the spectators. No one will be allowed behind the 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.

ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES. ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED. CONDUCT AND DISCIPLINE

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.

Per Florida Youth Soccer Association 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."

Clash of the Champions Soccer Tournament will have a Discipline Committee of no less than three (3) members. The

The Discipline Committee will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc. using the Florida Youth Soccer Association standards as set by Rule Section 502. The committee's decision is final and not appealable.

All players and managers/coaches shall be subject to Florida Youth Soccer Association Section 502 - Discipline and Sanctions.

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

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/Send Off either before or after a game.

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 and jeopardize inclusion into future events at Disney.

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 with further disciplinary action by the appropriate National and State Association, Federation or any other USSF affiliated organization. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of the Clash of the Champions Tournament, 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 report will be sent to the Florida Youth Soccer Association Review & Discipline Committee within seventy-two (72) hours of the conclusion of the tournament for possible further discipline and/or forwarding to the appropriate State and National Association.

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 -1pt if failed to register team

at check in 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. 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.

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 Director.

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 will 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.

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."

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

FORFEITS

Games should start at the given start time. In case the team does not have the minimum number of players there will be up to a fifteen (15) minutes grace period. At that time the Tournament Director may extend the wait time based on unforeseen circumstances or make the decision to declare a forfeit and award the victory to the other team. A forfeit will be scored 4-0.

The tournament discipline committee will review the circumstances of the forfeit and may add additional penalties such as:

- Not allowing the team to be declared a division winner or wild card team
 - Forfeit one you forfeit all. The forfeiting team may play all remaining Group Play matches (using referees) as official exhibitions
- The decision of the committee will be final.

PROTEST AND DISPUTES

There will be NO PROTESTS. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. 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 Director may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official
- Be shortened - The Tournament Director may reduce the length of halves due to weather conditions before the restart of a match once delayed due to weather; all such matches will be considered official.
 - By reschedule (time and location determined by Tournament Director)
 - Go to "Taking of Kicks from the Penalty Mark." (time and location determined by Tournament Director)
 - Be canceled - the tournament committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play If the Tournament Director 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 five (5) penalty kicks. All 5 kicks must be taken by both teams
 - At the end of five (5) kicks the game will be scored based on the results of the penalty kicks. If team A wins 3-2 in Kicks the score will be posted 3-2
 - In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss
 - The score of the penalty kick match will be counted for or against to determine the tiebreaker for advancement Only referees or duty managers can suspend a match already started due to weather conditions. Duration of any suspension will be determined by the Tournament Director.

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, and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees. This break will be a maximum of one (1) to two (2) minutes of time. (FYSA Bylaw 402.4)

TERMINATED GAMES 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 Committee 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 or abandons 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 or abandons 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 group play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

Final Matches

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

Games terminated, or abandoned 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 Discipline Committee after receiving reports from game officials. The decision of the Committee will be final and is binding on all parties. Further disciplinary actions may be taken.

The Tournament Discipline Committee will make the final decision on all disputes regarding the suspension, termination and resumption of play in the best interest of the tournament and all participants.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Tournament Director for awards.

TOURNAMENT ENTRY FEE RETURNS/REFUNDS AS FOLLOWS:

- Within five (5) days after notification that the team is not accepted by their application
- Within five (5) days upon cancellation of the tournament
- Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament

FYSA Rules 902.10 Any team that will not be 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.

GENERAL

Clash of the Champions 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.

The tournament committee has the responsibility to uphold any previous suspension imposed by Florida Youth Soccer Association, US Youth Soccer and/or affiliates of USSF; 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.

PLEASE REMEMBER

- AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT
- TO GET YOUR PLAYER CARDS BACK FROM THE REFEREE AT THE END OF EACH

GAME

- RED CARDS MUST BE RETRIEVED FROM TOURNAMENT HEADQUARTERS
- PLEASE ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME
- IN THE EVENT OF A MEDICAL EMERGENCY THERE ARE CERTIFIED ATHLETIC TRAINERS or EMTS ON SITE
- COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS
- ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES
- ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED

TECHNICAL AREA RULES

The Technical Area shall be clearly marked and will extend ten (10) yards on either side of the halfway line and no more than one (1) yard from the touchline. A maximum of three (3) credentialed team officials (coaches/managers/trainers) listed on the approved tournament roster are permitted in the Technical Area during the match. Only one (1) team official at a time is permitted to stand and provide tactical instructions to players. All other team officials and substitute players must remain seated on the bench while the match is in progress. All team officials must remain within the confines of the Technical Area except in special circumstances (such as attending to an injured player with the referee's permission). Team officials must conduct themselves in a responsible manner at all times. Failure to comply with these regulations may result in warnings, cautions, or dismissal in accordance with the FIFA Laws of the Game and FYSA disciplinary standards. Substitute players must remain within the designated bench area and may not warm up behind the goal lines. Warm-ups must take place in areas designated by the Site Director and must not interfere with match play. The referee has full authority over the Technical Area and may take disciplinary action against any team official who fails to comply with these rules.