

JUDGES CUP COMPETITION RULES

1. Standard Florida Youth Soccer rules apply.
2. 10U = 7 players; 12U = 9 players; U14 = 11 players. Offsides is called in all age groups.
3. All present players must play at least 1/2 of the game. (If a coach of the opposing team wishes to make an issue of this it should be done at half-time to a league official, not the referee. There are no grounds for protest at the end of the game if league official has not been contacted.)
4. Any player may play entire game as goalkeeper.
5. Each team must have a laminated properly completed FYSA GotSoccer Roster (does not need to be signed) OR similar replica roster signed by the league President or registrar. It should contain player name, and either birthdate or FYSA number.
6. Day 1 games may end in a tie (NO overtimes and NO shootouts). Day 2 tie games will first play two 5-minute overtime periods - if still tied the game will be decided by shoot-out (penalty kicks) as follows:
 - a) Barring player ejections, all players on field at end of game should be numbered from 1 to 7 (U10) or 1 to 9 (U12) or 1 to 11 (U14). Substitutions are not allowed.
 - b) The first round will consist of players 1 through 5.
 - c) If still tied, round two will consist of players 6 through 10 (6 through 3 for U10, 6 through 1 for U12, 6 through 10 for U14,).
 - d) If round two ends in a tie, sudden death penalty kicks will be taken continuing the rotation started in b) and c) above. In other words, player 4 for U10, player 2 for U12, player 11 for U14 will take the first sudden death penalty kick.....and so on....
 - e) Goal keeper changes are okay.
 - f) Mercy rule is an 8 goal differential. Game will go to at least half-time though.
7. Games will start as scheduled so arrive early.
8. All teams should have an alternate jersey or pennies in case of color conflicts. All white T-Shirts are acceptable unless your regular team jersey is white.
9. Round-robin games on Day 1 and single-elimination on Day 2.
10. Standings in a group will be determined by:
 - a) Total Points
5 points for a win
2 points for tie
1 point for shut-out
0 points for a loss
On forfeit games score is 3-0 but no points given for shut-out.
Total Points awarded to the winning team by forfeit is 5.
 - b) Head to head competition (i.e. If teams A and B have the same record, but team B has lost to team A, then team A will receive the higher placement). If there are 3 team with same # of points and all have not played each other then go to tiebreaker c.
 - c) Goal differential not to exceed 3 goals per game.
 - d) Least goals allowed.
 - e) Most goals scored – both games total
 - f) Coin flip.

11. On Day 2 – **4 teams advance.**

The number 1 ranked team will play the number 4 team during first game and the number 2 team will play the number 3 team in second game for the semi-final games. The winners will play in the final game. There are NO consolation games.

12. If a game is stopped for inclement weather or unusual conditions during the first half of play and cannot be completed, the entire game will be replayed in its entirety.

13. If a game is stopped for inclement weather or unusual conditions after the ball has been put into play for the second half and cannot be completed, the game will stand as complete and the score recorded at the time the game was stopped.

14. Teams can not play more than 2 games in one day.

15. Teams can not begin another game within 1 ¼ to 1 ½ hours from the finish of the previous game.

16. Patches. There is no requirement as to having all or part of a team wearing Judges Cup Patches. We encourage everyone to wear them though.

17. Protests.

Verbal notification of intention to protest must be given to the site director immediately following the game in protest. Site directors are encouraged to get other league Presidents available in discussion of the situation.

No protest on referee judgement or discretion calls will be accepted.

Written letters of protest must be accompanied by a \$25 check made payable to the host site. If the protest is upheld the protest fee will be returned. If denied, the protest fee is forfeited.

A tournament committee of three (3) will be chosen prior to the tournament to decide the outcome of protests.