

CSC Classic Hosted by the Culpeper Soccer Club May 11-12, 2019

Tournament Rules

Tournament Headquarters: Culpeper Sports Complex 125 East Davis Street Culpeper, VA 22701

Tournament Info: office@culpepersc.org

GENERAL

All tournament matches will be played in accordance with the laws of the game as issued by FIFA except as modified in these "tournament rules." All decisions of the referee are final and binding. The tournament rules committee reserves the right to decide on all matters relative to the tournament and its decisions are final.

The tournament rules committee reserves the right to make the following changes in the event of inclement weather.

- Relocate and/or Reschedule a Match
- Reduce Scheduled Duration of a Match
- Cancel a Match
- Change a Division Structure

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled times, the score shall stand if at least one-half of the match has been completed. If at the discretion of the referee, a match must be abandoned, the team or teams causing the abandonment of the match will be considered the loser of the match. This will be recorded as a forfeit by a score of 3 goals to 0.

GENERAL PROHIBITIONS

Alcoholic beverages, smoking (including E Vapor products), pets and noise makers are prohibited.

COACH AND PLAYER CONDUCT

Coaches and players will share the same side of the field. All spectators will take up a position on the opposite side of the field during the time the match is in progress. All personnel must remain between the 18-yard lines of the midfield stripe. No coaches or spectators are allowed behind the goal line.

TEAMS FORMED THROUGH A TRYOUT/SELECTION PROCESS ARE NOT ELIGIBLE.

All-Star/Advanced/Challenge teams are NOT eligible to participate.

AGE DIVISIONS

Eligible players will follow the calendar year age matrix for the 2018-2019 season. Players may play up in age division but may not play down in age division.

Age	Match Length	Format	Min Players to Start	Ball Size
U8	40 Mins	4v4 (no GK)	4	3
U10	50 Mins	7v7	6	4
U12	50 Mins	9v9	7	4
U14	60 Mins	11v11	7	5
High school	60 Mins	11v11	7	5

A team which cannot field its minimum number of players at the scheduled start time shall forfeit the match. The team forfeiting the match shall be declared the loser by a score of 3 goals to 0. If there is only one referee present for the preliminary match at the scheduled start time, the referee shall commence the match using volunteer assistant referees. Should the second referee arrive at the field, he/she shall enter the match at an appropriate break in play and the volunteer assistant referees shall be relieved of their duties. It is the duty of the coaches to ensure that the players report to the field 15 minutes prior to the start time of each match for the possible verification of rosters.

Placement of Division

(A) Division with 3 teams. (1st & 2nd Place Awards). Four matches will be guaranteed with each team playing the other teams in their bracket once each day. The champion and finalist will be determined by Advancement Point System below. ***U6 Plays 2 Games Only On Saturday***

(B) Divisions with 4 teams (1st & 2nd Place Awards). Three matches will be guaranteed. The top two teams will advance to a Championship Match.

(C) Divisions with 5 teams (1st & 2nd Place Awards). Four matches will be guaranteed in a round robin format. The champion and finalist will be determined by Advancement Point System.

There will be no time allowance for substitutions, injuries or other compensating time.

The referee will start the clock at the beginning of each half and run it continuously until the conclusion of that half. The only time the referee will stop his/her clock is for an injury that is severe enough to significantly affect the length of the game. All regulation halftime periods will last 5 minutes, overtime halftime periods will last 1 minute. In semifinal or final matches, if the game has been stopped for a serious injury, the referee will resume the game at the point where the match was stopped and finish out the match in its entirety. No semifinal or final match will be shortened due to a serious injury, daylight permitting.

U8 Games- No one player may stay and guard the goal. All players must move throughout the field during the game. No overtime periods for semi-final matches, ties will be resolved immediately following the match by using FIFA Penalty Kick procedure. Consolation matches may end in a tie.

The winners of the semi final matches will proceed to the championship match.

Rules for Advancement

Group or Division winners will be decided on the following basis:

Win = 3 points

Tie = 1 point

Loss = 0 points

Ties for 1st and 2nd place in Group or Division will be broken according to the TIE BREAKING

PROCEDURE below.

SCORE REPORTING

The winning team or both teams, if tied, must submit the score card to the site tent within 30 minutes of the completion of the match. Blank score cards may be obtained at the site tent. You must include the game #, the division name, home team name and score, away team name and score. Both coaches must sign the score card.

TIE BREAKING PROCEDURE

Tie-breaking procedure to determine finalists in divisions with 4, 5, or 8 teams and semi finalist in divisions with 6, 10, or 12 teams will be determined as follows:

1. Results of Head to Head competition with team(s) with which tied (Except where three teams are tied head to head competition will not be used. When three teams are tied begin with tiebreaker #2)
2. Goal Differential (Goals Scored minus Goals Against.) Maximum goal differential is 5 per game.
3. If tied after Tie Breaker #2, Penalty Kicks

If Championship matches cannot be played on Sunday but Semi Final matches have been played to completion, a Champion and finalist will be selected from the semi final matches. If Semi Final matches have not been played to completion, results will revert back to Saturday's matches for Final determination.

Resolving ties in Championship Match

If the Championship match is tied at the end of regulation time, the teams will be given a 5-minute rest and then two 5-minute overtime periods will be played. Both 5-minute overtime periods will be played to completion. If still tied after the two overtime periods are completed, the Champion will be decided by using the FIFA penalty kick procedure.

Resolving ties in a Semi Final Match

Semi final matches ending in a tie will proceed straight to the FIFA penalty kick procedure to determine a winner.

Resolving ties in Consolation Match

Matches may end in ties for Consolation Match.

Resolving ties in U8 Division (no goalkeeper)

A match ending in a tie which must produce a winner to advance to a consolation match is determined through alternating center line kicks at the goal. The 4 players from each team on the field at the end of regulation time take alternating kicks from the center line to the goal (single shot only, no dribbling). If the match is still tied after all 8 players kick, 4 new players (or all players on the bench, if less than 4) from each team will take alternating kicks with the result being determined in sudden death (first team to miss loses). A coin toss will determine which team kicks first.

SUBSTITUTIONS

Unlimited substitutions may be made with the referee's permission:

After a goal has been scored

At the beginning of the second half of play or prior to the beginning of overtime play

At a goal kick by either team

At a throw in by the team in possession** the opponent may substitute if they are at the half-line and ready to enter play

In case of stoppage of play for an injury

A cautioned player may be substituted

Under NO circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

HEADING RULE

All players in divisions U12, U10 and U8 are not allowed to head the ball. At age divisions U10 and younger; whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

FORFEITS

Teams not having 7 players for 11 v 11 and 9 v 9 matches, 5 players for 6 v 6 matches or 4 players for 4 v 4 matches ready to play within 10 minutes of the scheduled game time will have a forfeiture declared for the match. The score of a forfeited game will be 3-0 in favor of the team ready to play.

CONDUCT

Any player dismissed/sent off (red carded) shall not be allowed to participate in the team's next game. No substitution may be made for the player sent off during the match in whom the red card was issued. A coach who is dismissed will not be allowed to participate further in the tournament.

Each coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's behavior may be cautioned and / or ejected. Any player or coach ejected must leave and cannot be within sight or sound of the playing field. Per FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off. Two yellow cards in the same match equal an ejection and the player will sit out his/her next immediate match. No team or club official may enter the field of play regardless of the circumstances unless the person has been given permission to enter the field of play by the referee.

If in the opinion of the Tournament Director(s), the conduct of a team, its coaches or supporters do not meet the standards of sportsmanship that are expected, a team may be barred from further participation in the tournament.

Any coach that is head coach of more than one team must ensure that an assistant coach is available to coach the second team if a conflict arises due to game scheduling.

INCLEMENT WEATHER

Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director(s) may cancel or postpone a match. Referees may suspend a match only in case of severe weather, in his/her discretion, Tournament Director(s) may cancel any and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director(s) may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play, every attempt will be made to complete the match. However, if necessary other means, determined by the Tournament Director(s), may be used to determine a winner. Referees and field marshals will not consider beginning or continuing matches when a lightning storm exists.

Protests:

All decisions of the referee(s) and the Tournament Director(s) are final.