

Magic Orlando Cup Rules July 2025 Edition

ELIGIBILITY

- Magic Orlando Cup is open to all boys teams.
- Teams will be accepted based on information included in their application. Once an age group fills, teams will be placed on a waiting list and duly notified of their acceptance.
- If an age group does not have enough teams, teams registered will be given the opportunity to play up a category.
- FIFA International National Teams are not eligible.
- Age group offered are as follows

0	Boys 9U	Born on or after 01/01/16
0	Boys 10U	Born on or after 01/01/15
0	Boys 11U	Born on or after 01/01/14
0	Boys 12U	Born on or after 01/01/13
0	Boys 13U	Born on or after 01/01/12

GAME FORMAT

- 9U-10U-7v7 Format
 - o Maximum number of 7 players on the field: 6 field players and a goal keeper.
 - Age-appropriate fields will be used.
 - One referee per game.
 - o Offsides is in effect.
 - All free-kicks are indirect.
 - o Build-Out lines will be used.
 - o One referee per game.
- 11U-13U 9v9
 - o Maximum number of 9 players on the field: 8 field players and a goal keeper
 - Will play a minimum of 3 games
 - The maximum number of games is determined by the number of teams in an age group.
 - Teams are generally scheduled one or game per day.
 - o Age-appropriate fields will be used.
 - One referee per game.
 - Offside is in effect.
- Minimum number of teams at any age/flight is 4.

PLAYERS AND RESERVES

- 09–10U playing 7v7 teams may roster and dress up to 14 players.
- 11U-13U playing 9v9 may roster and dress up to 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.
- Teams must have a minimum of 5 players (9U-10U 7v7), 6 players (U10-U13 9v9) to begin a game.
- All players must meet the age requirements and be listed on the team roster with unique jersey numbers.
- Girls may roster on boys' teams.
- Shin Guards must be worn by all players.
- Hard casts are not prohibited, but they must receive "explicit" approval from the referee.
- No jewelry will be allowed.

GUEST PLAYERS

- Teams may roster up to 3 guest players. Double rostered players are limited to two per team. Any player playing on another team is counted against the two player maximum double rostered players per team.
- Players may only guest play or double roster on one team in addition to their primary team, providing they are not playing



- on a team in the same age bracket and flight.
- A jersey must be provided to the guest player by the host team.
- If age eligible, players may play up or down.

SUBSTITUTION PROCEDURE

 All teams are allowed unlimited substitutions with their entire roster and may be made at any stoppage with the consent of the referee

HOME TEAM JERSEY

- The first team listed in the schedule is the home team.
- The home team must have an alternate jersey and be prepared to change, if, in the opinion of the referee, there is a color conflict.
- Team jerseys must match with unique numbers for each player as submitted on the Official Tournament Roster.

LENGTH OF GAME

Age Group Classifications	Minutes Per Half
Boys U9	20
Boys U10	20
Boys U11	25
Boys U12	25
Boys U13	25

SCHEDULES, RESULTS AND STANDINGS

After every game the referee will complete a game card to report the score. The winning coach must verify both scores on
the game card after the game. Any scores that are marked incorrectly on the game card will affect the standings and playoff
standings. Game cards are collected by tournament runners and brought to Tournament Headquarters for recording.

OFFICIAL GAME BALL

- The tournament provides each team an official game ball to be used in all matches. It is the responsibility of both teams to have their tournament game ball at all tournament games and make every effort to ensure that this ball remains in play. The home team shall provide the ball to start the game.
- If additional balls are needed, they may be provided by either team.
- 9U-10U teams use a size 4 ball.
- 11U-13U teams use a size 5 ball.

PLACEMENT OF TEAMS AND SPECTATORS

- Teams and rostered coaches/managers only will position themselves on the same side of the field.
- Spectators for both teams will be positioned on the opposite side of the field from the teams.
- Parents/Guardians are responsible for supervision of their children at all times.

REFEREE SYSTEM

• The diagonal system of control is used with certified referees.

FACILITY

 promoting an environment that is free from harassment and violence in any form: verbal or physical intimidation; vandalism; drug, alcohol or tobacco use; gambling and inappropriate language. These policies apply to all players, coaches, referees and spectators.

UNSPORTSMANLIKE BEHAVIOR

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Zero tolerance for verbal or physical acts of discrimination by players, coaches, other match officials or spectators.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.



- Encourage moral and social responsibility.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Show pride and support for your club, state and country, but be respectful of other nation's customs and traditions.
- Any player, coach spectator or participant who is ejected from a game or participates in any misconduct will be contacted
 by tournament headquarters at a minimum and the local authorities will be called if necessary. Misconduct by any of the
 above listed may result in a warning, game forfeit, tournament disqualification or other action if necessary.

RED CARDS

- Red cards will be administered as per FIFA laws of the game.
 - A player/coach sent off will not be allowed to play for the remainder of that game and the next game at a minimum.
 - A coach dismissed from the game will not be allowed to be on the team's bench for the remainder of that game and could result in further suspension by tournament committee decision. A coach who is removed from a game must leave that area of the field. The area of the field includes but is not limited to the bench and spectator areas.
 - If a coach is out of control, a referee may request the coach to leave before a game continues.
 - Violent Conduct may result in more than a one game suspension by Magic Orlando Cup committee decision.
 - o If player or coach are on multiple teams, they are not able to participate with the other team until the suspension has been served for the team they received a red card for.

PROTESTS

- No protests will be heard on any judgment calls by the referee. All decisions by the referee are final.
- Protests on player eligibility and other technical matters may be made in writing and submitted to headquarters within one
 hour of the conclusion of the match.
- Express concerns regarding violations prior to the start of the game or at the time the incident occurs.
- If you have a problem regarding the rules or procedures at your game, take the following steps:
 - Notify the referee immediately so that a correction can be made.
 - o If the situation is not resolved, notify the tournament director.
- Coaches who coach more than one team must roster enough coaches to cover teams when games conflict.
- Forfeits: The tournament will make every effort to avoid a forfeit. A forfeit may only be decided by Tournament Headquarters. In general a forfeit will be called if a team consisting of at least 7 players has not arrived at the field within 30 minutes of the start time. The tournament staff reserves the right to determine whether or not a team who forfeits during group play advance to the playoffs regardless of the standings.

GROUP RANKING

- No overtime will be played during group competition.
- Teams will be awarded three points for a win and one point for a tie.
- A forfeit score will be recorded as a 3-0 victory.
- The winning coach must sign the game card after verifying both scores (either coach may sign in the event of a tie). Any scores that are marked incorrectly on the game card will affect the standings.
- Following preliminary rounds, criteria in order of importance will determine placement for the play-off brackets:
 - o Greater number of points. Each team receives 3 points for a win, 1 point for a tie, and 0 points for a loss.
 - o Goal difference. Subtract total goals allowed from total goals scored.
 - Greater number of goals.
 - If two or more teams are equal on the above criteria, their place shall be determined as follows:
 - Greater number of points obtained in matches between the teams concerned.
 - Goal difference resulting from matches between the teams concerned.
 - Greater number of goals scored in matches between the teams concerned.
 - Earliest application date.

ADVANCEMENT PROCEDURES

- All teams advance to the playoffs:
- Overtime. In play-off competition, including finals, of two 5-minute overtime periods will be played in full.



- o If a team is in the lead at the end of two 5-minute overtime periods then that team will be declared the winner.
- o If the game is still tied at the end of the second overtime period, the FIFA tie-breaking procedure of kicks from the penalty mark will be used to determine who advances.
- Players may be taken to a designated area where a referee crew will control, monitor and officiate the series of kicks from the penalty mark.
- Only those players on the field at the end of the overtime period may participate in the taking of the kicks from the penalty mark.

AWARDS

- All play-offs will have 1st and 2nd place games only, with trophies awarded to the 1st and 2nd place teams.
- Individual gold medals are also awarded to 1st place teams; silver medals to 2nd place teams.

All medals and trophies will be awarded at a ceremony area.

WEATHER PROVISIONS

- Severe weather is a possibility. All weather decisions are the sole decision of the tournament committee using the Thorguard Weather system to help make decisions.
- If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament committee will make the necessary decisions concerning the rearrangement or cancellation of games for any reason. **Every effort is made to play all games in their entirety.** Fees are non-refundable, if games or the tournament are cancelled for any reason.

The tournament committee has the right to:

- Institute water breaks, this is not a coaching break; players must remain on the field.
- Shorten the length of games.
- Suspend games due to lightning or tornado warning.
 - A game may be suspended by the tournament committee without being cancelled or considered complete if in the second half of play. If the decision to terminate a game is made, and, if one half of the game has been played before termination for weather conditions, the game stands as a completed match.
 - Coaches are requested to stay with their teams. A team representative may come to tournament director to await updates.
 - Coaches/players should stay in a safe location

INJURIES

- Coaches are considered guardians for underage participants when the parents are unavailable, and for all players regardless of age, when impairment of mental status renders the player incapable of making an informed decision. As such, they have a responsibility to make decisions in the best interest of the health and safety of the player.
- A coach's decision to allow a participant to play, contrary to the recommendation of the medical staff, may leave the coach open to legal liability.
- Coaches are responsible for having emergency medical information for all players in their possession at all games.
- Referees are responsible for summoning the coach and first aid personnel onto the field, in the event of an injury.
 - The injured player will first be evaluated on the field by first aid staff.
- o If further evaluation is warranted, the injured player will be moved to the sideline when medically safe, according to emergency medical protocol.