

**CASA Mid-State Classic Soccer Tournament
Rules of Competition 2018**

1. General

- a. The Mid-State Classic Soccer Tournament Committee's interpretation of these rules shall be final and binding.
- b. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.
- c. All teams will play only three games during the tournament.
- d. Refunds will not be given to teams who withdraw after acceptances have been announced.
- e. No teams shall be permitted to warm-up on the field of play prior to the scheduled game time. Teams may warm-up in any area off the field of play.

2. Eligibility

- a. All players must have a current validated pass from the appropriate State association from the team on which they are participating.
- b. All guest players must have valid passes from their appropriate State association. They must be the same age or younger than the team they are participating. No more than three (3) guest players are allowed on each team for U9-U10; no more than four (4) guest players are allowed on each team for U11-U12; no more than five (5) guest players are allowed on each team for U13-U16.
- c. Roster size cannot exceed the following limits: U09&10 (12); U11&12 (16); U13 through U16 (18). These limits include any guest players.
- d. Region 1 teams, with the exception of New Jersey, do not require *Permission to Travel* form. New Jersey teams must provide a *Permission to Travel* form. All other teams that are not from Region 1 must provide a *Permission to Travel* form.
- e. **No Player may play on more than one team for the duration of the tournament.**

3. Laws of the Game

- a. All games shall be played in accordance with the FIFA *Laws of the Game* except as specifically modified by these rules.
- b. The tournament will use a three-person referee system.
- c. Age group formats are: U09 & U10 (7v7), U11 & U12 (9v9), U13 – U16, (11v11)

4. Duration of Play

- a. All U9, U10, U11, U12 games will consist of two twenty-five (25) minute halves. All U13, U14, U15, U16 will consist of two thirty (30)-minute halves. Half time will be five (5) minutes in length for all ages.
- b. Referees will be keeping a running clock. No injury time will be played. In the event of a serious injury that drastically reduces the time of the play, the tournament committee may consider rescheduling the game. If injury occurs in the second half of the game, then only the second half may be replayed. The score in the first half will stand.

5. Player Equipment

- a. All teams must wear uniforms with numbers on the back. These numbers must coincide with those listed on the team's official roster.
- b. Players are required to wear shin guards in accordance with FIFA *Laws of the Game*.
- c. Metal cleats are NOT permitted.
- d. Jewelry cannot be worn during the game.
- e. Players are not permitted to play with a hard cast unless it is prepared in a way to prevent injury to all players, subject to the referee's discretion.
- f. Eyeglasses should be safety glasses or sport glasses.

6. Field and Game Equipment

- a. The Tournament Committee will be responsible for the field markings, goals, nets, and corner flags.
- b. The size of the game ball is as follows: U9–U12, size 4; U13–U16, size 5.
- c. The Tournament will provide game balls for each match.

7. Substitutions

There will be no limit to substitutions providing they are made at the following times and with permission of the referee.

- a. After a goal has been scored.
- b. Before a goal kick by either team.
- c. At the beginning of the second half and overtime.
- d. At a throw-in by the team in possession.
- e. At a throw-in by the team without possession if, and only if, the team with possession elects to substitute. (This is done in an effort to minimize the time lost due to substitutions.)
- f. In the case of an injury, substitution for the injured player is permitted but not required, unless the injured player's coach comes on the field of play to attend to the injured player. In such as case, the injured player must be substituted. If a substitution is made, the opposing team can also make a substitution.
- g. If a player receives a dismissal (red card), that player must leave the field of play. Their team may not substitute for them at any time during the game. The team may field a full team in their next game.
- h. All substitutions must enter the playing field from the halfway line with the permission of the referee. The referee may disallow a request for substitution if, in the referee's judgment, that request is intended to delay the play of the game.

8. Player, Coach, and/or Spectator Conduct

All players, coaches, and spectators are expected to conduct themselves in a manner consistent with good sportsmanship as well as the letter of the Laws of the game. Referees have been specifically instructed to run the matches according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.**

- a. Coaches are not only responsible for their own conduct, but also for the conduct of their players and spectators.
- b. A player ejected from a match (red card) must sit out the remainder of that match plus the next match.
- c. The tournament Committee reserves the right to impose a minimum two game suspension for violent misconduct. Players ejected for excessive violent behavior must sit out the next two tournament games.
- d. Red cards issued after the end of regulation play or as a result of physical assault are subject to review by the Tournament Committee and a more strenuous penalty may be imposed.
- e. Spectators and coaches may be ejected for unruly behavior. The ejected coach or spectator must leave the field of play immediately. If the ejected party refuses to leave the field of play in a timely manner, at the referee's discretion, the game may be forfeited with a win awarded to the opposing team, regardless of the score at the time of the ejection.
- f. The authority of the referees shall continue during the exchange of the patches.

9. Protests

- a. No protests will be allowed. All Tournament Committee rules are final.

10. Team Field Position

- a. Players and coaches of both teams will be on one side of the field. Parents and other spectators will be on the opposite side for the entire match.
- b. Coaches and/or spectators are not permitted to coach from the spectator side of the field.

- c. Coaches, players, and team managers are instructed to remain on their side of mid-field line within their technical areas.
- d. No one is permitted to stand behind the goal area.

11. Pre-Game Activity

- a. For each match, the designated HOME team will have their choice as to the side of field to start the match; the designated VISITING team will have the ball to start the match.
- b. If a change in jersey color is required, the HOME team is required to change jersey colors.

12. Forfeits

- a. A team shall be allowed a ten (10) minute grace period after the scheduled kick-off before the match is awarded to the opponent. A minimum of five (5) players constitutes a team for the U9 - U12 age group; seven (7) players constitutes a team for the U13 - U14 age group.
- b. If during the course of the match a team falls below the above stated minimum number of players, except for a brief time, the game will be forfeited to their opponent.
- c. A forfeit shall be recorded as a victory for the opposing team with a score of 3-0.

13. Placement of Divisions

- a. Six (6) teams – Teams will be divided up into two 3-team divisions. Each team will play a two (2) game round robin schedule. The results of the round robin will be used to seed the teams 1, 2, 3. Each division will then play the other division corresponding seed. The matches will be A1 vs. B1 seed, A2 vs. B2 seed and A3 vs. B3 seed. Winner of the A1 vs. B1 game will be the champion.
- b. Four (4) teams – Each team will play a three (3) game round robin schedule. Teams will be award 3 points for a win; 1 point for a tie; 0 points for a loss. The team with the most points will be the champion. If there is a tie in accumulated points, the following tie-breaker criteria will be used to determine the champion.

14. Ties in Bracket Standings

The following is the order of priority for breaking ties in bracket standings:

- a. Head to Head Competition
- b. Goal differential - Goals scored minus goals against, with a maximum of four (4) per game.
- c. Goals against – least
- d. Goals for – with a maximum of four (4) per game
- e. In the event bracket teams remain tied after the fourth tiebreaker, kicks from the penalty mark will determine which team advances. If the score is tied at the end of the five (5) kicks, the teams will continue to take kicks alternately until there is a winner. All players on the field (including the keeper) must kick before any players may kick a second time. The Tournament Director will determine the time of the kicks. Coaches are to check with the Director before leaving.

15. Ties in the Championship Match

The procedures to determine the winner of the match as outlined in the current edition of the Laws of the Game will be used to determine the winner with the following modifications:

- a. Two five (5) minute overtime periods will be played in their entirety. No substitutions will be allowed during the periods except for injury. Substitutions will be allowed between overtime periods.
- b. All sendoffs and cautions issued during regulation play will continue into the overtime periods.
- c. Injured players who are substituted in overtime periods may not reenter the game.
- d. The team with the highest score at the end of the overtime periods is declared the winner.
- e. In the event that the score remains tied at the end of the second overtime period, kicks from the penalty mark, as outlined in the FIFA Laws of the Game, will be used to determine the winner.

16. Cancellation policy

Coaches and their team must appear on the field of play if all conditions are safe to start the match as scheduled, unless notified by a member of the Tournament Committee. Failure to appear will result in the forfeiture of the match. If the tournament schedule is affected due to unplayable field conditions, inclement weather, or some other Act of God, notifications will be made in the following manner. If no messages are sent by the Tournament Committee, the match will be played as scheduled.

- A recorded message will appear on the CASA Tournament line at 717-657-9596.
 - Notification on the Mid-State Classic Soccer Tournament Facebook site.
 - A message will be placed on the Mid-State Classic Soccer Tournament Web site.
 - E-mail and/or text message notifications will be sent to each team's head coach and other official contact person.
- a. Prior to the tournament – All reasonable attempts will be made to play the tournament as long as safe conditions exist. If weather or some other factor, beyond the control of the Capital Area Soccer Association (CASA), causes the cancellation of the tournament, a portion of the tournament fee will be returned to each team.
 - b. Prior to a match – Referees and/or the Tournament Committee may reduce the length of a match, and subsequent matches by 50 percent; however the halves of the match must be of equal duration. If a match is cancelled, the Tournament Committee will award a 0-0 tie. No refund.
 - c. During a match – The match will be considered completed if one-half (1/2) of the match has been completed. The score at the stoppage point will be the final score. If one-half of the match has not been completed, a 0-0 tie will be awarded by the Tournament Committee. No refund.
 - d. Prior to a Championship match – If a Championship match cannot begin, co-champions will be declared. No refund.
 - e. During a Championship match – The match will be considered completed and the score as of the stoppage point will stand if one-half (1/2) has been completed. If one-half (1/2) has not been completed or if a tie exists at the stoppage of play, kicks from the penalty mark will take place to determine the winner. Only the players on the field at the time of the stoppage may participate in the kicks from the penalty mark. If kicks from the penalty mark cannot take place, the match will be decided by a toss of a coin. No refund.

17. Disclaimer

The tournament director, members of the tournament committee, the host soccer club and its members, and board of directors, any participating associations colleges, advertisers, school districts and recreation departments and related municipalities will not be responsible for any expenses incurred by any team, player or spectator nor will they be held liable for any injury of any player, coach or spectator that may result from the participation in, or travel to and from the tournament.

The tournament director reserves the right to decide on all matters pertaining to the conduct and administration of the tournament and their judgment shall be deemed as final even if it is contrary to the rules and regulations as set forth above.