



SOUTH CAROLINA YOUTH SOCCER

PUBLIX FALL FESTIVAL MANUAL



1. PURPOSE

This manual documents the methods, procedures, and guidelines used to stage the Publix Fall Festival event. In order to continue to improve the games, this manual may be updated by a majority vote of the SC Youth Soccer Board of Directors.

2. SCOPE

This manual is applicable to the annual 08U-12U Publix Fall Festival. The date, times and the locations of the event will be set by the SC Youth Soccer Board of Directors and posted on the SC Youth Soccer website.

3. APPLICABLE DOCUMENTS

FIFA Laws of the Game as amended annually
USSF Official Administrative Rule Book as amended annually
Policy on US Youth Soccer National Championships as amended annually
SC Youth Soccer Bylaws
SC Youth Soccer Administrative Manual/SCYSA.ORG
SC Youth Soccer Board of Directors Meeting Minutes
SC Youth Soccer Annual Calendar

4. COMPETITION DIVISIONS AND AGE GROUPS

Publix Fall Festival is comprised of the following divisions and age groups: Girls and Boys/Co-Ed Recreation Teams 8U-12U. The winner of each division shall be the Publix Fall Festival Champion. More than one division winner could be necessary.

5. FEES

There is no fee to enter this recreational event-SINGLE DAY COMPETITION

6. PERFORMANCE BOND

There is no performance bond

7. PLAYER/COACH PASSES

Passes will not be required. Teams will play on their official or game day roster.

8. TEAM ROSTERS

All teams entering this competition must have either an Official SC Youth Soccer State Roster or SC Youth Soccer Tournament Team/Game Day Roster signed and sealed by the SC Youth Soccer State Registrar/designee prior to the Publix Fall Festival. The Roster shall list the team coach, team assistants, managers (if applicable) and all team players. Rosters must be comprised of eligible players from the same club. No player may be added or transferred on to a team after the event kick off (starts). Non-affiliated recreation teams may enter this event.

9. RED CARD EJECTION NOTICE FORM

The Red Card Ejection Notice form and procedures will be used. Upon receiving a Red Card Ejection players should contact the tournament committee. The tournament committee will track red card ejections during the event.

10. PLAYER EQUIPMENT AND UNIFORMS

All teams shall wear matching uniforms consisting of jersey, shorts, and socks. Every field player shall have a unique and identifiable number attached to his/her jersey or a jersey color different from their opponent. Practice pennies may also be worn if necessary. Additional garments may be worn to protect against the elements, but all players must present a uniform appearance and all extra clothing is subject to the approval of the referee. Socks must be pulled up over each player's shin guards and all shirts must be tucked in at the start of each half of play. No jewelry of any type may be worn during a match under any circumstances. All players, including the goalkeeper, must wear shin guards during the duration of all matches. Additional equipment or clothing worn to reduce the chance of injury or to protect existing injuries shall be used only with the approval of the referee. The referee is the judge of whether player equipment, casts, or protective or other assistant devices shall be allowed as prescribed in the FIFA "Laws of the Game". In general, hard casts will be allowed only if they are (a) wrapped in their entirety with a half inch of foam or other cushioning material and (b) are, in the opinion of the

referee, safe. At the first indication that a player with a cast or other protective device is using it in an unsafe manner, or to gain an advantage, the player shall be removed from the match not to return for the duration of the competition, or until the cast or device has been removed.

Should the referee in any match determine that the equipment worn by a player does not meet the FIFA criteria as documented for non-dangerous player equipment, and prevents the player from match participation, that referee shall be required to submit a written report to the Tournament Committee detailing the reason(s) for the decision. The report is to be submitted by the end of the day.

11. TEAM ELIGIBILITY

To be eligible for the Publix Fall Festival, a team must be comprised of properly registered and rostered youth players and the team and its SC Youth Soccer affiliated organization must be in good standing with SC Youth Soccer.

12. FORMAT

All registered SC Youth Recreation teams 8-12U are eligible to play in the Publix Fall Festival. Teams will be seeded in divisions based on the number of applications received.

13. TEAM PARTICIPATION

The Publix Fall Festival will allow ALL teams requesting participation and meeting all requirements to participate and compete for the Championship in their division provided there are enough teams (minimum of four teams) to form a division.

14. SEEDING AND PAIRINGS

Recreation teams will be placed in divisional play based on event registration. The Fall Festival is an event designed to give recreational teams a change in match format and soccer experience.

The following pairing arrangements shall be used in the Publix Fall Festival:

Four Team Division:

These teams will play a four-team round robin. The two teams with the highest point total will play for the championship.

Five Team Division:

These teams will play a five-team round robin; the champion will be the team with the highest point total at the end of round robin play. If there is no outright point winner at the conclusion of the round robin play, the winner will be established using the Divisional Tie-Breaking Procedure.

Six Team Division:

These teams will be placed into two three-team brackets. These brackets will each play a three-team round robin and one crossover match. Crossover matches will be as follows: 1 vs 5, 2 vs 6, and 3 vs 4. The team from each bracket with the highest point total will play for the championship.

Seven Team Division:

Each team will play two games on Saturday and then be seeded on Sunday based on Saturday's results. Consolation Games: #6 Seed vs #7 Seed and then the winner of that game will play the #5 Seed. Semi Final Games: #1 Seed vs #4 Seed and #2 Seed vs #3 Seed. Final: Winners of the Semi Final Games.

Eight Team Division:

These teams will be placed in two four-team brackets. Each bracket will play a four-team round robin and the team from each bracket with the highest point total will play for the championship.

Nine Team Division:

These teams will be placed into three three-team brackets. These brackets will each play a three-team round. The team from each bracket with the highest point total plus a wild card team will advance to semifinal play. (A vs wildcard [unless wildcard is from the A bracket then it will be the C bracket winner], B vs C [unless wildcard is from the A bracket then B will play wildcard].) The wild card team will be determined by game points earned during bracket play. In the event there is a tie for the Wild Card spot, the Divisional Tie Breaking Procedure will be used. The semifinal winners will play for the championship.

Twelve Team Division:

These teams shall be placed in four three-team brackets: A, B, C and D. These brackets will each play a three-team round. The team from each bracket with the highest point total will advance to semifinal play (i.e. A vs D and B vs C). The semifinal winners will play for the championship.

15. DETERMINATION OF SEMI-FINAL WINNERS

Semifinal matches shall be played to a conclusion, including overtime periods. If the teams are still tied after two overtime periods the match will be decided by kicks from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

16. DETERMINATION OF CHAMPIONSHIP WINNERS

Championship matches shall be played to a conclusion, including overtime periods. If the teams are still tied after two overtime periods the match will be decided by kicks from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

17. DECORUM

Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Coaches and their players shall be located on the opposite side of the field from the parents and fans.

The only persons allowed on the team bench during the matches are those players/coaches/assistant coaches/managers(if applicable) listed on the approved Official SC Youth Soccer Roster with a maximum of four (4) coaches/assistants.

The only exceptions to this rule shall be:

- Any medical emergency requiring additional assistance, and
- During half-time visitors may approach the team bench with approval of a tournament official.

18. DETERMINATION OF DIVISION (BRACKET) STANDINGS

Teams will be awarded game points as follows:

- Three (3) points for a win
- One (1) point for a tie
- Zero (0) points for a loss

19. DISMISSALS

If a player/coach is dismissed from any match, the player/coach pass, together with the game report of the incident, shall be turned over to the Tournament Committee or its designee by the referee. The minimum penalty for a dismissal is that the player/coach shall not be permitted to participate in the remainder of the current match and the entirety of the team's next match. If a red card is given for violent conduct, the suspension shall be for two games. Penalties may be increased at the discretion of the Tournament Committee. If the red card/ejection was given in the last game of state cup, then the player/coach will sit out the first of subsequent league play and the first game of any state cup in the next seasonal year (no matter which club he/she played/is playing for). The club shall be notified of the red card/ejection by the Tournament Committee. The player/coach pass shall be returned following the disciplinary period. **If a coach/assistant coach/club coach is ejected the team will incur a \$50 penalty.**

20. DIVISIONAL TIE BREAKING PROCEDURE

Standings at the conclusion of division (bracket) play will be determined on the basis of game points. In the event of ties, standings will be established using the following tie breaking criteria in sequence until a winner has been determined:

1. Winner of head to head competition. (This criterion is not used if more than two teams are tied. See below.
2. Most wins.
3. Teams with the greatest net goal difference (NGD) which is computed as "goals for" minus "goals against" with a maximum of 3 NGD per game.
4. Team with the least goals against
5. Team with the most goals (maximum of 3 goals per game).
6. Kicks from the penalty mark per FIFA Laws.

More than two teams tied:

If more than two (2) teams are tied, the sequence will start at 20.2 and will be followed until a team is eliminated. When a team is eliminated, the remaining teams will then restart the sequence at 20.2 above until the tie is broken.

If three teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw by the Tournament Committee. The first team drawn will receive the bye. The next team drawn will be the home team against the remaining team in the first contest of FIFA Kicks. The winner of the first contest will then compete against the bye team in FIFA Kicks to determine the winner. The bye team will be the home team.

If four teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw conducted by the Tournament Committee. The first team drawn (home team) will compete against the second team drawn (away team) in the first contest of FIFA Kicks. The third team drawn (home team) will compete against the fourth team (away team) in the second contest. The winners of these two contests will then compete to determine the winner. The winner of the first /second draw will be the home team.

21. ADEQUATE REST

All teams are entitled to sufficient and, to the extent practical rest between matches. If the format of the event is reduced match play times then rest between matches is dictated by the event game schedule.

22. FORFEITS

A team which forfeits any game shall have the scores of ALL of its games recorded as 0-3 losses, thereby awarding every other team played a 3-0 win over the forfeiting team.

23. GAME BALLS

Game balls provided by tournament sponsors and approved by the Tournament Committee and referee shall be used for the entirety of all matches if they are available. Each team shall also furnish a playable game ball to the referee at the beginning of each match. Size four balls will be used for all U08 – U12 matches.

24. ROSTER SIZE AND FORMAT

<u>Age Group</u>	<u>Maximum Roster Size</u>	<u>Game Format</u>	<u>Minimum # of Players to Start/Complete Match</u>
8U-10U	14	7 v 7	6
11U/12U	16	9 v 9	7

25. GRACE PERIODS

Teams not ready to play within 5 minutes after the scheduled starting time of any match shall forfeit the match. Any team that is not ready to play after this 5- minute grace period shall be reported to the Tournament Committee or its designee by the referee and the game shall be recorded as a forfeit (3-0 win for the non-forfeiting team).

26. HOME TEAM

The team listed first in each pairing on the schedule is the home team. The home team shall change jerseys if, in the opinion of the referee, there is a color conflict.

27. LENGTH OF MATCHES AND OVERTIME PERIODS:

Under 12: Single 40-minute period, two 5-minute overtimes, if applicable*

Under 11: Single 40 minute period, two 5-minute overtimes, if applicable*

Under 10: Single 30-minute period, two 5-minute overtimes, if applicable*

Under 09: Single 30 minute period, two 5-minute overtimes, if applicable*

Under 08: Single 30 minute period, two 5-minute overtimes, if applicable*

* In divisional (bracket) play, the score at the end of regulation time shall stand, unless otherwise noted. If any semifinal or final match is tied at the end of regulation play, two (2) full overtime periods as outlined above will be played. If the match remains tied, kicks will be taken from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

If a match is abandoned by the referee for any reason not related to the performance of a team, it shall be replayed in its entirety. If a match is abandoned for cause due to actions of a team, coach, or spectators, the Tournament Committee shall determine whether to allow the score at the time of termination to stand, to forfeit the match in favor of the non-offending team, or to replay the match in its entirety. The referee shall report, with explanation, all abandoned games to the Tournament Committee or its designee by end of the day.

28. PROTESTS

All questions relating to the qualifications of the competitors or interpretation of the rules, or any dispute or protest whatever, shall be referred to the Tournament Committee or its designee. The Tournament Committee shall then refer the protest to a protest and appeals committee appointed by the Tournament Committee. The decisions of the latter committee shall be binding on both teams.

To be valid and eligible for consideration, each protest must (1)(a) if involving the field of play, be lodged verbally with the referee and the opposing coach at the game site before entering the field of play, (b) be filed within 30 minutes of the conclusion of the game with an SC Youth Soccer tournament official and (2) be filed in writing with the SC Youth Soccer tournament official and include a protest fee in the amount of \$250.00 (cash, cashier's check, or money order only), five written copies of the protest (which must include a description of the grounds on which the protest is lodged), and five written copies of any information to be presented by witnesses.

All written copies of the protests must be received by the Tournament Committee or its designee within two hours of the completion of the game being protested.

All protests relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

The Tournament Committee shall immediately upon receipt of a protest notify the team against which the protest is made and shall send a copy of the protest and all particulars to that team which will then have the right to defend its case with or without witnesses, should it desire to do so.

A lawyer shall not represent a team at the hearing of a charge or protest unless he is a bona fide member of one of the teams concerned (coach or assistant coach as specified on a team's SC Youth Soccer Roster).

A plea of ignorance to the rules and regulations of the competition is not sufficient grounds for appeals or protests.

Judgment decisions of the referee are not subject to appeal or protest.

29. RULES OF COMPETITION

All Publix Fall Festival matches will be conducted in accordance with FIFA's "Laws of the Game" and the SC Youth Soccer Administrative Manual (including all SC Youth Soccer Board of Directors updates). This includes the applicable rules in 12/11 U (no heading) and 10/9/8U Build out line applied and used for offsides and no punting or heading. Violation is a free indirect kick.

30. SUBSTITUTIONS- every effort should be made to give equal play to every child athlete

Substitutions may be made, with the consent of the referee, at the following times:

- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury by either team when the referee stops play (unlimited substitutions).
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.