MAGIC ORLANDO SOCCER CUP 2026

TOURNAMENT RULES

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

TEAM ELIGIBILITY

This tournament shall be open to all teams composed of properly registered youth players in all age groups indicated on the tournament approval form.

The athlete's official registration will take place one day before the start of the competition (July,24th), with the presentation of an official photo ID for biometric verification.

AGE DETERMINATION

Age Division	*Eligible Birthdates*	*Roster*	*Guest Players*
U09	Born on or after 1/1/2017	14	3
U11	Born on or after 1/1/2015	16	5
U13	Born on or after 1/1/2013	16	5

DOUBLE ROSTER

Double roster: A player may be registered to participate in two age categories.
Each team may register up to two (2) players on a double roster.

EXCEPTION

Each team may include, by way of exception, a maximum of three players who are one year older than the designated age group, applicable to all age categories.
No player can register after the tournament has started. They may not participate in the first game, but they must be officially registered on the event app.

PRE-GAME PROCEDURES

Registration of each athlete and technical staff member
1. Complete through the event app, including athlete information and photos
2. Verification and confirmation of athlete registration the day before the event or on the day of the event, with official photo ID, fingerprint placement and photo

In no event will a player be allowed to participate who has not been certified by the tournament credential committee. 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 player is eligible and with the permission of the referee.

No player can register after the tournament has started. They may not participate in the first game, but they must be officially registered on the event app.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged players 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 tournament credentials committee). A challenged player does not constitute a game protest but may serve as a basis for protest should one be submitted. A late arriving player may be challenged at the time he/she is allowed to participate by the referee.

If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant.

KICK OFF: It will be determined by a coin toss, with the assigned home team choosing head or tails.

HEADING GUIDELINES

Deliberate heading is not allowed in age groups 9U and 11U and younger. If a 11U 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 occurs within the goal area, the indirect free kick should be taken on the goal area parallel to the goal line at the nearest point to where the infringement occurred.

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 parents or legal guardians to seek medical attention.

The player may not resume participation until he/ she has been cleared up by a medical doctor. The Referee HAS NOT FURTHER responsibility beyond removing the player for the match to 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 back in the game.

LAWS OF THE GAME

All games shall be according to FIFA "Laws of the Game," except as modified below:

9/10U - BUILD OUT LINE

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. A quick start by the GK is allowed before the opposing team all retreat behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicks not allowed). Ball is in play when it leaves the GK's hands, this is when players may cross the build out line & pressure the ball.

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line

LAW 1: FIELD OF PLAY

- U13 (9v9)
- U11, U09 (7v7)

LAW 2: THE BALL

9U-U11 uses Size 4; 13U uses a size 5.

LAW 3: NUMBER OF PLAYERS PER SIDE

, U13 I Maximum Nine (9)- Minimum Seven (7) per side

U09 and U11 I Maximum Seven (7)- Minimum Five (5) per side Players not on the game roster are allowed to sit on the bench in the team's opposite uniform or street clothes.

SUBSTITUTIONS:

May be made only upon proper notification of the referee through the assistant referee, and with the referee's permission. Substitutes may 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 at any stoppage by either team, with the referee's permission.

LAW 4: PLAYER EQUIPMENT

Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules.

Additionally:

1. Screw-in cleats are permitted; however, judgment as to their safety is at the discretion of the referee.
2. Orthopedic casts are not permitted. However, soft braces can be worn with written approval from a doctor, and

   judgment as to safety is at the discretion of the referee.
3. Shin guards must comply with FIFA Law 4:
   1. Shin guards are covered entirely by the stockings.
   2. Shin guards are made of suitable material (rubber, plastic, or similar substances). 3. Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
   4. Shin guards are required for any FYSA event for the safety of the players.
4. It is the policy of FYSA that no players 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.
5. A player may be removed from the game at any time if the referee determines whether the player is using or is attempting to use a brace to injure another player.

UNIFORMS:

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. No two players may have identical uniform numbers on the team roster or while both players are playing on the field at the same time.

1. In the event of similar team colors, the designated home team will be required to change to a color accepted by the referee.
2. Teams dressed predominantly in colors of those associated with the referee uniforms will be responsible for providing the referee and assistant referees with a jersey that is distinctively different from the uniforms worn by either competing team.

3. The goalkeeper's uniform colors must distinguish him/her from the other players, the referee and the assistant referee.
4. It is the tournament standard for home teams to wear their lighter uniform, and away their darker option, assuming those do not clash with one another.

LAW 5: REFEREES

Referees are required to submit a completed, official game report to the site director containing any information relating to any game incident involving players/coach, spectator misconduct, or injuries.

1. Referees will not be paid before any required post-game reports have been submitted.
2. In the event the assigned referees fail to appear, and the assignor and/or site director fail to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant referee. The game will be played as scheduled and will be deemed official

LAW 6: DURATION OF THE GAME

7v7 – 40 mins (2x20 mins)
9v9 – 50 mins (2x25 mins)

LAW 7 - GAME

Players, reserve players, managers, coaches, and fans and are expected to conduct themselves within the letter and spirit of "The Laws of the Game ". The tournament director (or designee) has the authority and the responsibility to remove any person(s) from the tournament for abuse of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, these rules will apply to this tournament:

1. The tournament director (or designee) will designate one sideline to be for the sole use of the players listed on the game roster and two manager/coaches from each team, with one team occupying one side of the midfield and one team the other.
2. While the game is in progress, the manager/coach(s) and the reserve players must remain on their respective benches and may not roam the sidelines.
3. The tournament director (or designee) will designate the opposite sideline for the spectators.
4. Manager(s)/coach(s) will be responsible for the behavior of their fans and the referee will have the authority to warn, and ultimately send off, any coach whose fans behave in an abusive or disruptive manner.

ORTHOPEDIC POLICY 402.2:

- Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgement 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.

JEWELRY POLICY 402.3:

It is the policy of FYSA that no players 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

THE TECHNICAL AREA/BOX, LAWS OF THE GAME, FIFA RULES:

The technical area relates to matches played in game fields with a designated seated area for team officials, substitutes and substituted players as outlined below:

- The technical area shall be defined as the space directly in front of each team's bench, if it does not interfere with the AR's path, enters field of play, or crosses beyond that team's bench's half.
- The number of people permitted to occupy the technical area is defined by the competition rules
- The participants of the technical area will need to be listed on the match card, maximum of 3 at the bench

CONDUCT 502 AND DISCIPLINE 504.1 POLICY:

- 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."
- Per **Rules Section 502.** • 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.
- 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.

PAYMENT AND 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:

POST-GAME PROCEDURES

As a mutual courtesy, both teams meet at the center circle and congratulate each other for a game well played. The manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

A representant for each coaching staff will then check and sign the game report.

DETERMINATION OF 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 I 1 point for a Tie I 0 points for a Loss

TIE BREAKERS:(to be confirmed depending on number of teams)

1. Highest number of points
2. Head-to-Head Competition (It will not be valid for the U13 category)
3. Net Goal Differential
4. Goals scored
5. Goals allowed
6. Number of victories
7. Coin Toss

SEMI-FINAL AND CHAMPIONSHIP GAMES will proceed directly with Penalty Kicks. NO OVERTIME WILL BE PLAYED. 3 penalty kicks per team.

CHAMPIONSHIP FINAL CEREMONY

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

FORFEITS

The minimum number of players that constitute a team is seven (7) players for U13, and five (5) players for U11 and U9. Game should start at a given starting time. In case the team does not have the minimum number of players present, it should be allowed a maximum of fifteen (15) minutes grace period before awarding the game to the opponent.

A forfeit will be scored 4-0. The same rule limit will apply for a referee not showing up at the required time. The tournament director or referee assignor will appoint another referee for the game.

There will be no mercy rule. However, if both coaches agree to terminate the match early, it will be accepted as a final score by the tournament, as long as ONE FULL HALF has been played.

PROTEST AND DISPUTES

No protests will be accepted and decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be final.

There will not be, under any circumstance, match replays. Once the final whistle is blown, the match will be deemed completed by the tournament. There will be absolutely NO EXCEPTIONS to this rule.

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 rescheduled (Time and location) to be determined by the 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 score at the time of the weather suspension is tied, or any Final game that has not started, and a Champion and Finalist needs to be determined, the tournament will revert back to final group standings based on the same tiebreaker criteria outlined prior will be used to determine the Champion and Finalist.
- In the event, unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the tournament committee shall have absolute authority to make the changes in order to best serve the interests by a certain time period. In case of extreme weather (heat/humidity), the referee shall allow a brief stoppage of the game to allow players on

the field a water break.

GENERAL

The tournament committee, FYSA 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.

1. The tournament director's interpretation on the foregoing rules and regulations shall be final.
2. The tournament director reserves the right to decide all tournament matters.
3. The tournament director has the responsibility to uphold any previous suspension imposed by FYSA/US Youth Soccer. The tournament committee agrees to have a copy of the tournament rules at all game sites.

SPECTATOR POLICY

Abusive language or threatening behavior toward officials, staff, or other participants will not be tolerated and may result in removal from the tournament without refund.

No outside noisemakers will be allowed on the sideline. Regardless of type, material, or loudness (measured in decibels). **No exceptions.**

The tournament reserves the right to remove — and issue a trespass notice to — any spectator exhibiting unreasonable behavior or unsportsmanlike conduct.

ROSTERS AND CHECK-IN

The entire check-in process will be digital. There will be no physical check-in during the tournament, and the players outlined on the match card will be the only ones given permission to participate in the match, regardless of documentation provided to officials during game check-in.

Site directors, and ultimately the tournament director, are the only ones allowed to overrule any roster discrepancy, not subject to appeal. Roster decisions by tournament directors will be final.

PARKING and ENTRANCE

The tournament is not responsible for any damage to vehicles, regardless of whether a fee is charged, as parking operations are managed directly by the respective parks and their staff.

LIABILITY AND PROPERTY DISCLAIMERS

1. The tournament is not responsible for lost or misplaced items, or for any injuries or damage to individuals or property that may occur during the event, including those involving participants.
2. By participating, all players and guardians' consent to emergency medical treatment if necessary.
3. All participants and attendees assume all risks related to participation or attendance, including weather, travel, or facility-related hazards.
4. By attending the event, participants and spectators' consent to the use of photographs or video taken for promotional purposes by the tournament organizers.

CLASSIFICATION FORMAT

U9 Category

Round-robin format in the qualifying stage.

The highest-scoring teams play in the Gold Final, while the other two play in the Silver Final.

U11 Category

Two groups of three teams, named MAGIC and ORLANDO.

Three matches played in the qualifying stage.

The winner of each group plays in the Gold Final on Sunday.

The other four teams play an additional qualifying match for the Silver Final.

U13 Category

A single group of nine teams.

All teams play four matches in the qualifying stage.

The top two teams in the overall standings play in the Gold Final, while the third and fourth-placed teams play in the Silver Final.

Head-to-head results will not be considered to determine the best team in this category.

FORMA DE CLASSIFICACAO

Categoria U9

Jogam todos contra todos na fase de classificação.

Os times com maior pontuação fazem a final ouro e os outros 2 fazem a final prata

Categoria U11

2 grupos de 3 times, nomeados como MAGIC e ORLANDO

Jogam 3 vezes na fase classificatória

O primeiro colocado de cada grupo faz a final ouro no domingo

Os outros quatro times fazem mais um jogo qualificatório para a final Prata

CATEGORIA U13

Um único grupo com nove equipes

Todos jogam 4 vezes na fase classificatória

Os dois melhores times na pontuação geral fazem a final OURO e o terceiro e quarto colocados fazem a final prata

Nesta categoria não será considerado o item Confronto direto para definir o melhor time.