

# 2017 Collierville Soccer Association tournament Rules

## I. REGISTRATION

Friday night team check-in is at SoccerCentral at Mike Rose Soccer Complex's stadium offices. Friday night check-in will be held from 4:30 – 9pm. The physical address of the Mike Rose Soccer Complex is: 9000 E. Shelby Drive Memphis, TN 38125.

From downtown Memphis, take Bill Morris Pkwy (Hwy 385) to Forrest Hill-Irene Road. Exit south onto Forrest Hill-Irene Rd. and take a right into Mike Rose. The Registration location is within the offices of the stadium immediately on the right upon entering the complex (see [www.colsoc.com](http://www.colsoc.com) for details).

On Saturday and Sunday, "Soccer Central " will still be located at the Mike Rose Stadium office. Teams that have received prior approval for a Saturday check-in must do so 1 hour before first game at Mike Rose Soccer Complex. A manager, coach or parent may attend check in. Late check-in & Saturday check-ins must be approved by the CSA Office for staffing purposes. The Tournament Director (Mike Knowles) can be reached at (901) 854-8724 ext. #4

### A. USYSA Teams

USYS affiliated teams must provide 2016 – 2017 player cards, five (5) copies of your approved tournament roster (with player uniform numbers) signed by their state as well as medical releases (out of state medical releases are acceptable) for each player. Out of state USYSA teams must submit an approved USYSA travel permit. Guest Players must have a state approved player card and approved guest player form.

### B. US Club, USSS & AYSO Teams

US Club affiliated teams must provide 2016 – 2017 player cards, five (5) copies of your approved roster (with player uniform numbers) signed by US Club registrar and medical releases (out of state medical releases are acceptable) for each player. Guest Players must have a US Club approved player card.

### C. International Teams

For a team coming from a CONCACAF nation, they must provide five (5) copies of a tournament roster (with player uniform numbers) approved by their Provincial or National Association as well as medical releases for each player. Furthermore:

1. Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
2. Teams are required to have and present player picture identification cards.
3. Tournament rules require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

### D. All teams

Up to five (5) guest players are allowed. No player will be allowed to register with more than one team or switch from one team to another during the tournament. Teams or players will not be allowed to participate without approved paperwork. Validated rosters will be required prior to participating in any match. You must have a representative present to have your roster validated and stamped. You will need five (5) copies of your roster at check in.

## II. UNIFORMS AND EQUIPMENT

All players on a team will wear identical uniforms (Shirts, shorts and socks), with the exception of the goalkeeper who must wear colors which distinguish them from the other players on the field of play. Player numbers must be affixed to the backs of the uniform shirts and no duplicate numbers are allowed on a team. Shirts will be tucked in at the start of play. The Home and Away team will be posted on the game schedule. The Home team will be required to wear light colored jerseys. The Away (or Visiting) team must wear dark colored jerseys. In case of a conflict of uniform colors, the team not complying will be responsible for changing to a different color acceptable to the Center Referee. Each team must be able to present a game ball to the referee prior to the start of each game. Hard cast, when allowed by the Center Referee, must be padded. **Shin guards are mandatory for all matches.**

## III. GAMES

Division	Roster	Ball Size	Half Time	Game Time	Semis & Finals
U 9-10	14	4	5	2 x 25 min	Penalty Kicks
U 11	16	4	5	2 x 25 min	Penalty Kicks
U 12	16	4	5	2 x 30 min	Penalty Kicks
U 13-14	22	5	5	2 x 30 min	Penalty Kicks
U 15-16	22	5	5	2 x 35 min	Penalty Kicks
U 17-19	22	5	5	2 x 40 min	Penalty Kicks

**U9 - U10 will play 7v7 with a maximum roster of 14**

**U11 – U12 will play 9v9 (max roster of 16) and 11v11 format (max roster of 22)**

**THERE IS NO OVERTIME**

Kickoff will be the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or **immediately** after the conclusion of the previous match as determined by the referee. Any team not ready to play with a minimum of seven (7) players for 11v11 play is subject to forfeiture of the match (no grace period).

## IV. POINT SYSTEM (based on the following scoring system):

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

Forfeit is scored as a 0-4 loss and a total of three (3) points will be awarded to the opponent. No team receiving a forfeit will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.

## V. TIE-BREAKERS & PLAYOFFS

Please be advised that the **GotSoccer** scheduling software has been known to misapply the official Tournament tiebreakers under the **STANDINGS & RESULTS** link. The schedule will, however, will **always** accurately reflect the advancing team.

- A. To determine preliminary winners and wild cards, if necessary (in order):
1. Winner of head to head competition.
  2. Highest goal differential – goals for minus goals against [maximum four (4) goals per game after subtraction].  
*Ex. – A 10-6 win for team A would result in four (4) goals counted as "Goal Differential" for team A.*
  3. Least total goals allowed [maximum four (4) goals per game]  
*Ex. – A 9-8 loss for team B would result in four (4) goals" counted against team B*
  4. Most shut-outs (includes 0-0 ties for this tiebreaker)
  5. Most goals scored (no maximum)
  6. Least goals allowed (no maximum)
  7. Penalty kicks (*FIFA* Kicks from the Penalty Mark)
- B. For semi-final and final games:
1. If tied after regulation, Penalty kicks (*FIFA* Kicks from the Penalty Mark)
- C. **Flights of Four** are "Round Robins" and will have no Final. Winner and Finalist will be determined by points. If tied in points, tiebreakers will be utilized to determine a winner (administered by condition D below).
- D. When multiple teams are tied in points after bracket play concludes, the following method shall apply to resolve the tiebreakers:
1. Tie breaker number one (head to head) will only be used to advance a team if that team has played and beaten all other remaining tied teams. If not, head to head will be disregarded for ALL subsequent passes.
  2. Teams shall be either advanced or eliminated with each mandatory pass through the tie breakers.
- E. **Consolation Games** will have no overtime period if tied after regulation. Consolation Preliminary Games (games whose winner proceeds to a Consolation Final) & Wild card games will proceed directly to *FIFA* Kicks from the Penalty Mark in order to determine a winner. Consolation placement will be determined not by group standing but, rather, by matching teams from different brackets, different states, etc. The tournament schedule will delineate consolation placement and it is the responsibility of the teams to ascertain their time and field from the schedule. The decision of the Tournament Director is final.

## VI. PLAYER SUBSTITUTIONS

Players may be substituted with the consent of the referee at the following times:

- Prior to a throw-in by team in possession OR both teams, if team in possession first requests a substitution.
- Prior to a goal kick by either team
- After a goal by either team
- In the event of an injury, by either team
- When the referee stops to caution a player only that player may be substituted prior to restart
- **An ejected player may not be substituted. The team must play short for the remainder of the game.**

No player will leave the field of play without the consent of the referee and players will enter and leave the field at the mid-line (unless otherwise directed by the Center Referee).

## VII. TEAM DISCIPLINE

Any player receiving a red card will be removed from the immediate game and will be suspended for the next game. Players that are sent off will serve their suspension away from the bench. A second red card on the same player will result in the player being removed from any further participation in the tournament. Any coach guilty of a sending off offense will be removed from the immediate game and will be suspended for the next game. Coaches that are sent off will serve their suspension away from the bench and will not attempt to coach the team, thereafter, by any means, directly or indirectly. A second red card on the same coach will result in the coach being removed from any further participation in the tournament. All Red Cards will be reported to the appropriate State Association. The team coach is responsible for all actions of physical and verbal abuse toward referees by their teams and spectators. Such abuse will not be tolerated. Violation may result in forfeiture of the game and/or expulsion from the tournament.

## VIII. PLAYING CONDITIONS

In case of inclement weather, the staff of **Mike Rose Soccer Complex** is responsible for determining if games will be played. In the absence of Soccer Complex staff, the Tournament Director will determine if games will be played. Once the game is started the decision to continue play rests with the referee. Games shall be considered complete if one half of the game has been played. The score at the time of stoppage of play will be the final score. If one half has not elapsed and the game is stopped the game **may** be rescheduled if it affects the outcome of the tournament and if weather permits. **IN THE EVENT OF INCLEMENT WEATHER THE TOURNAMENT DIRECTOR HAS THE AUTHORITY TO RESTRUCTURE OR CANCEL THE TOURNAMENT. THE TOURNAMENT MAY NOT BE RESCHEDULED AND NO REFUNDS WILL BE ISSUED.** The **CSA** Tournament Committee, Tournament Directors, **Mike Rose Complex** and Staff are not responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.

## IX. COMPLEX RULES

All participants and spectators must abide by the **MRSC** Complex rules. Visit the complex web site at [www.gomrsc.com](http://www.gomrsc.com) for details. Consumption of alcohol is not allowed and smoking is only allowed at the lake area.

## X. PROTESTS & MATTERS NOT PROVIDED FOR

The **Tournament** is hosted by Collierville Soccer Association (CSA), 475 E. South St., Suite 112, Collierville, TN 38017. CSA is a Class A member of Tennessee Soccer, 100 Country Club Drive, Hendersonville, TN 37075 the National State Association (NSA) of Tennessee for the US Youth Soccer Association (USYSA) an affiliate of the US Soccer Federation (USSF). No Protests are allowed. Any situation or questions on rules of competition not covered herein will be governed by TN Soccer, USYSA, USSF and FIFA Administrative rules, in that order. Any matters not provided for in Tournament Rules or TN Soccer, USYSA, USSF or FIFA rules shall be determined by the Tournament Director, whose decisions will be final.

### 7v7 Small-Sided Games

Goal Sizes: 6.5 x 18.5 feet (this is the same as before) and conforms to TN Soccer and USSF Initiatives.

Field Size: 55yds x 35yds (this is the same as before) and conforms to TN Soccer and USSF Initiatives.

**NEW!! – BUILD OUT LINES:** A build out line will be painted on each side of the 7v7 fields, from sideline to sideline. This line will be set at 20yds from the goal line. This line is required for 7v7 play at the U9, & U10 age groups. The minimum distance is 14yds from the goal line and the maximum distance is the half way line, we have chosen to split the difference between the penalty area and the half way line. However, as we receive feedback from coaches and referees, the distance of this line may be adjusted. The build out line is used to promote playing the ball out of the back in an unpressured setting.

**HOW DOES THIS BUILD OUT LINE WORK?** **When the GK catches the ball and has possession in hands the opposing team must drop behind this line (wherever it is). When played out or dropped into play at the GK feet the opponent may again play freely.** On a goal keeper save (through the run of play) the players on the opposing team, need to go behind the build out line to allow/permit the goalkeeper to play the ball wide to their teammates or to play to himself before the opponent may make play on the ball. As soon as the ball is in play to teammate or self, the opponent is free to engage regardless of where they are. For example, if the GK chooses to restart quickly and the opponent has not made it back to the build out line they need not run all the way back. They may immediately engage the ball due to the quick restart of play.

**GOAL-KICK:** On a goal kick all players for the opposing team need to be at behind the build out line before the kick is taken. Keepers may do a short or long goal kick as it pertains to the normal rules of play. i.e their goal kick may go beyond the build out line with no infraction.

**BALL IN KEEPERS HANDS:** Opposing team players must begin to drop behind the build out line.

**KEEPER DROPS BALL AT FEET TO DRIBBLE OR PASS:** The play is now live even if opposing team has NOT dropped behind the build out line.

**KEEPER ROLLS BALL OUT TO TEAMMATE:** Play is live, and the opposing team may now approach.

**KEEPER THROWS THE BALL BEYOND THE BUILD OUT LINE:** Play is live.

**OFFSIDE:** Are there still off-sides in 7v7? YES. USSF has suggested that players are not offside between halfway line and the build out line. However, we have decided to keep the offside rule as normal as it pertains the half way line and infractions beyond that half way line. i.e. A player is in an offside position if he is nearest to his opponents' goal line than both the ball and the second to last opponent as normal even if that infraction is occurring between the build out line and the half way line of the opponent's half.

**PUNTING:** Punting the ball will not be allowed and an Indirect Free Kick will be awarded to the opposing team at the place of infraction.

**HEADING:** There will be no Heading allowed in any U9, U10, or U11 age groups. (Please see below for scenarios and infractions)

### 9v9 Small-Sided Games

Goal Sizes: 7 x 21 feet (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

Field Size: 75yds x 50yds (this is 5 yds longer than before) and conforms to TNSoccer and USSF Initiatives.

**PUNTING:** Punting the ball WILL be allowed

**HEADING:** There will be no Heading allowed in any U9, U10, or U11 age groups. U11 age groups playing 9v9 will NOT be allowed to head the ball (Please see below for scenarios and infractions). U12 age group playing 9v9 WILL be ALLOWED to head the ball.

### HEADING CONTINUED:

Unusual circumstances and applying the "no heading" rule to the U3-U11 ages category:

- If in the referee's opinion a **player intentionally attempts to deny a goal scoring opportunity** by "heading" the ball and the ball enters the goal **without being played** by another player .... Goal is allowed and player cautioned.
- If in the opinion of the referee a **player intentionally "heading" the ball (not denying an obvious goal scoring opportunity)** ... play is stopped an INDIRECT FREEKICK awarded to team last in possession at the spot of infraction but not closer than the goal box area.
- If in the referee's opinion a **player inadvertently "heading" the ball** ... play is not stopped as no infraction occurred.