



# Clarksville Soccer Club

## Tournament Rules

### Table of Contents:

- A. General information
- B. Registration & Check-in
- C. Credentials Check
- D. Eligibility
- E. Age Definition
- F. Uniforms and Equipment
- G. Match Rules
- H. Starting Time
- I. Forfeit
- J. Substitutions
- K. Match Reports
- L. Scoring
- M. Tie Breakers
- N. Multiple Team Ties
- O. Match that REQUIRES a Winner
- P. Protest
- Q. Side Lines
- R. Inclement Weather
- S. Concussion

### **A. General Information:**

The Tournament Director/ Committee will administer the Tournament rules as stated, but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen problems or circumstances before and during the tournament. Decisions made by the Tournament Director/ Committee shall be deemed final.

Submission of tournament application does not guarantee acceptance to the event/tournament. No team's application will be considered for acceptance until payment has been received.

Any teams withdrawing after the close of registration may not be subject to a refund.

Request for schedule changes will be given consideration, however there is no guarantee that requests will be honored.

The Tournament Director/ Committee reserves the right to modify age brackets, flights, divisions, etc. where he/her feels it is in the best interest of tournament structure and/or competitive balance.

Pets are prohibited at Heritage Soccer Park. Service Animals are permitted with documentation. All City of Clarksville Parks & Recreation rules shall be followed. Patrons parking on the grass, tree islands or other prohibited areas are subject to towing and/or ticketing.

### **B. Registration & Check-In:**

Accepted Team Registration will all be **ONLINE ONLY** for this tournament. Online Registration requirements are detailed on the Tournament Website.

The following must be sent for registration:

a. 5 State Approved OFFICIAL Rosters or a US Club Soccer OFFICIAL Roster

(player's jerseys numbers included)

b. Scanned Laminated player cards with picture for current season.

c. Approved travel permits are only required for USYSA teams outside Region 3.

US Club Soccer teams do not have to provide travel documents

d. Guest Players (4 max per team) documentation from your state office (Tennessee guest players will only need to provide their player cards) and medical release

forms

e. Medical Releases (do NOT have to be notarized)

f. **\*\*RECOMMENDED Copies of Birth Certificates (NOT REQUIRED)\*\***

g. COVID-19 TEAM WAIVER

### C. Credentials Check

All teams must have their rosters approved and stamped, medical liability release forms and travel permits (for USSF affiliated non Region 3 teams) via ONLINE Check-in.

Player passes shall be checked prior to each match by the Referee who will hold onto them for the duration of the match.

The player pass of any ejected players will be delivered to the Field Marshall with a written report on the team's match card concerning the reason for the ejection. An ejected player is automatically banned from their next Tournament game. Violations that are deemed of a serious nature (i.e. fighting) may require further disciplinary action such as banning from further match play.

If a player who is not properly registered participates in any match, that match shall be automatically forfeited to the opposing team with a score of 3-0.

### D. Eligibility

All teams must be currently registered with their local USSF or USYSA state organization. The maximum number for players on a team will be:

<u>Age</u>	<u>Max Roster Size</u>	<u>Format</u>
U8 through U10	16	(7 v 7)
U11 and U12	18	(9 v 9)
U13 through U18	22	(11 v 11)

No player will be allowed to register with more than one team during the Tournament following the I/A/W TSSA Policies. COED teams will be played in the boys division.

### **E. Age Definition**

Players in the following divisions must be born within the year as shown.

Age	Format	Born In	Ball Size	Match Duration	Halftime
U8	7 v 7	2013	4	2 x 25	5 min
U9	7 v 7	2012	4	2 x 25	5 min
U10	7 v 7	2011	4	2 x 25	5 min
U11	9 v 9	2010	4	2 x 30	5 min
U12	9 v 9	2009	4	2 x 30	5 min
U13	11 v 11	2008	5	2 x 35	5 min
U14	11 v 11	2007	5	2 x 35	5 min
U15	11 v 11	2006	5	2 x 35	5 min
U16	11 v 11	2005	5	2 x 35	5 min
U17	11 v 11	2004	5	2 x 35	5 min
U18/19	11 v 11	02/03	5	2 x 35	5 min

### **F. Uniforms and Equipment**

All players on a team shall wear identical uniforms (jersey, shorts and socks) excluding the goalkeeper. Jersey shall be tucked in according to FIFA rules. The HOME TEAM, listed first on the official schedule, are designated to wear a light colored jersey with the visiting team, second team on schedule, will wear a dark color jersey. When colors of competing teams are similar (Referee's discretion), the HOME TEAM with the must change to colors distinct from the opponents. Player's numbers must be affixed to the uniforms (goalkeeper excluded) and no two players from the same team may wear the same number. Shin guards must be worn during all matches and no jewelry is allowed on players while on the field of play.

Home teams will furnish match balls, approved by the Referee.

### **G. Match Rules**

All FIFA Laws of the Game shall apply, unless otherwise stated herein. Home team will start with Kick-Off. (No protests permitted)

### Small Sided Amendments:

**\*\*\* Note: In Schedule Identified Merged Age Brackets the Small Sided Amendments for the younger age group shall apply. Example: a U11 & U12 Schedule Identified Merged Bracket shall play under the U11 Rules for both teams. Teams and players choosing to register/play “up” an age bracket will play to the rules of the Schedule Identified Age Bracket. \*\*\***

#### **U9 and U10**

- 7v7 Format
- No heading is allowed in practice or play. (Indirect Free Kick for deliberately heading the ball)
- No punting is allowed in these age groups. (Indirect Fee Kick for punting the ball)
- Build Out Line to allow play out of the back. The line may actually exist as the midfield line if desired. The Build Out Line will also serve as the offside line where players may not be penalized for offside if behind the line.

#### **U11**

- 9v9 Format
- No heading is allowed in practice or play. (Indirect Free Kick for deliberately heading the ball)
- Punting is permitted

#### **U12**

- 9v9 Format
- Heading & punting is permitted.

### **H. Starting Time**

A team that is unable to field enough players to constitute a team (U13-U18: minimum of 7 or U8-U12: minimum of 5) shall be allowed a 10-minute grace period after the scheduled kick-off time. However, this grace period takes away from the duration of the match.

Time out for injuries may occur at the Referee’s discretion and may also take time away from the duration of the match. Referees are instructed to end all matches no later than 10 minutes prior to the start of the next scheduled match.

## **I. Forfeits**

If a team must forfeit a game, the match is scored 3-0 win with a maximum of 3 points awarded to the opposing team. No team that forfeits a match will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.

## **J. Substitutions**

Substitutions shall be unlimited, with the consent of the Referee, at the following times:

- a. Prior to a throw-in in your favor
- b. Prior to a goal kick of any team, both teams may sub
- c. After a goal by either team, both teams may sub
- d. At half-time and each overtime period, both teams may sub
- e. For a cautioned player(s), if substituted, both teams may sub
- f. For an injured player(s) when the Referee stops play, both teams may sub if injured player is substituted
- g. Ejected players may NOT be substituted. Team must play short a player for the remainder of the game
- h. Players must enter and exit the field at the half-line

## **K. Match Reports**

Match reports shall be signed by the Referee and one team official (coach/manager) from each team. At this time, players' cards will be returned to the team official by the Referee. Match reports (along with player card of any ejected player or benched personnel) shall be turned in to the score table by the Field Marshall as soon as possible. Ejected player's card must be given to the Tournament Director immediately after the game.

## **L. Scoring “3” Points System**

MAXIMUM GOAL DIFFERENTIAL IS 3

Preliminary & Pool Games will be scored as follows:

Win 3 points

Tie 1 point

Loss 0 points

## **M. Tie Breakers**

In the case of a tie in points, a tie will be broken as followed:

- a. Head-to-Head competition results
- b. Highest goal differential- goals for, minus goals against (Maximum of 3)
- c. Least total goals allowed
- d. Most goals scored (maximum of 4 per match will be counted)
- e. If still tied, Penalty Kicks I/A/W FIFA Laws of the Game will determine the winner

In the event three or more teams tied:

- a. Skip Head-to-Head competition results, go to step b.
- b. Go through step b through f above. If 1 team is alone in 3rd they are eliminated and the two remaining teams return back to step a. in a regular tie.
- c. If bottom two teams are tied they go back to step A in a regular tie. Whoever is not eliminated returns to step A in a regular tie.
- d. If all three teams get to step f in a regular tie. Three coins will be displayed by the three captains where the off coin will choose to kick 1st -2nd –or 3rd. The remaining captains will choose heads or tails in a normal coin toss with the winner picking their position
- e. Each kicker will kick on both opposing goalkeepers and the score will be recorded
- f. Return to tie breaker A. above when only two teams are remaining

N. Match that REQUIRE a Winner

Any match that requires a winner except a CHAMPIONSHIP/FINAL will proceed directly to Penalty Kicks I/A/W FIFA Laws of the Game will determine the winner.

Championship/Final if tied after regulation will go directly to one 5 minute "golden-goal" overtime period. If the game remains tied after over-time the match will proceed directly to Penalty Kicks to determine a winner.

#### **O. Protest**

There will be NO formal protest allowed. If a coach wishes to file a complaint, they may do so within 1 hour after the conclusion of the match in question by notifying the Tournament Director in writing.

#### **P. Sidelines**

Team benches shall be on one side of the field and spectators on the opposite side.

Players, coaches and spectators are expected to conduct themselves within the spirit and the letter of the I/A/W FIFA Laws of the Game. There shall be no dissent between players, coaches, or team officials and the Referees. Questioning a Referee's call is considered dissent. Coaches are responsible for the actions of players and spectators and are expected to enforce the rules. Referees can issue warnings to the "Bench" and may eject any coach/spectator that is interfering with the good conduct of the match. A match that is terminated by the Referee or Tournament Officials will have the score recorded at time of termination OR "no contest". Coaches ejected from the match are automatically banned from their team's next Tournament game. No team that is responsible for the termination of a match will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play. Send-off (Red Card) PLAYERS must remain in control of the Team Bench. Any additional misconduct from the ejected player MAY result in suspending the match. Teams may elect to escort the player from the field, but under no circumstance will the player be unsupervised. Non-Players asked to leave the field area will exit Heritage Soccer Complex or retire to the Tournament Headquarters.



## **Q. Inclement Weather**

Only the Tournament Director/Tournament Committee may cancel a match due to weather conditions. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. No refunds are guaranteed in the case of a cancellation. Clarksville Soccer Club shall NOT be responsible for any expenses incurred by any team or individual if the Tournament is canceled in whole or in part.

**\*\*No games will be played if lightning is in the vicinity.\*\***

Games shall be considered completed if the first half has concluded and play is stopped either by the referee or Tournament Director/Committee. The score at the stoppage of play will be the final score of the game. If the first half of the game has not been completed and the game is stopped, every effort will be made to complete the game, or play to complete at least the first half and record the score as final. If a game is canceled before it has started, every effort will be made to reschedule the game.

In the event that rescheduling is NOT possible and game cancellations creates a situation where teams within divisions are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average tournament points for games played (including the tie breaker procedure). The team with the highest average points will be declared the winner. In the event of a tie that cannot be resolved by point averaging, the advancing teams will be determined by a coin toss or by FIFA Penalty Kicks as directed by the tournament director/committee.

**Excessive Heat:** During times of excessive heat the Referee shall stop the match for a heat timeout lasting no less than four minutes during the first and second half. The time-out will be called at the first logical time to stop play after the half way mark of each half. Referees may also amend the substitution rules during these periods as well. The onsite Referee Assignor and/or Tournament Director shall communication to the Referees when conditions of excessive heat exist.

## **R. Concussions**

As per TN State Soccer Association Policy, any player who exhibits signs, symptoms or behaviors consistent with a concussion such as loss of consciousness, headache, dizziness, confusion or balance problems, shall be immediately removed from the match and shall not return to play until cleared by an appropriate Health Care professional.

**The Tournament Committee will administer the Tournament rules as stated, but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen problems or circumstances before and during the tournament.**

**For Registration, Tournament Director, Tournament Committee, Medical Assistants or Lost and Found see the attendants at Tournament Headquarters.**

CSC Tournament Rules (May 2021)