

Columbia Soccer Association

Presents



October 26th - October 27th

Cook Soccer Park

Cook Soccer Park - 710 Experiment Station Lane - Columbia, TN 38401

General Information

The Tournament Director / Committee reserves the right to relocate, reschedule, or change the duration of any game or cancel any games

The Tournament Director / Committee reserves the right to decide on all matters pertaining to the tournament, and his/her decision is final.

Every player will receive a medal

Equipment

- All players on a team shall wear identical jerseys and shorts, excluding the goalkeeper.
- Shirts shall be tucked in according to FIFA Rules.
- When colors of competing teams are similar, the designated home team must change to colors distinct from the opponent.
- Player numbers must be affixed to the back of the jersey and no two players on the same team may wear the same number.
- Shin guards must be worn during all matches.

Entry Fees:

- U05 & U06 \$100.00 per team
- U07 & U08 \$120.00 per team
- U09 & U10 \$140.00 per team
- U11 & U12 \$200.00 per team
- U14 & UP \$220.00 per team
- Team Discounts Available - Save an extra \$20.00 per team (3 teams or more and applications must be mailed in same envelope). No team discounts offered after Oct 11th.

Game Rules

- Except as otherwise stated herein, FIFA Laws of the Game shall apply.

Length of Matches and Ball Sizes

Age Group	Game Length	Ball Size	Roster size	Players on field
U14	2 x 35 min.	5	18	11
U11-U12-U13	2 x 30 min.	4	14	8
U9-U10	2 x 25 min.	4	10	6
U7-U8	2 x 20 min	3	9	5

Start of Play

- Games must begin at the scheduled time. If your team is unable to field the minimum 7 players, 5 for 8v8 or enough players on the field for the younger age groups at the scheduled start time, your game will be declared a forfeit.
- Please have your team at the game site 30 minutes prior to the start of the game.
- To help keep games on time, there will not be a coin toss at the beginning of pool play games.
 - The home team will kick off to begin the first half and will defend the goal in front of their bench area. The visiting team will kick off to begin the second half and will defend the goal opposite their bench area.
 - The home team will occupy the bench area to the right of the mid field line and the visiting team the bench area to the left. (Ex. If you are a sub waiting to enter the game, the bench area to your right is Home and to your left is Visitor.)
- In games where a winner must be determined on the field (semifinals and finals) there will be a coin toss to begin play with the visiting team making the call.

Forfeit

- Failure to complete a match or a team leaving the field during play shall result in a forfeit to the opposing team with a score of 3-0.
- Any team that forfeits a match may not become a Champion in their division.

- If a coach is ejected from the game and there is no suitable replacement, the game will be booked as a forfeit.

Substitutions

- Substitutions shall be unlimited, with the consent of the referee, at the following times:
 - Prior to a throw-in in your favor.
 - Prior to either team's goal kick.
 - After a goal by either team.
 - For an injured player, when the referee stops play. The opposing team may substitute an equal number of players.
 - At half-time.
 - For a cautioned player. The opposing team may substitute an equal number of players.
- Teams may not substitute for an ejected player.
- Players must enter and leave the field at the half-line.
- Team benches shall be on one side of the field and spectators on the opposite side.

Ejections—Players or Coaches

- A player who receives a red card or coach who is ejected from a match shall not participate in the rest of that match and is automatically prohibited from participating in the next match played by his or her team. Any team violating this provision shall forfeit its match for using an illegal player or coach.
- A second yellow card in a single match evokes a red card for the offending player or coach.
- Yellow cards are not cumulative from game to game.

Game Reports

- Game reports shall be signed by the referees and coaches. The cards shall be returned to the Field Marshal by the referee, and the game reports (along with the player passes of any ejected players) shall be turned in to the scorer's table by the Field Marshal as soon as possible.

Scoring and Tie-Breaking

- Games will be scored as follows:
 - 6 points for a win.
 - 3 points for a tie.
 - 1 point for a shutout (including 0-0).
 - 0 points for a loss.
 - 1 point for each goal scored (maximum of 3 per game).
 - Forfeits will be scored as a 3-0 win.
- In the event of a tie within a bracket after preliminary games are complete, the following will be used to determine the winner of the bracket, in order:

- Winner of head-to-head competition.
- Fewest goals allowed.
- Net Goals (Goals scored minus goals allowed, maximum of 3 per game).
- Most goals scored, with no maximum.
- Fewest Red Cards.
- Kicks from penalty mark using FIFA rules.
- In the event of a three-way tie, the first tie-breaker will be eliminated (head-to-head competition) and the tie-breakers will start with “fewest goals allowed.”

Overtime Rules

- Any semi-final or championship match tied at the end of regulation play will go into overtime.
- The overtime period for U5-U12 shall consist of two “golden goal” 5-minute halves with a 1-minute period between halves for the teams to change goals.
- The overtime period for U13 and older will consist of two “golden goal” 10-minute halves with a half-time existing only for the teams to switch goals.
- If the score remains tied at the end of overtime play, the outcome will be decided by kicks from the penalty mark (at a predetermined location) using FIFA rules.

Protests

- A protest, which may only be filed by the coach or team manager, must be submitted in writing within one hour after the completion of the match in question. It should be accompanied by a non-refundable protest fee of \$300.00 in cash.
- The protest must be filed with a tournament official at the site headquarters.
- No protest involving the judgment of the referee will be considered.
- The tournament director/committee will determine the method of play (mini-game, shoot-out, etc.) that will be used to resolve the protest.

Inclement Weather

- Only the referee or tournament director/committee may cancel a match due to weather conditions.
- In the event of inclement weather, the tournament director/committee has the authority to restructure or cancel the tournament.
- There can be no refunds in the case of restructure or cancellation.
- If inclement weather causes the referee to stop the match after half-time, and conditions do not permit restart of the match within the allowed time, the score will stand as it is when the match is stopped.

- If a match is delayed from starting due to weather conditions, it will be started as soon as weather permits and will end at the scheduled time.
- If no portion of the match is played or if the game is called prior to half-time and cannot be restarted, the best efforts will be made to reschedule the match, but no such guarantee is made.
- **The Columbia cup Committee, Tournament Directors, Cook Park Complex and Staff are not responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.**

Sideline Behavior

- The coach is ultimately responsible for the behavior of all participants, including the spectators.
- Persistent infractions on the part of spectators or coaches will result in the referee issuing a warning to the offending coach and appropriate action will follow.
- Harassment of players, referees, or anyone else will not be tolerated from either sideline.

Injuries and First Aid

- All coaches/managers shall bring first aid kits, water, and ice to all games.
- In the case of serious injury, Field Marshal must be notified. They will contact the tournament officials who will notify local EMS personnel.

Disclaimer

The tournament director/committee will administer the tournament rules as stated, but reserve the right to adjust and/or amend any of these rules as necessary to resolve unforeseen problems or circumstances before or during the tournament