



CRSA Tournament Rules Cedar River Soccer Association April 29-30, 2017

LAWS OF THE GAME

All games will be played under FIFA Laws of the Game except where amended by USYSA Rules of Play and except as noted below. These rules may be modified, in which case, rule changes will be provided before the beginning of tournament play.

1. TEAM ELIGIBILITY

- All teams outside the State of Iowa must file travel permission forms.
- No roster changes will be permitted after a team roster has been approved at the tournament check-in.
- All teams must be currently registered with their State, National or Provincial Association.
- **ONLY State issued Tournament Rosters will be accepted.** We will NOT combine rosters. Up to five (5) guest players may be written in at the bottom of the roster as long as the total number of players rostered does not exceed the maximum number allowed.
- Each player and coach must have a valid USSF / USYSA ID card (no pink IPSL cards). Only coaches with a valid pass will be allowed on the sidelines. No exceptions permitted!
- Every player and coach participates at his or her own risk.

2. ROSTERS

Rosters are to be turned in at registration. All rosters are final. Players are limited to playing on ONE TEAM in an age group. A player will be permitted to play up in age level in addition to their own. ALL ROSTERS MUST BE STATE APPROVED. Up to five (5) guest players may be written in at the bottom of the roster as long as the total number of players rostered does not exceed the maximum number allowed. In the event that a team has more than five (5) guest players, please utilize the tournament roster provide by your state association at a small fee - this process will aid the speed and accuracy of the registration process.

The Tournament Committee reserves the right to turn teams away if their roster doesn't satisfy the above noted specifications.

3. GAME DURATION, BALL SIZE, ROSTER LIMITS, GAME FORMAT

Half time will be FIVE (5) Minutes and no stoppage of time is allowed.

Age	Game Length	Ball Size	Max Roster	Format	Max Guests
15U	2 - 30 min. halves	5	18	11v11	5
14U	2 - 30 min. halves	5	18	11v11	5
13U	2 - 30 min. halves	5	18	11v11	5
12U	2 - 25 min. halves	4	16	9v9	5
11U	2 - 25 min. halves	4	16	9v9	5
10U*	2 - 25 min. halves	4	12	7v7	5
9U*	2 - 25 min. halves	4	12	7v7	5

**no offside rules apply for 9U and 10U play*

Iowa State Association sanctioning rules apply in that 9U-10U divisions will play a festival format with presentation of participation awards and no advancement (i.e. no playoffs).

4. AGE DIVISIONS

Age groups will be as listed by USYASA and players must be born on or after January 1 of their respective year:

15U – 2002 14U – 2003 13U – 2004 12U – 2005 11U – 2006 10U – 2007 9U – 2008

5. BRACKETING

Teams will be bracketed by age and level (Gold or Silver) based on team preference and team availability with the exception of 9U/10U which will only be bracketed by age. However, teams may be moved to a different level or an age group (if combining age groups is necessary) to accommodate even bracketing. The Team Manager will be contacted if such occurs. *See Appendix for Tournament Format.*



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6. UNIFORMS AND EQUIPMENT

Each player must wear shin guards. His or her socks must be worn in a manner that completely covers the shin guards. Each player on the team must wear the same team uniform with a number on the back (goalies are exempted from this rule but must be alternately colored from the Referees and the opposing goalie). Where uniform color is similar, the Referee may instruct the designated home team to change uniforms. Each team shall furnish a regulation game ball to the Referee prior to each match. The Referee's choice of game ball is final.

Casts and braces: The Referee for each match will be the sole judge as to whether a player wearing an orthopedic cast or brace shall be eligible to participate.

Eyewear: Players with prescription glasses must wear sport goggles or contacts during tournament participation.

7. START OF THE GAME

Teams should be ready to check-in at their designated field twenty (20) minutes prior to game time. The home team is the team listed first in all matches. Field position will be determined by the Referee's coin flip called by the home team. The coin flip winner will select the goal it will attack in the first half of the match and the other team takes the kick-off to start the match. In the second half of the match the teams change ends and attack the opposite goals and the coin flip winner will kick-off to begin second half play.

8. SUBSTITUTION (UNLIMITED)

- a) After a goal by either team
- b) Before a goal kick for either team
- c) Before a throw-in your favor
- d) At half-time, or before the start of any overtime period
- e) In case of injury or any stoppage of play with Referee's permission

9. BEHAVIOR

Any player or coach ejected from a game will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. All red and yellow cards issued will be recorded in the tournament records and also reported to the home state association for the team involved. Referee assault matters will be referred to the Iowa Soccer Association. Except for Referee assault, the home state association and the home club/league have the responsibility for imposing additional sanctions, if warranted. ID Cards retained will be returned to the coach of the team involved after the player has sat out their suspension or the conclusion of the tournament.

For further clarification the following conditions apply to Player/Team Official ejections (Red cards):

- a) A player or team official who is ejected from a game will be suspended from the next tournament game. An individual may receive more than a one game suspension depending on the severity of the incident. No substitution will be permitted for an ejected player.
- b) If a coach or team official is ejected from a game, from the point of ejection through the period of suspension, the suspended individual must remain out of sight of the playing field. The "sight and sound" rule may be invoked in the case of an ejected player, at the discretion of the Referee or the Tournament Rules Committee. At minimum, an ejected player must leave the field.
- c) Referees will show Red and Yellow cards to the coaches if warranted.

10. FAILURE TO SHOW - FORFEITS

A minimum of four players constitutes a team for 6v6, with the minimum increasing to five players for 8v8 and seven players for 11v11, respectively. A five (5) minute grace period will be extended beyond the kick-off time before a forfeit is declared. Any team that withdraws or fails to play a match will forfeit that match. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If the forfeit is determined, the winning team will be awarded a score of 3-0 and will receive the appropriate points for that score.



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11. PROTESTS

No protests will be allowed.

12. SCORING FORMAT

Three (3) points will be awarded for a win, one (1) point for a tie and zero (0) for a loss.

13. TIE BREAKER, SEMI-FINALS AND FINALS

Games that are tied at the end of regulation time will end as a tie in the preliminary rounds. In the event of a tie in the semi-final or final game penalty kicks will be taken as listed below to determine a winner:

- a) Each team will select five (5) players to kick - only players on the field at the end of the game may be selected
- b) Teams will alternate kicks - first team to kick will be determined by the Referee's coin flip
- c) If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined
- d) All eligible players must kick before any eligible player can repeat
- e) Goalies may be changed after any shot

14. CRITERIA FOR DETERMINING FINAL STANDINGS

If two or more teams are tied in Preliminary Round Standings, the following sequence shall be followed until a team is eliminated. Once a team has been eliminated, the remaining teams shall then restart the sequence at Point #1 until the tie is broken.

1. Head to head competition (this criterion is NOT used if more than two teams are tied)
2. Best Goal Differential for all Games (maximum goal differential of +/- 3 per game)
3. Fewest goals allowed
4. Most shutouts
5. Fewest Red Cards
6. Coin Toss

15. TOURNAMENT RULES COMMITTEE

The Tournament Rules Committee consists of the Tournament Director, Referee Coordinator, and Tournament Registrar. The Tournament Rules Committee reserves the right and authority to:

- a) Group age divisions based on team availability
- b) Relocate and/or reschedule match times
- c) Reduce up to half the duration of matches
- d) Cancel preliminary matches, which have no bearing in deciding group and or division winners
- e) Suspend a match without necessarily terminating it and then resuming the match
- f) Decide pairings for quarter-final and semi-final play
- g) Decide the final tournament standings and trophy winners
- h) Make any other decisions as necessary to accommodate unexpected situations and/or weather
- i) Tournament Committee and Referee decisions and/or interpretations are final – NO PROTESTS ARE ALLOWED

16. CANCELLATION POLICY

The Cedar River Soccer Association will not be responsible for any expenses incurred by any team in the event games are discontinued due to inclement weather or adverse field conditions. All decisions related to such are final. If games are cancelled because of weather, the following refund policy will be in effect:

- a) No game played - 75% refund of entry fee
- b) 1 game played - 50% refund of entry fee
- c) 2 games played - no refund

Unfinished games: if the Referee terminates the game and neither team is at fault, it shall be considered a completed game if at least five (5) minutes of the second half has been played



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Inclement Weather/Unplayable Field Conditions: in the event of inclement weather, the Tournament Rules Committee reserves the right to modify any Tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches are asked to be patient and remain flexible. Changing the format of the tournament is a major undertaking. In the event that Semi-Final or Final games are cancelled, the division winner will be determined in accordance with Tie Breaker Rules.

17. TOURNAMENT REGISTRATION FEES

Tournament registration fees are due at time of application to enter the ChillOut. There will be no refunds once registration closes, except as noted in the cancellation policy.

18. PLAYER, COACH, PARENT, SPECTATOR CONDUCT

Both teams shall be on the same side of the field. All other people must be on the opposite side of the field. Derogatory remarks about or to opposing teams, their supporters or the Referees shall be grounds for dismissal from the park. Coaches are responsible for the conduct of players, parents, coaches and spectators at the field, hotel or other locations for the duration of the tournament. If complaints regarding the conduct of any person on a team or a supporter of a team are received, the Tournament Rules Committee may ask any and/or all such people to leave the tournament and declare any remaining games a forfeit.

19. TEAM CHECK-IN POLICY

Team check-in will be available on Friday night (check in time and location will be communicated to the Team Manager in advance). Local teams and teams staying overnight should register on Friday night. Team check-in at the Tuma Soccer Complex can take place one hour before the team's first scheduled game in the Registration tent. **If your first game is prior to 8:00 am on Saturday, a Friday night check-in would be preferred. Players and coaches cards, medical releases and a state approved roster must accompany the person who is checking in your team.** Please have a team manager, coach or representative check the team in (players are not required).

**TEAMS MAY NOT USE THE GOAL AREAS FOR
WARM-UP OR PRACTICE**



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APPENDIX

1. TOURNAMENT FORMAT

The following standard formats will be used in pool play but may be changed at the discretion of the Tournament Rules Committee - all teams are guaranteed a minimum of three (3) pool games:

- a) **Division of 4 teams** - There will be one pool with each team playing against each other. The two top teams in points will advance to the Finals.
- b) **Division of 5 teams** - There will be one pool with each team playing against each other (4 games each). The highest two point totals are awarded first and second place.
- c) **Division of 6 teams** - There will be 2 pools of 3 teams each. Each team will play the other two teams in their pool with a third crossover game to be played as part of pool-play. The top teams in each pool will advance to the final.
- d) **Division of 8 teams** - There will be 2 pools of 4 teams. No cross-over game, with the top teams in each pool meeting in the Finals.
- e) **Division of 10 teams** - There will be 3 pools – one with 4 teams and two with 3 teams. Each team in a three team pool will play the two teams in their pool, with a third crossover game to be played as part of pool-play. The top team in each pool will advance to the semi-final along with one wild-card team (the highest second placed team from A, B or C). The A pool winner will play the wild card with the B winner playing the C winner. If the wild card team comes from pool A, or if the B and C pool winners played in their pool play crossover game, then the semi-finals will be B pool winner vs. wildcard and A pool winner vs. C pool winner. If the B and C bracket winners played in pool play and the wildcard is from B pool, then C pool will play Wildcard and A pool will play B pool. The two semi-final winners will play in the Finals.
- f) **Division of 12 teams** - There will be 3 pools of 4 teams with a wild-card advancing to the semi-finals. The top team in each pool will advance to the semi-final along with one wild-card team (the highest second placed team from A, B or C). The A pool winner will play the wild card with the B winner playing the C winner. If the wild card team comes from pool A, then the semi-finals will be B pool winner vs. wildcard and A pool winner vs. C pool winner. The two semi-final winners will play in the Finals.
- g) **Division of 14 teams** - There will be two pools of 3 teams that will play three crossover games. There will be two pools of 4 teams that will play within their pool. A pool winner plays D pool winner, B pool winner plays C pool winner in the semifinals. The two semi-final winners will play in the Finals. No wild-cards will be awarded.
- h) **Division of 16 teams** - 4 pools of 4 teams. A pool winner plays D pool winner, B pool winner plays C pool winner in the semifinals. The two semi-final winners will play in the Finals. No wild-cards will be awarded.



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2. TUMA SOCCER COMPLEX RULES AND REGULATIONS

- No person shall engage in any sale of merchandise, services, or operate any concessions without prior written approval.
- Alcoholic beverages and/or illegal substances are prohibited on City property. Appropriate law enforcement agencies will be notified when violations occur and appropriate action against all involved parties will apply.
- No RVs/campers (any size) allowed in the complex or overnight.
- No grills or cookers are allowed in the Tuma Soccer Complex.
- Glass containers are prohibited in all areas.
- No pets are allowed in the Complex. For ADA exceptions, City pet leash and waste laws are to be followed.
- Skates of any kind, skateboards, and bicycles are prohibited in all areas.
- No golf carts (excepting Soccer Complex vehicles) or other similar motorized vehicles shall be permitted on any portion of the complex without the written approval of the City.
- It is prohibited for any person to engage in boisterous, threatening, abusive, insulting, indecent or profane language or to engage in any disorderly conduct or behavior leading to a breach of the public peace and enjoyment of the facility. The City reserves the right to remove, or have removed, any person(s) due to abusive conduct or a non-cooperative attitude.
- No person or group shall store, leave, or otherwise allow remaining at the facility, any materials, supplies, equipment or other physical accessories without permission of the City.
- No smoking shall be permitted within the Soccer Complex. Use of tobacco, including cigarettes, cigars, pipes, and chewing tobacco is strictly prohibited.
- The City is not responsible for lost or stolen items or for damage occurred by hit, thrown, or moving objects. Please, lock your cars.
- Food and/or drink may not be brought into the Sports Complex. Exception being that each team may bring in team water or sports drinks for players and coaches only.
- No climbing, hanging, sitting, walking, or standing on/over trees, shrubs, fences, netting, or buildings.
- Use of unmanned aircraft (e.g., drones), remote controlled aircraft or other similar devices are prohibited.
- The City reserves the right to remove, or have removed, any person(s) due to a violation of any of these rules.