



**FALL 2018 CSA Cup Tournament
Rules and Procedures**
All Coaches and Referees Please Read Carefully

Rules of Play

- 1) The rules of play shall be the LAWS OF GAME as published by FIFA with those modifications below.
- 2) The Tournament Rules Committee for the good of the game shall address any rules not addressed.
- 3) The Tournament Director or designated representative shall determine the suitability of playing conditions. Teams shall be expected to play in accordance with the tournament game schedule unless severe weather poses a threat to safety. Only the Tournament Director or designated representative shall reschedule the game times and/or locations. Games may be shortened or relocated in order to complete the days' schedule of play. The Tournament Director reserves the right to decide all matters relative to the tournament and the Director's decisions are final.

Certification of Players and Coaches

- 1) Eligible Players:
 - a) The tournament is exclusively for Developmental/Recreational teams, all of whose players are registered with CSA.
 - b) No all-star teams are allowed. Any team found to have substituted ineligible players on a roster will forfeit their games at this tournament and may be subject to further sanctions.
 - c) Additionally, any team or player who has entered in or is rostered for State Cup play or advanced league is not eligible.
 - d) Two rosters and player passes or two picture rosters signed by the club registrar, are required at time of team check in.

- 2) Each team must possess a current certified club or CSA roster, signed by the club registrar, and a valid USYSA player pass for each player and coach participating in the tournament. OR each team must possess a current approved picture roster with all players and coaches who will be participating in the CSA Cup. THE APPROPRIATE OFFICIAL (referee or tournament director designee) WILL CHECK ROSTERS and PLAYER PASSES BEFORE THE BEGINNING OF EACH GAME.
- 3) A player may play for only one team during the tournament.
- 4) All player passes/picture rosters are to be returned to the coach or manager at the conclusion of the game except for passes of the players or coaches ejected. It is the responsibility of the coach to retrieve passes from the Field Referee at the end of each match. Passes inadvertently retained by the Field Referee can be picked up at Tournament Headquarters. Passes for players who sat out a match after receiving a game suspension can be retrieved at Tournament Headquarters.
- 5) At the conclusion of the match, the Field Referee will complete the game card in detail. He/she will also forward to the Head Referee any passes of ejected participants for the Tournament records and any possible further action. He/she will also turn in an official supplemental game report if there are any unusual match circumstances to be reported.

Playing Conditions

- 1) Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
- 2) The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgment will be that of the Tournament Director or designated representative. Kicks from the mark will be utilized to determine winners of games canceled due to weather.
- 3) In event that play has been stopped by the field Referee, Head Referee, or Tournament Director, the score at the stoppage of play will be the final game score if at least one half was completed and if play is not resumed as ordered by Tournament Director.
- 4) In Case of bad weather a siren will sound for clearing the fields. When the siren is heard again, play will resume. Do not leave area until games are officially canceled. PARTICIPANTS AND SUPPORTERS SHOULD LEAVE THE PLAYING AREA AND GO DIRECTLY TO THEIR CARS.

Special Rules of Play Modifications to Laws of the Game and Other Requirements for This Competition

All games shall be played in accordance with the most current FIFA Laws of the Game as modified by the Colorado Soccer Association and the additional modifications herein. Situations that are not covered by these rules or rules of CSA or cannot be reasonably resolved in a timely fashion by application of these rules or the rules of CSA shall be resolved in the most expedient manner at the sole discretion of the Tournament Director or the Site Director.

Law I — Field of Play

- 1) The penalty kick marks shall be:
 - a) Denver Metro
 - i) 8 yards from the goal line in all 7v7 games
 - ii) 8 yards from the goal line in all 9v9 games
 - b) Grand Junction
 - i) 8 yards from the goal line in all 7v7 games
 - ii) 8 yards from the goal line in all 9v9 games
 - iii) 12 yards from the goal line in all 11v11 games
- 2) During the progress of any game, all members of a team and the teams coaching staff shall remain in their designated team area while not on the field of play. All team members shall stay behind any drawn spectator line or at least five feet from the touch line, with the specific exceptions of players warming up prior to impending substitution or when the referee requests the presence of staff on the field to assist an injured player.
- 3) Both teams shall be on the same side of the field, each team's area shall begin 10 yards from the halfway line and shall extend for a distance of 20 yards towards the appropriate goal line. The home team shall occupy the team area nearest the North or West goal line end on the field.
- 4) All spectators shall remain at least five feet from touchlines or goal lines, unless drawn or erected spectator line establishes a different distance. No person shall be permitted behind the goal line areas unless seated in bleachers.

Law II - Ball

- 1) Teams shall use the following ball sizes:
 - a) 9U through 12U # 4 size ball
 - b) 13U through 18U # 5 size ball

- 2) Each team shall supply the referee with one or more suitable balls, properly inflated and in good condition. The referee shall choose the ball to be used in the game.

Law III — Number of Players

- 1) Format for each age group is as follows:
 - a) Denver Metro
 - i) 9U–10U is 7v7 Roster Max 12
 - ii) 11U–12U is 9v9 Roster Max 16
 - iii) 13U & Up is 9v9 Roster Max 16
 - b) Grand Junction
 - i) U9–U10 is 7v7 Roster Max 12
 - ii) U11–U12 is 9v9 Roster Max 16
 - iii) U13 & Up is 11v11 Roster Max 13U-15U 18 players, 16U-19U 22 players
- 2) A small-sided team shall have a minimum of five properly registered, uniformed players in order to start or continue any game. One of those players shall be designated as a goalkeeper. An 11v11 team must have at least seven properly registered, uniformed players in order to start or continue in a game. One of those players shall be designated as a goalkeeper.
- 3) With the referee's permission, a team may substitute at any stoppage any number of legal players.
- 4) With the referee's permission, a team may substitute for a cautioned player at the time of the caution and the opposing team may substitute one player.
- 5) Players who wish to enter or re-enter the game shall enter the field only at the halfway line. They may not enter the field of play until the players whom they are replacing have completely cleared the field and the referee has specifically signaled permission to enter the field. With the referee's permission players leaving the field should do so at any point around the boundaries in order to minimize lost time.
- 6) A team shall not replace a player who has been sent off for misconduct (ejected/red card). The team shall play short by the number of players sent off in the game for the remainder of that game.
- 7) Each player on the team's roster who is present at a game must play a minimum of one-half of each game unless prevented from doing so by reason of injury, illness, being sent-off, or suspension of the game prior to its completion. If there is a disciplinary problem with a player, the parents must be made aware along with

the Site Director.

Law IV — Players Equipment

- 1) In all games, the team listed first on the official game schedule shall be the home team and they shall wear Dark Jersey and the visiting team shall wear white or light.
- 2) All field players on the team shall wear similar color jerseys. The goalkeeper shall wear colors, which distinguish him/her from the other players and from the referee.
- 3) The following items are not permitted:
 - a) earrings of any kind (no tape, no bandages)
 - b) jewelry of any sort, except noted below.
- 4) The following are conditionally permitted:
 - a) religious medals or medical tags, which are taped to the body
 - b) splints, casts, braces or other joint-support devices, which, in the referee's opinion, are not inherently dangerous or are padded with pliable materials to eliminate the dangerous condition.
- 5) Shin guards are required.
- 6) Jersey numbers are required on the back

Law V — The Referee and Law VI — Assistant Referee

- 1) The diagonal system of control, with only one whistle should be used.

Law VII — Duration of Games

- 1) The duration of the matches will be as follows:
 - a) 9U – 10U 2 X 20 minutes
 - b) 11U – 12U 2 X 25 minutes
 - c) 13U and above 2 X 30 minutes
- 2) No overtime periods shall be played in preliminary-round games. If a quarterfinal, semi-final, final or consolation place game is tied at the end of the second regulation period, there shall be two full overtime periods of five minutes each. If a semi-final, final or consolation place game is still tied at the end of the second overtime period, the winner shall be determined by FIFA kicks from the mark.
- 3) Each referee shall refrain from adding time for trifling stoppages or delays and shall make every effort to complete each game in accordance with the field schedule. Adding time is allowed for serious injuries.

Law VIII — The Start of Play

- 1) Any team, which is not ready to start play with at least seven properly uniformed players for 11v11 teams or five properly uniformed players for 9v9 teams, checked in with the referee at the scheduled or rescheduled game time, shall forfeit the game. Extraordinary circumstances beyond the team's control shall be considered at the sole discretion of the Tournament Director.

Law IX — Fouls and Misconduct

- 1) Any player/coach sent off for using foul and abusive language for persisting in misconduct after being cautioned shall sit out the next scheduled tournament game. If sent off for violent conduct, the individual shall sit out a minimum of the next two tournament games. If any suspension imposed is not completely served in games of this tournament, the individual's pass and full report of the details of the incident shall be sent to the home club. The suspension shall be carried forward by the home club or by CSA as appropriate.
- 2) Any coach, manager or spectator who has been ejected (red carded) must remove himself no less than 100 yards from the playing field within 5 minutes of notice of ejection or the match will be forfeited to the opposing team.
- 3) In case of any incident of severe misconduct by participants or their supporters, the Site Director shall have the authority to convene a special hearing on the matter. The Hearing Committee may recommend special sanctions to the Tournament Director including but not limited to expulsion of any individual or a group from the tournament. A summary of any special hearing leading to the recommendation of additional sanctions shall be forwarded to the home club and to CSA for review and appropriate action.
- 4) Prior to each game, each team's representative shall present the team's official tournament roster/picture roster and/or its CSA player passes to the referee who is checking in the team, to verify those individuals who are eligible for that game. It is the responsibility of the team representative to inform the referee of the name of an individual not participating in the game due to suspension. It is the responsibility of the referee to record that name (when informed) on the referee's game report.
- 5) Harassment or insult by word or action to any official or tournament staff member by any player, team representative or spectators will not be tolerated. Rostered players, team representatives or any individuals reasonably construed to be associated with a team are subject to disciplinary action by the Tournament Committee and CSA. Team representatives shall be held responsible for the conduct of their supporters. Other non-associated spectators who create a disturbance will be asked to leave, and if they refuse, they will be escorted from

the premises by legal authorities.

Law X — Free Kicks

1) The distance to be given for free kicks on:

- a) Denver Metro
 - i) An 7v7 is 7 yards.
 - ii) A 9v9 is 7 yards.
 - iii) An 11v11 is 10 yards.

- a) Grand Junction
 - i) A 7v7 is 7 yards
 - ii) A 9v9 is 7 yards.
 - iii) An 11v11 is 10 yards.

Groups, Point System, Advancement

- 1) Teams will be divided into flights by age and sex. Separate flights for intermediate/premier teams may be added in the 9U –10U age groups depending on number of applications accepted. **The tournament committee reserves the right to combine flights or age groups where deemed necessary.**
- 2) During the preliminary rounds of the tournament, games will not have overtime periods. Team standings will be based on the following point system:
 - a) 11 points to beneficiary of forfeiture
 - b) 7 points for a win
 - c) 3 points for a tie
 - d) 0 points for a loss
 - e) 1 point for each goal scored to a maximum of three goals
 - f) 1 point for a shut-out (unless 0-0 tie).
- 3) Should there be a tie at the completion of the preliminary round, the tie will be broken by the following order of criteria:
 - a) Head to head (this criteria not used if more than two teams are tied).
 - b) Least goals allowed
 - c) Most goals scored up to a maximum of six (6) per game
 - d) Fewest penalty points, Caution = (yellow card)=1 point, Ejection (red card) = 2 points
 - e) Taking FIFA kicks from the mark.

4) Exception will apply to the Following:

a) 10 Team Bracket

- i. One team with highest points advances from Bracket A.
- ii. Two teams with Highest Points from Bracket B and/or C will advance.
- iii. Final team to advance will be considered the wild card team and will be the next team with the highest points from Bracket A, B or C.

b) 14 Team Bracket

- i. One team with highest points advance from Bracket A.
- ii. One team with highest points advance from Bracket B.
- iii. Two teams with highest points from C and or D will advance.

Note: If more than two teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at Point "b" above until the tie is broken.

Formats for Advancement

Games are presented as projections only. They are subject to change because no wild card team will be scheduled to play a former opponent.

Protests

- 1) **"NO PROTEST RULE"** applies. Ruling of referees at time of game is final. Appeals will not be heard.

Alcoholic Beverages, Drugs of Abuse or other Controlled Substances

- 1) Possession, consumption or use of any of these items at the field area by any coach, parent, referee, team official, league official or spectator prior to, during or after the play of any game at this tournament is prohibited. Any individual who violates this prohibition shall be subject to disciplinary action by CSA.

Pets

- 1) **No pets of any kind are permitted on any fields** or on any field complexes during this tournament. Training dogs for the handicapped are welcomed.

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