

Rules of Competition

The following applies to all age divisions.

Teams are guaranteed a minimum of 3 games. Age divisions may be separated or combined, depending upon the number of teams that register. The divisions that may be combined are as follows (entry fees are in parentheses):

- U7/U8 (\$220)
- U9/U10 (\$250)
- U11/U12 (\$300)
- U13/U14 (\$350)
- U15/U16 (\$400)
- U17 and up (\$450)

The Catoosa Soccer Association (CSA) tournament is an unrestricted tournament to all boys' and girls' recreational teams in the U7 through U12 age groups, including Recreational and Traveling Recreational teams associated with either US Club Soccer, USYSA, or with written permission from USSF. No academy/junior teams will be accepted, and no U11 or older competitive teams will be accepted. Teams must be registered as a Recreational team with a USSF affiliate and currently playing and/or registered in a recreational league during the current soccer season (Fall 2019).

All teams must submit a USSF-approved roster which includes the team's age group, team name, player names & birthdates, and *jersey numbers* for each player. ALL PLAYERS MUST BE UNIQUELY IDENTIFIED at the time the referee checks in the first team. Players without a unique number may be prohibited from playing at the discretion of the Games and Disciplinary committee. Once the issue has been corrected and approved, he/she may play in the next scheduled game.

All players on the team must have the same (or very similar) color of jersey, shorts and socks. In the case of two teams having the same jersey color, the team designated as the **VISITING** team will differentiate.

Teams may request to play up one age group. Playing down is not allowed.

To ensure fair play, all players regardless of age must have a current player pass available for inspection at team check-in before each game. Guest players are allowed, and must be included on a current recreational team roster and an official copy of the guest player's recreational team roster must be submitted and approved by tournament officials prior to participating. Guest players must be age appropriate for the age group in which they plan to play.

The total number of rostered team players plus guest players cannot exceed the maximum roster limits as noted below:

- U7/U8 (10 players max, including 2 guest players max)
- U9/U10 (12 players max, including 3 guest players max)
- U11/U12 (16 players max, including 4 guest players max)
- U13/U14 (18 players max, including 4 guest players max)

Teams will be placed in brackets depending on the number of teams registered. For example, there might be two U10 girls' champions if two separate brackets are created.

Each team must check-in prior to playing its first match. Any team not checking in prior to its first match will not be allowed to play until check-in is completed, and any scheduled games missed will result in a forfeit of said games, with 3 points awarded to the opponent with a score of 1-0 for each game.

Due to a USSF directive and mixed ages in the U11/U12 divisions, intentional head balls will not be allowed in any age division below the U13/U14 age division! The result will be an indirect free kick for the opposing team at the spot of the infraction.

If a team's ability to field the minimum required players falls below USSF minimums, regardless reasons, then the game will be suspended for no more than 10 minutes. After 10 minutes, the game will be terminated and referred to the tournament game committee for review and decision of outcome.

Discipline of a Player and/or Team Official

- A player or team official who is sent off before, during, or after a game will be suspended for the next tournament game. An individual may receive more than a one-game suspension. No substitution will be permitted for a player sent off during the match.
- If a coach or team official is sent off, from the point of dismissal until the period of suspension is satisfied, the suspended individual must remain out of sight and sound of the playing field.
 - The "sight and sound" rule may be invoked in the case of a sent off player, at the discretion of the referee or the Tournament Committee. At minimum, a sent off player may remain in the player bench area of the field but must remain silent for the duration of the game, with the head coach responsible for the players' behavior on the bench.
- The referees may suspend play when necessary due to spectator interference until the individual(s) creating the disturbance leave(s) the playing area to a distance that is out of sight and sound of the playing field for the remainder of the game.
 - Failure to observe this rule may result in the offending individual(s) being removed from the complex for the remainder of the tournament.
- A yellow/red card system will be used to control unsportsmanlike conduct and persistent infringement of any rules of the game.
 - Yellow Cards
 - Any player, substitute, coach, or team official on the roster may be issued a yellow card.
 - Any person on the roster receiving two yellow cards during one game, will be dismissed and must sit out their team's next game.
 - Any person on the roster receiving a cumulative of 3 yellow must sit out the next game.
 - If the third yellow is the 2nd caution in the same game, that player must sit out the next 2 games (red card AND yellow card accumulation).
 - Red Cards
 - Any player, substitute, coach, or team official receiving a red card will be dismissed and must sit out their team's next game.
 - Any person on the roster receiving a total of a 2 "direct" red cards (serious foul play, violent conduct, spitting, use of insulting language or gestures, etc) must sit out a for one game in addition to the standard one game suspension.
 - Yellow and red card accumulation is continuous throughout the tournament (i.e. – the number of cautions received does not reset between the round-robin competition and knock-out round).
 - A player's or team official's team will be penalized 1 point for a red-card.
- At the discretion of the tournament game committee, a team may be penalized with a deduction of points for excessive unsporting behavior, such as parents arguing with the referee at any point of the tournament.

Protests

- Protest of Referee decisions
 - All referee calls are final
 - Referee judgment calls are NOT grounds for a protest
 - Protests of a call may result in a yellow or red card, or dismissal, at the referee's discretion
 - Protest of a referee's decisions must be based on gross negligence in reference to the Laws of the Game, Rules of Competition, and/or must have affected the outcome of the game
- Procedure
 - Protests cannot be made until after the match in question ends
 - Protests must be made in person and in writing within ½ hour of the protested match's final whistle
 - No official form is needed, but a complete description of events is required
 - Protests will be reviewed by the Game Committee
 - The Game Committee's decision is final

Format of Competition

There will be a group play round, followed by a knock-out round to determine the division champion.

Time of Match

In any game, a referee has the discretion to add time for injuries, time-wasting, etc., as provided for by the *Laws of the Game*.

Substitutions

Substitutions may be made at any stoppage during any game at this tournament.

Round-Robin Group Play

- All teams in a group will play each other.
- A game may end in a tie.
- Teams will receive points based on each game's result
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- Advancement
 - The following process will determine which teams advance to the knock-out round from each group
 - Overall point total
 - In the event of a point tie, the following methods will be used:
 - Head-to-head competition
 - Goal differential (up to 3 per game)
 - Goals scored for
 - Goals scored against
 - If no tie-break is determined using the above tactics, all tied teams will participate in *Kicks from the Mark* to determine which team(s) advance

Knock-out round

- A tie at the end of regulation will result in an overtime period, with the time being determined by age group.
 - U7/U8, and U9/U10: two 5 minute periods; 2 minutes between
 - U11/U12 & U13/U14: two 10 minute periods; 2 minutes between
 - All overtime must be played (no "golden goal")
 - If the score remains tied at the end of overtime, *Kicks from the Mark* shall determine the winner.

Awards

A team trophy will be given to the coach of the 1st place team, and individual awards given to players on the first and second place teams.

Rules by Age Division

U5/U6

Number of Players

- The games shall be played with a 4v4 format (4 field players per team; no goalkeepers)
 - No team may play with fewer than 3 players on the field
- Maximum number of roster players: 8
- Time of Match
 - All games will be played with four 8-minute quarters
 - 5 minute halftime
- Rule Exceptions
 - Size 3 ball
 - All free kicks are indirect free kicks
 - 1 retry on throw-ins (same player must attempt the retry)
 - No offside offense
 - No "Sweeper Keepers"
 - The purpose of this rule is to ensure that each player has an adequate opportunity to be involved in each play.
 - There will be pink lines parallel to the halfway line, drawn 4 yards from the halfway line in each half of the field.
 - At maximum, only one of these lines should be between any player and the ball at any given time.
 - Scoring
 - No goal may be scored from a team's defensive half.
 - If a ball goes into the goal from the defensive half of the attacking team, a goal kick shall be awarded.
 - Players may not score in his/her own goal. In such a case, a corner kick shall be awarded.

U7/U8

Number of Players

- The games shall be played with a 5v5 format (4 field players and 1 goalkeeper)
 - Each team **must** have a designated goalkeeper at all times
 - No team may play with fewer than 4 players on the field (3 field and 1 goalkeeper)
- Maximum number of roster players: 10

Time of Match

- Two 20 minute halves
- 5 minute halftime

Rule Exceptions

- Size 3 ball.
- Direct and indirect free kick rules apply.
- 1 retry on throw-ins (same player must attempt the retry).
- Attackers are expected to not "cherry pick" and be in a position to have the opportunity to be involved in play.
 - The purpose of this rule is to ensure that each player has an adequate opportunity to be involved in each play.
- No punting.
- No offside offense.

U9/U10

Number of Players

- The games shall be played with a 7v7 format (6 field players and 1 goalkeeper).
 - Each team **must** have a designated goalkeeper at all times.
 - No team may play with fewer than 6 players on the field (5 field and 1 goalkeeper).
- Maximum number of roster players: 12

Time of Match

- Two 25 minute halves
- 5 minute halftime

Rule Exceptions

- Size 4 ball
- Direct and indirect free kick rules apply
- No punting by the goalkeeper
- Offside offenses begin at the build-out line
- Once a goalkeeper has the ball in his hands with clear possession, the opposing team must begin to retreat to the build-out line. As soon as the goalkeeper releases the ball, the attacking team may pursue.

U11/U12

Number of Players

- The games shall be played with a 9v9 format (8 field players and 1 goalkeeper)
 - Each team **must** have a designated goalkeeper at all times.
 - No team may play with fewer than 6 players on the field (5s field and 1 goalkeeper).
- Maximum number of roster players: 16

Time of Match

- During group play, matches shall be two 25 minute halves
- During the knock-out round
 - Matches shall be two 25 minute halves, unless a semi-final or final
 - Semi-final and final games will be two 30 minute halves
- 5 minute halftime

Rule Exceptions

- Size 4 ball

U13/U14 and Older

Number of Players

- The games shall be played with a 11v11 format (10 field players and 1 goalkeeper)
 - Each team **must** have a designated goalkeeper at all times.
 - No team may play with fewer than 7 total players on the field
- Maximum number of roster players: 18

Time of Match

- During group play
 - U13/U14 matches shall be two 30 minute halves
 - U15 and older matches shall be two 35 minute halves
- During the knock-out round
 - U13/U14 matches shall be two 35 minute halves
 - U15 and older matches shall be two 40 minute halves
- 5 minute halftime

General Expectations

- No practicing on game fields
 - Practice/warm-up areas will be designated
- No warming up inside the penalty area (doing so may result in a forfeiture of points or games)
- Teams are expected to be ready to play at the scheduled game time
- Teams are expected to keep their sidelines free of trash
- Use of obscene language, alcohol, tobacco, “vapor” products, or illegal drugs will not be tolerated
 - Violators will be asked to leave
 - If necessary, police will be called
- Referee abuse (verbal or physical) by any person will not be tolerated before, during, or after any match
- Other than for injury or discipline, all players are expected to play at least 50% of each game
- Remember these two things:
 - This tournament is to allow the players a competitive, but fun, environment
 - This tournament is about the KIDS!!!

Change to the Rules of Competition

Changes to these *Rules of Competition* may occur. Any changes will be published and accepted teams notified. Rules for each age division are finalized at the start of the first match for each division.