



Cheyenne Soccer Club

P.O. Box 2774, Cheyenne, WY 82003
307-635-GOAL (4625)

Email: cheyennesoccer@bresnan.net

Web site: <http://www.cheyennesoccer.com>



16TH Annual Fall Classic Tournament October 2nd - 4th, 2009

TOURNAMENT RULES AND PROCEDURES

If not specifically outlined below, all FIFA rules will apply (laws of the game). However, some additional special rules will be used for U-8 (see addendum). The Tournament Committee reserves the right to change tournament rules to accommodate unforeseen circumstances and to benefit the players.

LAW I – THE FIELD OF PLAY

1. The size and markings of the fields have been modified to reflect the age of the participants playing on the field and the size/shape of the area available.
2. In all games, the team listed first on the official game schedule shall be the home team.
3. The penalty kick mark shall be 12 yards from the goal line in all games.
4. Coach(es) and players will be on the east or south side of the field and the parents will be on the north or west side of the field.

LAW II – THE BALL

1. Teams shall use balls as follows:

(A) U-8	#3 size ball
(B) U-10	#4 size ball
(C) U-12	#4 size ball
(D) U-14 and older	#5 size ball
2. The home 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. A team must have the minimum number of properly registered and uniformed players listed below in order to start or continue any game. For U-10 and above one of those players shall be designated as a goalkeeper. The number of players per team for games in each division is listed below. A team playing short shall be allowed to add players as the game progresses when new players arrive. If a team is not ready for play at the scheduled game time the team will forfeit the game.

Division	Minimum number of players	Players per side for game
U-8	3	4v4
U-10	5	6v6
U-12 (8v8)	6	8v8
U-12 (11v11)	7	11v11
U-14 and older	7	11v11

2. Team roster limits are as follows. Exceptions may be approved by the Tournament Committee in limited cases.

Division	Maximum number of players
U-8	8
U-10	11
U-12 (8v8)	15
U-12 (11v11)	18
U-14 and older	18

3. For U-8 substitutions are unlimited and accomplished on the fly during a dead ball situation. With the referee's permission the coach simply calls the player being substituted for off the field during any dead ball situation. Once that player is off the field, the coach may send the substitute on the field. During the tournament permission from the referee is **required**.
4. For U-10 and above: **with the referee's permission**, a team may substitute or resubstitute any number of legal players at the following stoppages in play.
- (A) Prior to a throw-in (only by the team throwing in)
 - (B) Prior to a goal-kick (by either team)
 - (C) After a goal (by either team)
 - (D) After an injury when the referee has stopped play (one player by **either team**)
 - (E) At half-time (by either team)
5. Individuals who wish to enter or reenter 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. Players leaving the field may 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 carded). The team shall play short by the number of players sent off in that game for the remainder of that game.
7. All teams will be placed in divisions in accordance with the birthdate of the oldest player on the team's official tournament roster. Those teams accepted for participation will be placed in divisions as appropriate in accordance with their composition at the sole discretion of the Tournament Committee. This will include age groups that have 3 or fewer teams entered.
8. Players must be registered with their state soccer association for the fall 2009 season.
9. A team may have up to 3 guest players.

10. U-19 players must be in high school.
11. Coed teams may participate in the tournament and shall be placed in boys' divisions.
12. In the Recreation division each player on a 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. In the Open division playing time shall be at the discretion of the coach.

LAW IV – PLAYERS' EQUIPMENT

1. The following items:
 - (A) Are not permitted:
 - i. Hair control devices with any hard parts
 - ii. Earrings of any kind
 - iii. Jewelry of any sort
 - iv. Caps with a brim
 - v. Non-prescription sunglasses except with a note from a doctor.
 - (B) Are conditionally permitted:
 - i. Religious medals or medical tags which are taped to the body.
 - ii. 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.
 - iii. Goalkeeper hats with soft pliable brims for shielding eyes from direct sunlight.
2. All players shall wear shin guards. Knee-high stockings shall be worn over the shin guards and shall cover them at all times.
3. All field players on a team shall wear similar color jerseys. The goalkeeper shall wear colors which distinguish him/her from the other players and from the referee.
4. For the Open Division: at each game, each team is required to be able to make a change of jersey colors. A team may have two different colored sets of jerseys or single jerseys that when turned inside out reverse to an alternate color or a set of alternate color bibs or vests. The color of a team's jerseys may be different from the color of the team's shorts and/or stockings; each jersey shall have a number affixed on it (taped or not permanent numbers are acceptable.) If both teams are wearing similar colored jerseys, the home team shall be required to change.

For the Recreation Division: Teams shall wear their CSC jerseys. The color of a team's jerseys may be different from the color of the team's shorts and/or stockings; each jersey shall have a number affixed on it (taped or not permanent numbers are acceptable.) In cases where the jersey colors of opposing teams are difficult to distinguish the home team shall wear a distinctive colored pinnie which is available from the tournament headquarters tent.
5. Either team's goalkeeper shall change jerseys as the referee directs regardless of home/visitor status.

6. All players starting each half or entering the field as substitutes shall have their jerseys tucked into their shorts. Jerseys that come out during the course of play will not be cause for action by the referee.
7. Screw-in cleats are permitted as long as they have no sharp edges.

LAW V – THE REFEREE & LAW VI – ASSISTANT REFEREES

1. Only the diagonal system of control (one whistle only) shall be used. The referee will be assigned by the site referee assignor and each assistant referee (for U-12 and above) will be required to report to the center referee 15 minutes prior to the start of the game. The referee will enter each assistant referee's name on the game card.
2. All referee decisions, calls and judgments are final. All players, coaches and spectators are asked to respect the referee's judgment on difficult calls and cooperate with him/her during the game.

LAW VII – DURATION OF GAMES

1. Prior to the start of a game, the Tournament Committee will make the determination as to whether or not to begin a game based on the existing local weather conditions.
2. All games shall consist of two regulation periods determined by the Tournament Committee. Time may be changed if deemed necessary by the Tournament Committee. No overtime periods shall be played in preliminary round games. If a semifinal, final, or third-place game (U-10 and above) is tied at the end of the second regulation period, there shall be two full overtime periods of 5 minutes each. If a semifinal, final, or third-place game is still tied at the end of the second overtime period, the winner shall be determined by the taking of kicks from the penalty mark. All games will consist of two halves with a 5 minute halftime as outlined below:

(A) U-8	two 20 minute halves
(B) U-10	two 25 minute halves
(C) U-12	two 30 minute halves
(D) U-14 and older	two 30 minute halves except:
U14:	35 minute halves in finals
U14/U16 Girls:	35 minute halves in finals
U16/U19 Coed:	40 minute halves in semi-finals and finals
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.
4. The Tournament Committee reserves the right to change the duration of any game at its discretion. Games shall be considered completed upon completion of the first half of the game when play has been stopped by the Field Referee, Head Referee or Tournament Directors. The score at the stoppage of play will be the final game score if play is not resumed as ordered by the Tournament Directors.

LAW VIII – THE START OF PLAY

1. If a team is not ready for play at the scheduled game time the team will forfeit the game. Extraordinary circumstances beyond the team's control shall be considered at the sole discretion of the Tournament Directors.
2. A verified roster will be given to each coach or manager at the tournament registration. This roster will be given to the referee before each game and collected from the referee after the game. It is the responsibility of the team representative to inform the referee of the name of any individual not participating in the game for the reason of suspension. It is the responsibility of the referee to record that name (when informed) on the referee's game report.
3. Players not on the official tournament roster cannot participate in any part of a tournament game. If a player/team is in violation, the team will forfeit the game the illegal player participated in. If it is deemed flagrant, the Tournament Committee has the option to disqualify that team from participation in future tournament games. All losses will then count as a forfeit in favor of the opposing team and against the team in violation.

LAW XII – FOULS AND MISCONDUCT

1. Slide tackling is prohibited in the recreation division of this tournament.
2. Any individual who receives three stand alone cautions in separate games within this tournament shall be suspended from the next tournament game.
3. Any individual sent off for using foul or abusive language or for persisting in misconduct after being cautioned shall sit out the next scheduled tournament game. If sent off for violent conduct or serious foul play, the individual shall sit out the next tournament game. Any ejected player or coach will not participate in the next tournament game.
4. In case of any incident of severe misconduct by participants or their supporters, the Tournament Directors shall have the authority to convene a special hearing on the matter. The Tournament Committee may recommend special sanctions to the Tournament Directors including but not limited to expulsion of any individual or a group from the tournament. Incidents determined to be an assault on an official shall result in immediate suspension from all participation.
5. Harassment or insult by word or action to any official or tournament staff member by any player, team representative or spectator will not be tolerated. Rostered players, team representatives and any individuals reasonably construed to be associated with a team are subject to disciplinary action by the Tournament Committee. Team coaches 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.
6. Misconduct warranting a caution or sending off of field players or uniformed substitutes prior to or during a game shall be accompanied by the display of a yellow or red card as appropriate. Misconduct by coaches, trainers or other team representatives prior to or during a game shall not be accompanied by the display of a card, but the referee shall inform the coach of the cautioning or sending off. Misconduct after the completion of the game by any participant shall be reported by the referee and may result in the assessment of a caution or sending off and associated penalties by the Tournament Committee even though no card has been displayed and verbal notification has not been given by the referee to the offender.

LAW XIII – FREE KICKS

1. The distance on all free kicks shall be:
 - (A) U-8 3 yards
 - (B) U-10 8 yards
 - (C) U-12 and older 10 yards

POINT SYSTEM AND ADVANCEMENT

1. Teams shall be awarded points for games as follows:
 - (A) WIN or BYE 6 points plus 1 point for each goal up to a maximum of 3 per game
 - (B) FORFEIT 8 points
 - (C) TIE 3 points plus 1 point for each goal up to a maximum of 3 per game
 - (D) LOSS 0 points plus 1 point for each goal up to a maximum of 3 per game
 - (E) SHUT OUT 1 point for holding the other team scoreless
2. A team will receive no points or other credit for more than three goals scored in any game. The maximum possible points per game is 10.
3. If a bracket has an uneven number of teams, one or more teams may be scheduled to play 4 games. In such cases points will be awarded only for the first 3 games played for the team(s) playing the extra game. The last team to register for the tournament is typically given the fourth game.
4. If a team is declared ineligible or if a scheduled team does not show for play, the team will forfeit the game. In the unlikely event of forfeits during the preliminary games, the forfeit shall be scored as follows:
 - (A) For purposes of awarding points, a team which “wins a forfeit” shall receive 8 points.
 - (B) If a team withdraws from the tournament voluntarily or is disqualified from the tournament prior to completion of all of its games in the preliminary rounds, each of the teams in the flight shall receive 8 points.
5. Coaches must be sure to verify scores and points awarded on the official tournament score board following the completion of a game.
6. If, at the completion of the preliminary round, two or more teams in a flight are tied in total number of points, the team that shall advance shall be determined in the following sequence:
 - (A) Results of head to head competition between the tied teams.
 - (B) Fewest goals allowed.
 - (C) Number of goals scored up to three per game.
 - (D) Taking of kicks from the penalty mark.
 - (E) Tossing of a coin—in the event that adverse weather conditions or nightfall prevents the taking of kicks from the penalty mark.

- (F) Decision of the Tournament Committee. The Tournament Committee shall decide how it will choose a winning team if the prior criteria are inappropriate.

TAKING OF KICKS FROM THE PENALTY MARK

1. The referee shall choose the goal at which all of the kicks shall be taken.
2. The referee shall toss a coin and the team whose captain wins the toss shall take the first kick.
3. Kicks:
 - (A) At the end of the second overtime period each team will select 5 players from the players who are on the field of play at the end of overtime to participate in the taking of kicks. Any player on the field may change places with the goalkeeper at any time during the taking of the kicks.
 - (B) Both teams shall take five kicks. Each kick shall be taken by a different player, and not until all eligible players including the goalkeeper have each taken a kick, may a player of the same team take a second kick.
 - (C) The kicks shall be taken alternately.
 - (D) If, before both teams have taken five kicks, one has scored more goals than the other could score even if it were to complete its five kicks, the taking of kicks shall cease.
 - (E) If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, the taking of kicks shall continue in the same order until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one has scored a goal more than the other.
4. Players:
 - (A) Other than the player taking a kick from the penalty mark and the two goalkeepers, all players shall remain within the center circle during the taking of kicks.
 - (B) The goalkeeper who is a teammate of the kicker shall take up a position within the field of play, outside of the penalty area and at least 10 yards from the penalty mark.
 - (C) The goalkeeper may be substituted if injured.
5. In the event of light failing before the end of the taking of kicks from the penalty mark, the result shall be decided by the tossing of a coin.

AWARDS

1. Awards will be presented as follows:
 - (A) All U-8 players shall receive participation awards.
 - (B) For U-10 through U-19 there will be individual player awards for first and second place teams in each age group.

PROTESTS

THE REFEREE'S DECISION IS FINAL. NO PROTESTS WILL BE HEARD BY THE TOURNAMENT COMMITTEE.

ADDENDUM – SPECIAL RULES FOR U-8

1. **FIELD OF PLAY:** The size and markings of the fields have been modified to reflect the age and divisional participants playing on the field and the size/shape of the area available. For U-8's the field dimensions shall be 50 yards in length and 30 yards in width.
2. **THE BALL:** Size 3 balls will be used for U-8.
3. **LENGTH OF GAMES:** U-8's will play two 20 minute halves. Half time will be 5 minutes in length after which each team will change sides on the field.
4. **PLAYERS:** For U-8 the game is played by two teams, each having four (4) players on the field. Substitutions are unlimited and accomplished on the fly during a dead ball situation. The coach simply calls the player being substituted for off the field during a dead ball situation. Once that player is off the field, the coach may send the substitute on the field. During league play there are no referees. During the tournament permission from the referee **is required**.
5. **THE RULES OF MICRO SOCCER:**
 - (A) The game is started with ball placed at the center of the field. Players of the opposing team must be **three (3)** yards away when the kick is taken.
 - (B) A goal **CANNOT** be scored directly from the kickoff. That is the ball must touch another player on the field of either team before going into the goal.
 - (C) Goals can be scored from anywhere but the ball must pass below the cross-bar and between the goal posts for a goal.
 - (D) There is no tripping, pushing, punching, holding or kicking an opponent. A player cannot pick up, hold, stop or propel the ball with his/her hands except for throw-ins. All infringements are punished by an **INDIRECT KICK**, i.e., the ball must touch another player on the field before it enters the goal. That player can be from either team. In other words, a goal **CANNOT BE SCORED DIRECTLY FROM A FREE KICK**.
 - (E) Players of the opposing team must be three (3) yards away from the ball when a free kick is taken. **DURING GOAL KICKS, PLAYERS OF THE OPPOSING TEAM MUST BE BEHIND THE SCORING LINE**.
 - (F) There is **NO OFFSIDE** in micro soccer.
 - (G) Slide tackling **IS NOT** allowed.
 - (H) There are no goalkeepers.

- (l) **Scoring:** To increase each player's participation and to discourage goal-tending (e.g., a player standing permanently in front of the goal) an attacking team's goal will be **DISALLOWED IF ALL ATTACKING PLAYERS HAVE NOT CROSSED THEIR OWN SCORING LINE.**

