



Clermont Central Soccer Association Tournament Rules and Regulations

Below are the CCSA End of Season Tournament Rules and Regulations along with the End of Season Tournament Tie Breaker Rules. Please review the rules in their entirety. There will be NO ties during tournaments. Tie breaker rules are below.

Official Rosters, Coach Cards and Medical Releases: Must be with the coach during all games. Only rostered coaches will be permitted to coach. If a coach does not have their Coach Card, they must have their Driver's License at check-in.

Home Team: Low seed teams must change in case of color conflict. Home team is always the higher seed within the winner's bracket.

Coin Toss: Both teams will have equipment checked, be given pre-game instructions, and shake hands at midfield. Captains will then stay for the coin toss.

Forfeit: A match will be considered a forfeit if a team is more than 5 minutes late for a scheduled match. A forfeited game is recorded as a 1-0 game. The below minimums are required in order to start a match:

- U7-U9: 4 players
- U10-U11: 6 players
- U12-U14: 8 players

Any team intentionally forfeiting a game will be barred from the tournament next year.

Guest Players: Guest players are permitted to be used during tournaments. The parameters for guest players will be the same as those during the regular season. Please see the rulebook for official rule. The guest player form **MUST** be present at check in and cannot be in digital form.

Playing Times:

U7	10 minute quarters	1 minute break	5 minute half time
U8-U9	12 minute quarters	1 minute break	5 minute half time
U10-U11	15 minute quarters	1 minute break	5 minute half time
U12	30 minute halves		10 minute half time
U14	35 minute halves		10 minute half time



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Player/Coach Ejections: Red carded players/coaches are automatically disqualified for the next scheduled match. The Tournament Committee shall decide if further suspension is warranted. Their decision is final.

Substitution: Regular season playing rules apply. Players are required to receive $\frac{1}{2}$ game of playing time over the course of the match with the exception of injuries. Players in U7-U11 cannot enter the sub-box more than twice per quarter (with the exception of injury to another player). Players in U12-U14 cannot enter the sub-box more than three times per half (with the exception of injury to another player). Field Marshals will be REQUIRED for all tournament games to track playing time and total number of player substitutions.

Protests: Protests made during a game must be presented in writing with a \$50.00 fee immediately following the disputed game. The protest and fee should be given to the District Representative or person in charge at the facility. Finals games must have the \$50.00 fee in hand. The protest will be decided on the spot. The Tournament Committee will decide all protests. Fee is NON-REFUNDABLE if you lose the protest.

Inclement Weather: Regardless of weather conditions, coaches and their teams must appear on the field, ready to play as scheduled. Failure to appear will result in a forfeiture of the game as outlined above. Only the referee or Tournament Director can cancel or postpone a game. In the event of severe weather or poor field conditions, the Tournament Committee has the authority to change the duration of games or facility and decide the outcome of suspended games (e.g. replay from where suspended or replay in entirety).

Rescheduling Games: NO games will be rescheduled unless affected by inclement weather. The Tournament Director with the help of the Tournament Committee will reschedule any games affected by severe weather. The Tournament schedule and availability of referees are the determining factors, not the personal desires of each team. Your game may be bumped to a different time slot or facility if you are playing a team who had a reschedule due to inclement weather. BE FLEXIBLE!!!



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Tournament Committee: This three person committee has the authority to decide any protests, ejections, outcome of suspended games, or other unresolved disputes during the entire tournament. All decisions of the Tournament Committee are FINAL!!!

TIE BREAKER RULES:

In the even of a tie at the end of regulation play, each team will follow the procedures as described below:

A NOTE FOR ALL AGE GROUPS: A coach may choose any player from their roster to start overtime. The players that were on the field at the end of regulation do not have to start overtime

U7:

- New coin toss with the “home” team calling it
- Play a 5 minute “sudden death” overtime, playing 6v6 with NO goalkeeper. The first team to score WINS
- If teams are still tied after the first overtime (Teams are to STAY ON THE FIELD) then play a 3 minute “sudden death” overtime. The number of players on the field is reduced to 4v4 with NO goalkeeper. The team that DID NOT kick off the 1st overtime will now get to kick-off. The first team to score WINS.
- If teams are still tied after the second overtime (Teams are to STAY ON THE FIELD) then play another 3 minute “sudden death” overtime. The number of players on the field is reduced to 2v2 with NO goalkeeper. There will be NO KICK-OFF and this will be a drop-ball at midfield to begin play. The first team to score WINS.
- SUBSTITUTION NOTES:
 - There are no substitutions DURING the sudden death periods. The same players stay on the field unless they are chosen by their coach to be removed at the specified times.
 - The specified times that teams are allowed to sub are at the breaks during overtime periods provided their players are IN THE SUB BOX PRIOR to the final whistle of that overtime period being blown. Normal substitutions will take place for injured players.

U8-U14:

- A new coin toss with the “home” calling it
- Play one 5 minute sudden death overtime



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- If the teams are still tied after the 5 minute sudden death overtime, both teams will engage in a penalty shoot-out
 - Referees shall choose which goal to use for penalty kicks
 - Each team will provide the Field Marshals and referees with a list of five players **FROM THE ONES THAT FINISHED ON THE FIELD of the sudden death overtime - goalkeepers can be listed/used as a shooter**
 - Each player shall take a shot from the penalty kick mark against the opposing team's goalkeeper - alternating team to team.
 - The team that scores the most goals from the five penalty shots wins.
- Goalkeepers can ONLY be changed one time during PKs with the exception of injury to the keeper
- If still tied after the first round of penalty kicks, proceed to a sudden death shoot-out with the remaining player(s) from each team. A player cannot attempt a second shot until all players on their team have attempted their first shot
 - Each team gets to take a shot/PK; such that if both players score a goal OR if both miss their PK attempt, proceed to the next player.
- A team wins if their player scores during the same round that their opponent does NOT score

SUDDEN DEATH = FIRST TEAM TO SCORE WINS