



IMG CUP 2022 - ADMINISTRATIVE RULES

DECEMBER 16TH-19TH, 2022

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at the IMG Academy - Soccer Complex
5650 Bollettieri Blvd, Bradenton, FL. 34210

REGISTRATION POLICIES

"Stay-to-Play" Tournament: The IMG Cup is a "Stay-to-Play" event. All teams traveling from more than 50 miles away from the tournament site must book a hotel room via On-Location or IMG Academy Legacy hotel or IMG Academy Housing.

The early registration fee to participate is \$925.00 per team for U13 & U14 and \$1,325.00 per team for U15 – U19 teams. The normal registration fee for U13-U14 is \$1,100 and U15-U19 is \$1,525. All teams must submit an application form to gain entry into the tournament. IMG Academy soccer program & Tournament Board will review all applications and notify the team of its status as soon as possible.

Teams must pay the entry fee upon registration. Entry fees are non-refundable once the team is accepted and must be paid via mailing a check or credit card.

In the event a team must withdraw from the tournament, manager/coach must notify the IMG CUP Committee via email at IMGCup@img.com at least 30 days prior to the tournament date, and you will be allowed to transfer your entry fee to a future IMG Academy soccer program event.

If a team withdraws from the tournament less than 30 days prior to the event there is no refund. If your application is not accepted, you will be placed on the waiting list. In the event the team is not accepted into the tournament you will receive a full refund.

The IMG Cup invitational will be a U.S. Club sanctioned event but will provide coverage for USYS affiliated teams.

REGISTRATION AND TEAM ELIGIBILITY

IMG Cup shall be open to all teams comprised of properly registered youth players 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:

- Online Registration will be available for a cost of \$25 via Got Sport
- 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. Officials will be checking to make sure player cards and roster information are identical.

DOCUMENTATION REQUIRED AT INITIAL REGISTRATION:

Teams from the United States:

- The Players and bench personnel must present picture identification cards issued by the team's Federation Organization.
- 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 a U.S. Club or certified state approved tournament roster from the team's Federation Organization along with 4 additional copies (5 total)
- A copy of your Got Soccer Rosters will not be accepted at check in but must mirror your approved roster
- Teams must provide a completed IMG Performance Waiver/Agreement Form for every player and bench personnel
- Teams must provide a club signed medical release for all athletes (copies are acceptable).
- Teams must provide a housing verification form complying with the "Stay-to-Play" policy.

Foreign Teams:

- Teams are required to have and present player picture identification cards.
- Teams must have a completed form from its Provincial or National Association approving the team's participation in the tournament.
- Teams must provide a tournament roster along with 4 additional copies (5 total)
- A copy of your Got Soccer Rosters will not be accepted at check in but must mirror your approved roster
- Teams must provide a completed IMG Performance Waiver/Agreement Form for every player and bench personnel
- Teams must provide proof of medical insurance.
- Teams must provide a signed medical release (copies are acceptable).
- Teams must provide a housing verification form complying with the "Stay-to-Play" policy.

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 generated game reports.
- Teams must have on hand a certified/approved tournament roster from the team's Federation Organization in case of any discrepancies with the tournament generated game reports.
- Each team is limited to three (3) coaches on the bench, all of which must be listed on the team roster. In no case will a team be allowed to participate without a properly registered coach or assistant

- The shirt number of each player must be the same as the player's shirt number on the tournament roster. If not, the referee will not allow the player to take part in the match until the numbers are the same (Shirt or roster changed).
- Souvenir patches, flags, crests, etc. may be exchanged and group team pictures may be taken at this pre-game procedure or during the handshake after the game.
- 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 center referee.
- A player may be challenged by an opposing manager/coach at the pre-game procedure. Challenged player(s) on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the Tournament Board Credentials Committee). A late arriving player may be challenged at the time the player is allowed to participate by the Referee. TEAMS USING INELIGIBLE PLAYERS WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT AND FUTURE. A report will be filed with the offending teams National Organization or National State Association. In case of doubt ask (in writing) the Tournament Board.

MANDATORY: All teams must enter their rosters complete with bench personnel into the Tournament Board no later than the close of registration. The minimum required information is Name, Date of Birth, player ID number, uniform number and gender. Revisions can be made to the roster up the night of team registration. This information will appear on the tournament game reports to be used by the referees for check-in on the field prior to each game. Teams failing to input this information are subject to removal from the event.

PLAYER AGE AND ELIGIBILITY

Age determination: the player's playing age is determined by the following USSF guidelines for **2022/2023**.

Age Division	Birth Year Range Maximum	Roster	Guest Player Limit*
Under 19	01-01-2004 and after	22	5
Under 18	01-01-2005 and after	22	5
Under 17	01-01-2006 and after	22	5
Under 16	01-01-2007 and after	22	5
Under 15	01-01-2008 and after	22	5
Under 14	01-01-2009 and after	22	5
Under 13	01-01-2010 and after	22	5

*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. Crossover is allowed between USSF affiliates with the exception of FYSA which allows guest players from other US Youth Soccer affiliates. Players may NOT play for more than one team in the tournament.

* For the U19 age group, a maximum of 3 over-aged players, 2003 birth years, will be allowed on the roster. These players cannot be on a college roster.

TOURNAMENT AND MATCH SCHEDULES

IMG Cup is designed as follows for all age groups and gender:

- Tournament teams will play in a “World Cup” pool play format.
- For U13-U15, the duration of the Match will be 40-minute halves, 80-minute games.
- For U16-U19, the Duration of the Match will be 45-minute halves, 90-minute games.
- 5 minutes between each half.
- All teams play 3 scheduled games.
- Teams play 1 game per day.

DETERMINATION OF TOURNAMENT WINNERS

In group play, there will be no overtime games. Standings in a group will be determined by:

- Three (3) points for a Win
- One (1) point for a Tie
- Zero (0) points for a Loss

If Two Teams Tie:

Starts with tie breaker number 1 and proceeds through each level, as needed to determine a winner.

- Head-to-Head result
- Goal differential
- Most goals scored
- Least goals allowed
- Most Shutouts

FORFEITS

Only the Tournament Board can declare a forfeit.

A minimum of seven (7) players constitutes a game.

Games should start at the given start time.

In case the team does not have seven (7) players present, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent.

Should a team appear after the start time, but before the fifteen (15) minutes grace period expires, the duration play time of the game will be shortened to maintain the integrity of the tournament schedule.

A forfeit will be scored 3-0.

Referees cannot and will not declare forfeits.

PROTEST AND DISPUTES

There will be NO PROTESTS.

Decisions by referees may not be appealed.

All disputes will be resolved immediately by the Tournament Board.

These decisions will be final.

POST-GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will ensure their respective touchline 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 board with scores and supplemental report or send offs, injuries or special circumstances that need explanation.

CONTROL OF TOUCHLINE 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 Tournament Board 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, the following rules will apply to IMG Cup.

The Tournament Board will designate one touchline 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 in their respective Technical Areas as defined in Law 1 and may not roam the touchlines. The Tournament Board will designate the opposite touchline for the spectators. No one will be allowed behind either 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.

CONDUCT AND DISCIPLINE

IMG Cup will have a Discipline Committee that will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc. A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

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 board of this suspension at the time of the player's check in.

A coach who is dismissed must leave the field area immediately, no closer than 100 yards from the field of play (out of sight and sound). Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events at IMG Cup. 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. Suspended Player's conduct is the responsibility of the Coaches.

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.

TOURNAMENT REFUND POLICY

Teams must pay the entry fee upon registration. Entry fees are non-refundable once the team is accepted and must be paid via mailing a check or credit card.

In the event a team must withdraw from the tournament, manager/coach must notify the IMG Cup Committee via email at IMGCup@img.com at least 30 days prior to the tournament date and you will be allowed to transfer your entry fee to a future IMG Academy soccer program event.

Tournament entry fee returns/refunds as follows: A. Within five (5) days after notification that the team is not accepted by their application. B. Within five (5) days upon cancellation of the tournament. C. Within ten (10) days of withdrawal requests of the application by a team prior to acceptance of that application by the tournament.

If a team withdraws from the tournament less than 30 days prior to the event there is no refund. If your application is not accepted, you will be placed on the waiting list. In the event the team is not accepted into the tournament you will receive a full refund within fifteen (15) days after notification or within ten (10) days of withdrawal request of the application by a team prior to the acceptance of that application by the tournament.

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.

EXTERNAL CONDITIONS, INCLEMENT WEATHER, ETC.

Players and coaches must be on the field at the scheduled time, ready to play, unless there is inclement weather.

In case of inclement weather or field conditions, the Tournament Board may:

- Reduce the length of matches before the start of a match; all such matches will be considered official.
- Reschedule games.
- Execute the "Taking of Kicks from the Penalty Mark" procedure.
- Cancel games.

The Tournament Board is the only authority, Tournament Board decisions cannot be appealed, and all decisions are final.

Only referees or Tournament Board can suspend a match that has already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled game start time **whichever is later**.

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.

ABANDONED GAMES DUE TO INCLEMENT WEATHER

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 Board 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 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 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 the league play will be declared the winner.

Final Matches

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

Games terminated 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 Board after receiving reports from game officials. The decision of the Tournament Board will be final and is binding on all parties. Further disciplinary actions may be taken.

COMPETITION RULES

SUBSTITUTION AGE LIMITS

For All Age groups, unlimited substitutions will be allowed for the IMG Cup.

SUBSTITUTION TIME

Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee's permission, at the following times:

- Prior to a throw-in
- Prior to a goal kick by either team
- After a goal by either team
- After an injury, by either team, when referee stops play
- At the beginning of the second half
- Any other stoppage that is approved by the center official

SUBSTITUTION PROCEDURE

The Player being substituted **must** leave the field of play on or near the intersection of the touch line and halfway lines, between the technical areas, unless the player being substituted is unable to do so.

The substitute Player **must** enter the field of play on the intersection of the touch line and halfway line, between the technical areas, after the player being substituted leaves the field of play, and after receiving a signal from the referee.

The substitution is completed when the substitute enters the field of play and the player whom she is replacing ceases to be a player.

PLAYERS' EQUIPMENT

Player equipment must conform to FIFA rules.

All players must wear shin-guards (under the socks). *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 who is the ultimate authority (NO HARD CAST).

No player will be allowed to wear ANY jewelry while participating in any IMG Cup Game. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The medical alert must be clearly visible in case of emergency. 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. Home team will wear primary uniform and away team will wear alternate uniform if colors clash. The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

Religious head gear is allowed as long as it is non-abrasive and not made of hard material.

REFEREES

All Referees must be certified by the US Soccer Federation.

Referees are required to submit a completed official USSF or a tournament specific game report to the Tournament Board containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

Two (2) assistant referees will be used in all matches.

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

In the event the assigned assistant referees fail to appear, the referee must find suitable assistant referees. The game will be played as scheduled and will be deemed official.

HEAD INJURY

CONCUSSIONS: Pursuant to Florida Statutes (FS 943.0438). The State of Florida enacted in 2012 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 until he/she has been cleared by a medical doctor. 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.

PLEASE REMEMBER

At the end of each game, a team representative must sign game report.

Please ensure your team removes all trash from the touchlines after each game.

Sent off Player's cards must be retrieved from the Tournament Board.

In the event of a medical emergency there are certified trainers on site.

Pre-game warmups are not allowed in the penalty Area. All players should stay away from Penalty & Goal Areas for warmups.