



CRSA Tournament Rules  
Cedar River Soccer Association  
April 27-28, 2024

## LAWS OF THE GAME

All games will be played under FIFA Laws of the Game, except where amended by USSFA Rules of Play and except as noted below. These rules may be modified, in which case, rule changes will be provided before the beginning of tournament play.

Each team is guaranteed 3 matches in the 2024 Chillout Soccer Tournament.

### 1. TEAM ELIGIBILITY

- All teams outside the State of Iowa must file travel permission forms if their governing body requires it.
- No roster changes will be permitted after a team roster has been approved at tournament check in.
- CRSA Chillout Soccer Tournament is an **"UNRESTRICTED"** event.
- **ONLY State issued tournament rosters will be accepted.** We will NOT combine rosters. Up to five (5) guest players may be written in at the bottom of the roster, as long as the total number of players rostered does not exceed the maximum number allowed.
- Each player and coach must have a valid USSF ID card. Only coaches with a valid pass will be allowed on the sidelines. No exceptions permitted!
- Every player and coach participates at his or her own risk.

### 2. ROSTERS

Rosters are to be turned in online by March 31, 2024 via the GotSport registration system. All rosters are final. Players are limited to playing on ONE TEAM in an age group. A player will be permitted to play up an age level in addition to their own. ALL ROSTERS MUST BE STATE APPROVED. Up to five (5) guest players may be written in at the bottom of the roster, as long as the total number of players rostered does not exceed the maximum number allowed. In the event that a team has more than five (5) guest players, please utilize the tournament roster provided by your state association for a small fee. This process will aid the speed and accuracy of the registration process. The Tournament Committee reserves the right to turn teams away if their roster does not satisfy the above noted specifications.

### 3. GAME DURATION, BALL SIZE, ROSTER LIMITS, GAME FORMAT

Half time will be FIVE (5) minutes and no stoppage of time is allowed.

AGE	GAME LENGTH	BALL SIZE	MAX ROSTER	FORMAT	MAX GUEST PLAYERS
15U/16U	2 – 35 min. halves	5	18	11v11	5
14U	2 – 35 min. halves	5	18	11v11	5
13U	2 – 35 min. halves	5	18	11v11	5
12U	2 – 30 min. halves	4	16	9v9	5
11U	2 – 30 min. halves	4	16	9v9	5
10U*	2 – 25 min. halves	4	12	7v7	5
9U*	2 – 25 min. halves	4	12	7v7	5

\*OFFSIDE RULE WILL APPLY PER USSF MANDATES

9U-10U divisions will play a festival format WITHOUT presentation of participation awards and no advancement (i.e. no playoffs/championship game).

### 4. AGE DIVISIONS

Players MUST be born on or after January 1 of their respective year:

16U: 2008      15U: 2009      14U: 2010      13U: 2011      12U: 2012      11U: 2013  
10U: 2014      9U: 2015

### 5. BRACKETING

All bracketing will be completed to align the teams in the best development appropriate groups as possible, based on the known information and the teams participating in the event.



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**6. UNIFORMS AND EQUIPMENT**

**Each player MUST wear shin guards.** His or her socks must be worn in a manner that completely covers shin guards. Each player on the team must wear the same team uniform with a number on the back (goalies are exempt from this rule, but must be alternately colored from the referees and the opposing goalie). Where uniform color is similar, the referee may instruct the designated home team to change uniforms. Each team shall furnish a regulation game ball to the referee prior to each match. The referee's choice of game ball is final.

**Casts and Braces:** The referee for each match will be the sole judge as to whether a player wearing an orthopedic cast or braces shall be eligible to participate.

**7. START OF THE GAME**

Teams should be ready to check-in at their designated field twenty (20) minutes prior to game time.

The home team is listed first in all matches and will have the kick-off.

The visiting team is listed second in all matches and will determine the side of the field they wish to defend.

The referee will not perform a check-in or equipment check at the field. Coaches will be responsible for ensuring teams are properly and legally equipped.

**8. SUBSTITUTION**

- After a goal by either team;
- At halftime, or before the start of any overtime period;
- Any stoppage of play with referee's permission;
- In case of injury with referee's permission.

**9. BEHAVIOR**

Any player or coach ejected from a game will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. All red and yellow cards issued will be recorded in the tournament records and reported to the home state association for the team involved. Referee assault matters will be referred to the Iowa Referee Committee and the club's respective US Club Soccer, US Youth Soccer, or other sponsoring association. Except for referee assault, the home state association and the home club/league have the responsibility for imposing additional sanctions, if warranted. ID cards retained will be returned to the coach of the team involved after the player has sat out their suspension or the conclusion of the tournament. For further clarification, the following conditions apply to player/team official ejections (red cards):

- A. A player or team official who is ejected from a game will be suspended from the next tournament game. An individual may receive more than a one game suspension depending on the severity of the incident. No substitution will be permitted for an ejected player.
- B. If a coach or team official is ejected from a game, from the point of ejection through the period of suspension, the suspended individual must remain out of sight of the playing field. The "sight and sound" rule may be invoked in the case of an ejected player, at the discretion of the referee or the Tournament Rules Committee. At a minimum, an ejected player must leave the field.
- C. Referees will show red and yellow card to the coaches if warned.

**US SOCCER PLAYER DEVELOPMENT INITIATIVES**

The tournament acknowledges and aligns with the US Soccer Player Development Initiatives, including the Concussion Protocol.

On 7v7 fields a buildout line will be established halfway between the center circle and penalty arc. When the goalkeeper has possession of the ball, or during a goal kick, the opposing team must retreat to this line. They may not cross until the ball is returned to play. If a team makes the decision to quickly play the ball before the opponent has fully retreated, the defending team is not required to continue to the buildout line and may become involved in play immediately. Coaches are expected to aid the referee in having their teams retreat



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when necessary.

Goalkeepers on 7v7 fields may not punt or drop kick the ball. If this occurs an Indirect Free Kick (IFK) shall be awarded to the opponent at the point of the infraction or at the goal area line if it occurs within the goal area.

On 9v9 fields heading is not allowable for any U11 match. If a player is either on a mixed 11/12 team, or if a player is playing up in an age bracket, coaches are fully responsible in ensuring that they do not head the ball. If a player heads the ball in U11 play the restart should be an Indirect Free Kick (IFK) for the opponent.

#### 10. FAILURE TO SHOW AND FORFEITS

A minimum of four players constitutes a team for 6v6, with the minimum increasing to five players for 8v8 and seven players for 11v11, respectively. A five (5) minute grace period will be extended beyond the kickoff time before a forfeit is declared. Any team that withdraws or fails to play a match will forfeit that match. The Tournament Director will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If the forfeit is determined, the winning team will be awarded a score of 3-0 and will receive the appropriate points for that score.

#### 11. PROTESTS

No protest will be allowed.

#### 12. SCORING FORMAT

Each team is guaranteed 3 games!

Point system:

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

Tie-breaker rules:

- Head to head
- Goal differential (4 goals max per game)
- Least goals allowed (4 goals max per game)
- Number of shutouts
- Most goals scored (4 goals max per game)

In the event of a tie during a semi-final or final game, winner will be determined by kicks from the penalty mark.

#### 13. TOURNAMENT RULES COMMITTEE

The Tournament Rules Committee consists of the Tournament Director, Referee Coordinator, and Tournament Registrar. The Tournament Rules Committee reserves the right and authority to:

- A. Group age divisions based on team availability;
- B. Relocate and/or reschedule match times;
- C. Reduce duration of matches;
- D. Suspend a match with the intent of resuming the match;
- E. Make any other decision necessary to accommodate unexpected situations and/or weather;
- F. Tournament Committee and Referee decisions and/or interpretations are final – **NO PROTESTS ARE ALLOWED.**

#### 14. CANCELLATION POLICY



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The Cedar River Soccer Association will not be responsible for any expenses incurred by any team in the event games are discontinued due to inclement weather or adverse field conditions. All decisions related to as such are final. If games are canceled because of weather, the following refund policy will be in effect:

- A. No games played: 75% refund of entry fee
- B. 1 game played: 50% refund of entry fee

**Unfinished games:** if the referee terminates the game and neither team is at fault, it shall be considered a completed game if the first half has been completed.

**Inclement Weather/Unplayable Field Conditions:** in the event of inclement weather, the Tournament Rules Committee reserves the right to modify any Tournament Rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather on unplayable field conditions. Coaches are asked to be patient and remain flexible. Changing the format of the tournament is a major undertaking. In the event that semi-final or final games are cancelled, the division winner will be determined in accordance with the tie-breaker rules.

In the event of bad/inclement weather, we follow the general thunder and lightning policies of US Soccer. The Tournament Director will communicate with Field Marshals to help pass on information. An airhorn will go off to inform tournament participants.

**\*\*If the Tournament Director requests that the field be cleared, teams DO NOT have an option and MUST immediately return to their vehicles.\*\***

We will then notify teams by airhorn and by Tournament Staff letting everyone know that it is ok to return to the fields and resume play.

- **One long blast** from the air horn means clear the field.
- **Two short blasts** from the air horn means that players and parents can return to the fields.

#### 15. TOURNAMENT REGISTRATION FEES

Tournament registration fees are due at time of application to enter the Chillout Soccer Tournament and will be charged at the time teams are accepted in the GotSport registration system by the Tournament Director. There will be no refunds once the registration closes, except as noted in the cancellation policy.

#### 16. PLAYER, COACH, PARENT, AND SPECTATOR CONDUCT

The referee shall have the authority to require a coach to dismiss spectators from the field area. Coaches are responsible for the conduct of their players, parents, coaches and spectators at the field, hotel, or other locations for the duration of the tournament. All player, coach, and spectator conduct concerns will be reported to the Tournament Rules Committee. If complaints regarding the conduct of any person on team or a supporter of a team are received, the Tournament Director or any Tournament Committee member reserves the right and may ask any and/or all such people to leave the tournament and declare any remaining games a forfeit.

#### 17. TEAM CHECK IN POLICY

Team check-in is now done online through the GotSport registration system.

**All rosters, medical release forms, guest player forms, travel permits, and player cards must be uploaded by March 31st within the GotSport registration system.**

**THERE WILL NOT BE ON-FIELD CHECK INS.**

**TEAMS MAY NOT USE THE GOAL AREAS FOR WARM-UP OR PRACTICE**



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**TUMA SOCCER COMPLEX RULES AND REGULATIONS**

- No person shall engage in any sale of merchandise, services, or operate any concessions without prior written approval.
- Alcoholic beverages and/or illegal substances are prohibited on City property. Appropriate law enforcement agencies will be notified when violations occur and appropriate action against all involved parties will apply.
- No RVs/campers (any size) are allowed in the complex or for the day or overnight
- No grills or cookers are allowed in the complex.
- Glass containers are prohibited in all areas.
- NO pets are allowed in the complex – parking lot or fields. For ADA exceptions, City pet leash and waste laws are to be followed.
- Skate of any kind, skateboards, and bicycles are prohibited in all areas.
- No golf carts (with exception to tournament and/or complex vehicles) or other similar motorized vehicles shall be permitted on any portion of the complex without the written approval of the City.
- It is prohibited for any person to engage in boisterous, threatening, abusive, insulting, indecent or profane language or to engage in any disorderly conduct or behavior leading to a breach of the public peace and enjoyment of the complex. The City reserves the right to remove, or have removed, any person(s) due to abusive conduct or a non-cooperative attitude.
- No person or group shall store, leave or other allow remaining at the facility, any materials, supplies, equipment, or other physical accessories without permission of the City.
- No smoking shall be permitted within the Complex. Use of tobacco, including cigarettes, cigars, pipes, and chewing tobacco is strictly prohibited.
- The City is not responsible for lost or stolen items or for damage occurred by hit, thrown, or moving objects. Please, lock your cars.
- Food and/or drink may not be brought into the Complex. Exception being that each team may bring in team water or sports drinks for players and coaches only.
- No climbing, hanging, sitting, walking, or standing on/over trees, shrubs, fences, netting, or buildings.
- Use of unmanned aircraft (i.e. drones), remote controlled aircraft or other similar devices are prohibited.
- The City reserves the right to remove, or have removed, any person(s) due to a violation of any of these rules.