

Cleveland Alliance Soccer Association 2009-2010 OUTDOOR TOURNAMENT

RULES and REGULATIONS

Tournament Headquarters – 8809 Lake Rd., Seville, OH 44273 – PH 440-476-5305
Tournament Director – Rocco Valente –PH 216-390-3523

Age Categories: U8 through U19 Boys and Girls.

Tournament Classifications: CASA outdoor tournaments will offer two classifications of play in all age groups: Premier and Division 1 (the highest competitive division being “Premier”, the least competitive division being “Division I”). Tournament officials reserve the right to combine classifications and age groups should the number of teams entered require such action.

Age Requirements

In order to play in a given age category, you must meet the following requirements:

Season 2009-2010

- Under 19 August 1, 1990 to July 31, 1991
- Under 18 August 1, 1991 to July 31, 1992
- Under 17 August 1, 1992 to July 31, 1993
- Under 16 August 1, 1993 to July 31, 1994
- Under 15 August 1, 1994 to July 31, 1995
- Under 14 August 1, 1995 to July 31, 1996
- Under 13 August 1, 1996 to July 31, 1997
- Under 12 August 1, 1997 to July 31, 1998
- Under 11 August 1, 1998 to July 31, 1999
- Under 10 August 1, 1999 to July 31, 2000
- Under 9 August 1, 2000 to July 31, 2001
- Under 8 August 1, 2001 to July 31, 2002

The age groups are determined by the player’s age before the first day of August of the immediately preceding seasonal year

I. Players and Guest Players

1) Number of players

- U8, U9, U10 – 6 a side (6v6)
- U11 – 8 a side (8v8)
- U12 - either 8 or 11 a side (8v8 pr 11v11)
- U13 and up – 11 a side (11v11)

Roster Size – All age groups – maximum roster size.

- a. Younger players allowed to play up an age group as an individual or as an entire team.
 - b. A player may play for more than one team, providing that the teams are not in the same division.
 - c. Player(s) must be listed on all team rosters participating on.
- 2) No limit on guest players. Guest players may be any player that is:
- a. Age eligible
 - b. Is currently affiliated with USSF or CSA and not on your current roster.
 - c. A “trapped” properly registered U15 player may play on a U14 team. League rules will be honored.
 - d. No U15 guest players allowed on U14 teams.

ALL TEAMS MUST GO THROUGH REGISTRATION AND CREDENTIALS CHECK-IN.

Each team is required to submit one copy of an official approved roster. Validated team player passes are required for each player and coach. Canadian and International teams will be required to provide the equivalent. A medical liability/waiver form for each player and guest player that is on the official tournament roster must be provided. If your governing organization requires permission to travel or permission to participate, these permits must be presented as well. International teams need not present proof of entry or passports.

Teams will be notified of registration location/time prior to tournament.

Schedules will be available on-line approximately 10-14 days prior to the event. All game times are subject to change, at the discretion of the tournament committee.

II. Groupings

- 1) The minimum number of teams in a playing age group is 4 and maximum is 32.
- 2) Teams will be divided into World Cup Groupings of 3, 4 or 5 teams.
- 3) Each team is assigned three games in the initial World Cup rounds. Each team will play games against other teams within its group. Groups that have three teams will play crossover games. These games count in the group standings for determination of playoff teams.

III. Game Procedures

- 1) All games, including playoffs and championships will be played as follows:

<u>Age Group</u>	<u>Length of Game</u>	<u>Ball Size</u>
U8, U9, U10 (6v6)	Two 25 minute halves	4
U11 (8v8)	Two 25 minute halves	4
U12 (8v8)	Two 25 minute halves	4
U12 (11v11)	Two 30 minute halves	4
U13, U14	Two 30 minute halves	5
U15 up	Two 30 minute halves	5

- 2) The maximum number of games in one day will be three.
- 3) The first team listed on the schedule will be the home team.
- 4) There could be exceptions, but as a general rule, teams will be on the same side of the field with the home team on the North/East side and the visiting team on the South/West side.
- 5) The home team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a color conflict.
- 6) All teams should be prepared to supply a "club linesperson" if necessary.
- 7) The home team must supply the game ball.
- 8) Teams should warm up in an adjoining area by the field and should be prepared to start their game on time.
- 9) No warm up on the field. No grievance time allowed. Game time is forfeit time. If a team is unable to field the appropriate number of players from their approved tournament roster (minimum number for 11v11 is 7 (6+keeper), 8v8 is 5 (4+keeper), 6v6 is 4 (3+keeper) a forfeit will result and the score shall be recorded as 1 to 0 for the assigned opponent. This rule will be strictly enforced. NO EXCEPTIONS.
- 10) If a team forfeits any game in the initial World Cup round, all games that that team participates in (including games already played) will be recorded as 0 to 1 scores against the forfeiting team.

IV. Determining Champions in Each Group

All teams standings shall be determined by using the following criteria, in order of importance.

- 1) Total number of points- each team receives 3 points for a win, 1 point for a tie and 0 points for a loss.
- 2) Record head to head (If 3 or more teams are tied, head to head will not be used.)
- 3) Goal difference- subtract total goals allowed from total goals scored.
Please note: The maximum recorded goal difference in any one game shall be four (4).
- 4) Most goals scored – up to 4 per game
- 5) Least goals allowed
- 6) FIFA penalty kicks
- 7) In event of forfeit, rules 3 and 4 will be placed in a “per game average”
- 8) Divisions with wild card teams will use the same criteria as outlined above to determine a winner. Wild card winners will not be paired against each other or against the winner of their group. The wild card will play the winner of the next alphabetical group. **Alphabetic sequence will be utilized to prevent teams from the same club to play prior the Championship Game.** The final determination of the pairing will be the decision of the Tournament Committee.
- 9) The team’s coach or manager is responsible for checking accuracy of scores reported on official scoreboard.

Competition Format

Bracket of 4 teams: Each team will play the other and the group winner and 2nd place point getter will play in the final.

Bracket of 5 teams: Round Robin play (4 games) – the team with the most points at the conclusion of the round robin will be declared the Champion

Bracket of 6 teams: Played as one group of six teams with three teams playing the 2 teams in their group, and one crossover. The crossover games count in the standings to determine the playoff teams. The two teams accumulating the most points from ALL six teams will play each other in the final.

Bracket of 7 teams:

Each team will play 2 games within the group of seven (7). They will then be seeded 1 through 7. The first seed has a bye and will automatically move on to the semi-final game. In this seeding situation, 2 teams from the same club **may** play each other in the third game.

Bracket of 8 teams: Played as two groups of four teams. Each team will play the other teams in their group and group winners will play each other in the final.

Bracket of 10 teams: Played as a group of Four (4) and group of Six (6) (See Bracket of 4 and Bracket of 6 above) The group of 4 winner, the top two teams in the group of 6, and the next highest point getter out of the remaining 7 teams play in the Semi-Finals. Teams will be seeded based on total points - #1 vs. #4, #2 vs. #3... If the teams have already played each other in group play, adjustments will be made with the lower seeds being switched.

Bracket of 12 teams: Played as three groups of four (4). The three group winners and the next highest point winner will advance to the semi’s. Teams will be seeded based on total points - #1 vs. #4, #2 vs. #3. If the teams have already played each other in group play, adjustment will be made with the lower seeds being switched.

V. Overtime Periods

- 1) During group competition, no overtime will be played. Each team will be awarded one point for a tie.
- 2) In playoff competition, if game is tied at completion of regulation play, no overtime will be played. Teams will go directly to FIFA tie-breaking method of kicks from the penalty mark to determine winner.
Teams from the same club will not meet until the finals, (exception: 7 team bracket –see above).

VI. Exceptions to FIFA LAWS

Substitutions

- 1) Substitutes are to enter the game at the centerline on the bench side of the field.
- 2) Teams in all age groups are allowed unlimited substitutions.
- 3) Substitutions may take place for both teams at the following times provided that permission is granted by the referee:
 - a) on a goal kick
 - b) after a goal is scored
 - c) on an injury, when the referee has stopped play
 - d) at half time and the start of any overtime period (in the playoffs)
 - e) after a caution is issued
 - f) on a throw in -- If the team in possession of the ball is permitted to substitute, the other team is allowed to also substitute provided the player was already at the center line ready to enter the field

VII. EJECTIONS

If, for any reason, a player or coach get ejected from any game (receiving one [1] red card or two [2] yellow cards) the same player or coach will lose his/her eligibility to further participate in this game. In addition, they will lose the right to participate in the next scheduled game. Furthermore, they may lose the right for further participation in the entire tournament depending on the gravity of the offense. The tournament disciplinary committee's decision is FINAL. Foul and abusive language is cause for ejection.

VIII. Protests

No protests will be heard. **All decisions by the Tournament Directors Committee are final.**

IX. Weather Provisions

Games called off in the first half, by the referee or Tournament Director, because of weather conditions, will be decided as follows:

- a) The team up by two goals or more shall be awarded a win.
- b) Score difference of one goal or less will be recorded as a tie.

Games called off during the second half are confirmed complete and will be scored according to the score at the time the game is called off.

Under no circumstances whatsoever will the Tournament Committee or Cleveland Alliance Soccer Association, hosting organization, be responsible to any expenses (including the tournament entry fee) incurred by any team. This includes a situation where tournament or any game(s) is (are) cancelled in whole or in part.

FIFA rules will apply to all games, conditions, and situations unless otherwise specified within these tournament rules.

X. Illegal Activity

- 1) Any player or spectator found using any alcoholic beverages or illegal drugs on premises will be expelled from the tournament.
- 2) Any player who destroys or steals property will be expelled from the tournament.
- 3) No firearms on premises

XI. Refund Policy

Once accepted into the tournament, no refunds will be granted. The CASA Tournaments reserves the right to combine tournament classifications and age brackets should the number of teams participating warrant such a move. If weather conditions or the state of the fields make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the rearrangement or cancellation of games for any reason. Fees are non-refundable if games or the tournament are cancelled for any reason.

XII. Referees

This tournament will use certified officials for all matches (USSF Rule 3040). The Tournament Committee and Referee assignor will make every effort to use a two or three-man system of officiating at all games.

XIII. Blood Rule

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be cleaned before the player may re-enter the game.

XIV. Spectators

Coaches and players will be required to stand on the same side of the field during competition – limited to three coaches/managers per team. Spectators will be required to remain on the opposite side of the field. NO PETS ARE ALLOWED.

XV. Awards

Awards will be presented to winners and second place teams for each age group. Please assemble your team at the tournament headquarters immediately following the championship game.