



CRC Fall 2023 RULES

AGE AND ELIGIBILITY

- A. This tournament is sanctioned by USYSA. This allows only those teams sanctioned by US Youth Soccer and their respective State Associations to apply.
- B. Participation in the tournament is open to accepted boys' and girls' teams for U-8 through U-19 which meet the age limit of the specified division. Players must have been born during, or after, the divisional year, as defined by US Soccer guidelines. Application is not a guarantee of acceptance.

Age	Format	Roster Size	Game Roster Size
Under 15	11 v 11	22	18
Under 14	11 v 11	22	18
Under 13	11 v 11	22	18
Under 12	9 v 9	18	18
Under 11	9 v 9	18	18
Under 10	7 v 7	14	14
Under 9	7 v 7	14	14

Combining of age groups will be done at the Tournament Committee's discretion, if needed

- C. Each team accepted must be registered with a national state association affiliated with USSF and must present a current/valid a current/valid state USYSA roster. Each team is required to generate an Event/CRC Tournament roster within GotSport.
 - i. **Guest Players:** Guest players must have a current/valid player registration card issued by the same national association that issued the cards for the rest of the team. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards. Adding guest players after the check-in deadline or on the day of the event will not be allowed. Pool/pass players are not considered guest players.
- D. No player may compete in the tournament in two age groups or on two separate teams in the same weekend.

LAWS OF THE GAME

- A. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.
 - i. **Heading Rules: U12 & under age groups:** There is no heading for U12 and below. CRC will enforce the following regarding heading in these age groups: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue. In addition, no PI (Persistent Infringement) or DOGSO (Denying an Obvious Goal Scoring Opportunity) calls or cards shall be made or issued in relation to this heading infraction.

- ii. **Idaho Youth Soccer Modifications for Field of Play and Offside for U10 and under Division:**
 - a) U10 and below will use build out lines on the fields. During a goal kick or when the keeper has the ball in their hands during play, the opposing team must move behind the build out line until the ball is put into play. The keeper can pass, throw, or roll the ball into play (punts and kicks are not allowed).
 - b) After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The ball is in play once it is released from the goalkeeper's hands.
 - c) If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or a drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
 - d) The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.
 - e) Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner, but (s)he does so accepting the positioning of the opponents and the consequences of how play resumes.
 - f) To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

DURATION OF GAMES

- A. The duration of all tournament games shall be in accordance with the following:
 - U-09: two 25-minute halves, 5-minute half time, no overtime period
 - U-10: two 25-minute halves, 5-minute half time, no overtime period
 - U-11: two 25-minute halves, 5-minute half time, no overtime period
 - U-12: two 25-minute halves, 5-minute half time, no overtime period
 - U-13: two 30-minute halves, 5-minute half time, no overtime period
 - U-14: two 30-minute halves, 5-minute half time, no overtime period
 - U-15: two 35-minute halves, 5-minute half time, no overtime period
 - U-16: two 35-minute halves, 5-minute half time, no overtime period
 - U-17: two 35-minute halves, 5-minute half time, no overtime period
 - U-18: two 35-minute halves, 5-minute half time, no overtime period
 - U-19: two 35-minute halves, 5-minute half time, no overtime period
- B. **Preliminary and Consolation games:** All preliminary games will be the length listed above with a 5-minute half time. Preliminary and consolation games may end in a tie.
- C. **Semi-final games:** All semi-final games will be the length listed above with a 5-minute half time. Semi-final games ending in a tie after regulation time will go immediately to FIFA kicks from the mark to determine the winner.
- D. **Championship games:** All championship games will be the length listed above with a 5-minute half time. Games ending in a tie after regulation time will have two 5-minute overtime periods for U14 and down, two 10-minute overtime periods for U15 and up (not sudden death). If still tied, FIFA kicks from the mark will be used to determine the winner.

FIELD AND GAME EQUIPMENT

- A. An official roster approved by the tournament staff will be generated on the official game card and will be used for check in purposes. The center referee will document any individual(s) receiving a red card during the game and line through the CRC official roster and record on the game card and report to CRC HQ. Red carded players will be submitted to the referee assignor to ensure that the individual(s) are not permitted to participate in their team's subsequent game or games as determined by the infraction.
- B. Check-in time is 30 minutes prior to the scheduled kick-off.
- C. Players' numbers MUST be listed on the Official Got Sport Roster approved by the tournament staff. Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team's Official CRC Tournament Roster.
- D. Players shall wear shin guards in accordance with FIFA laws.
- E. No jewelry will be allowed, and jewelry cannot be taped to make it safe.
- F. If there is a conflict in jersey colors, it is the responsibility of the home team (team listed first in the schedule) to change to an alternate color. Home team should wear Light colored Jersey and Away team should wear Dark colored jersey to avoid conflict where possible. In the event of an issue the referee shall have discretion to resolve it.
- G. When requested by the referee, each team must provide a club linesperson.
- H. The designated home team must provide the game ball. A size 4 ball is used for U-8 through U-12 play, and a size 5 ball is used for U-13 through U-19 play.

TEAM CHECK-IN:

- A. Each team is responsible for building their team roster in GotSport. Teams should make sure the contact information for coaches and managers is accurate in case tournament officials need to reach someone. Tournament staff is NOT responsible for teams not receiving information due to team officials not being able to be reached. Rosters will be generated and printed on game cards and will be the official roster for check in at the field. In case of questions, each team should carry with them:
 - 1. Signed medical release for each player.
 - 2. Current, valid player registration card with picture
- B. Rosters must be built and accurate with guest players added no later than October 9, 2023 to allow time for tournament staff to approve rosters. Only players listed on the official game card will be eligible to play.

LATE WITHDRAWAL

- A. Any withdrawal after the entry deadline of the tournament will be a late withdrawal. The entry fee for a late withdrawal will be handled as follows: If a fully paid entry is found to replace the withdrawing team, the withdrawing team will receive a refund equivalent to their entry fee less a \$100 processing fee.
- B. If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.
- C. The Tournament Director assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.
- D. The tournament committee may prohibit team from future registrations.

PROTESTS

- A. THERE WILL BE NO PROTESTS ALLOWED.

SUBSTITUTIONS

Substitutions are allowed at any stoppage of play at the referee's discretion.

GAME AND SCORE REPORTING

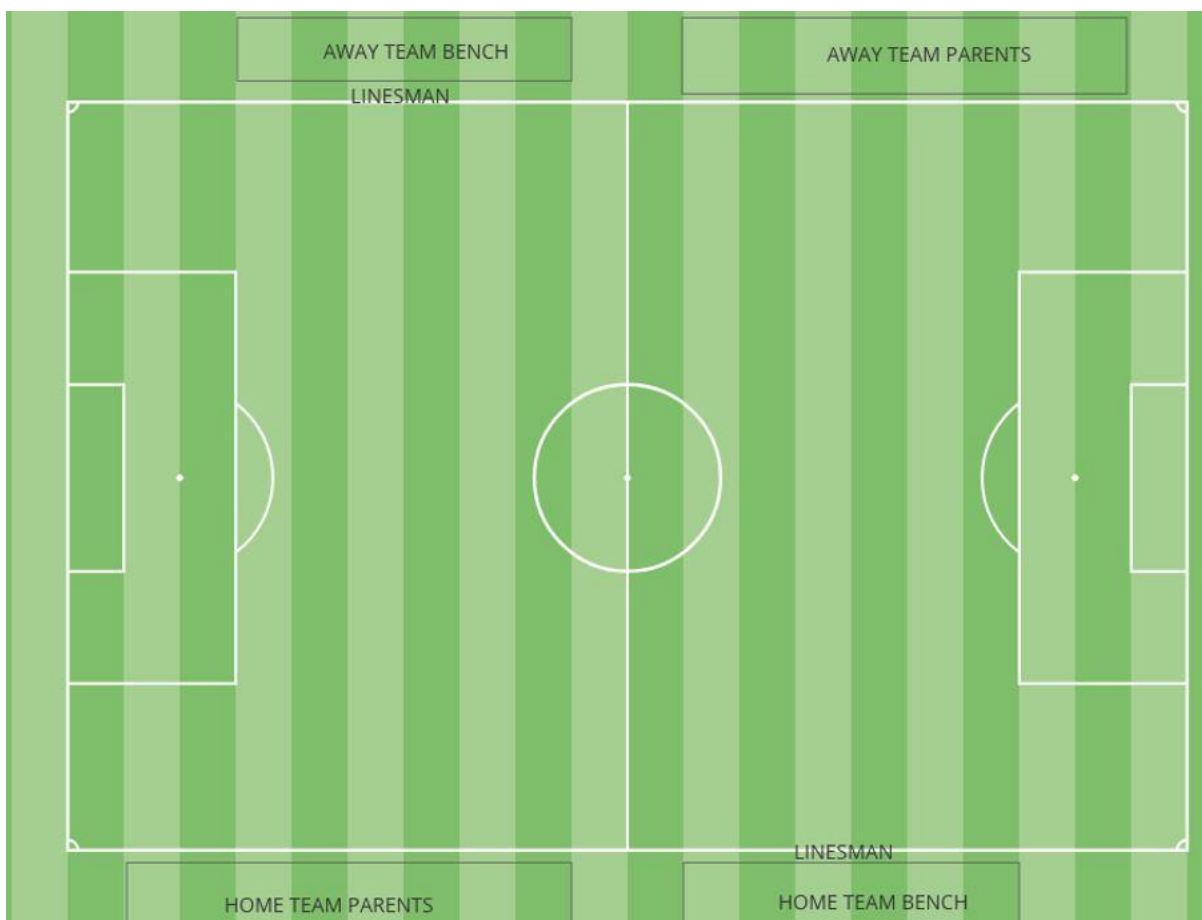
- A. The referee will ensure that the game report forms are properly completed, signatures obtained, and the scores recorded at the end of each game.
- B. It is the responsibility of the referee to deliver the completed and signed score card to the appropriate tournament official promptly at the conclusion of each game. In case of a discrepancy, the game report form signed by the referee prevails.

CONDUCT

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the Laws of The Game as well as the letter of the Laws of The Game. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Violations may result in the suspension of the team from the tournament as decided by the Tournament Staff.
 - 1. Players, coaches, and team officials ejected from a game by the referee shall be ineligible for a **minimum** of their next scheduled game. Players/coaches issued a red card, or three yellow cards will be lined through on the official game roster and written up on the game card to be reported to CRC HQ, citing the head referee's decision regarding seriousness of the infraction and the number of games the individual will be suspended for.
- B. Coaches and team officials ejected from a game by the referee shall leave the facility and not return until they are eligible. Coaching remotely (via cell phones, etc.) is not permitted.
- C. Players receiving three (3) yellow cards during the tournament must sit out their next match.
- D. It is the responsibility of the team's coach or the person acting on the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting on the coach's behalf by the referee or tournament staff. If unacceptable conduct continues, the referee or tournament staff may eject the responsible party from the game.
- E. In accordance with the USYSA Tournament Hosting Agreements, all ejected players and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved.
- F. Artificial noise making devices are prohibited.
- G. **Smoking and alcoholic beverages are not permitted at any of the field sites.**
- H. **Pets are not permitted at any of the field sites.**
- I. Team Officials (coach and staff) are expected to abide by the age rules and restrictions in their division for their team members and are fully responsible for this. If after review at any time during the tournament a player is found to be playing not in accordance with the age rules and restrictions, that team will forfeit all tournament games that player has played in, AND be terminated from the remainder of the tournament, AND be billed a \$500 penalty for not abiding by the rules and restrictions.

SIDELINE RULES

- A. CRC will follow IYSA sideline policies as shown in the diagram below. Team benches and technical area will be placed on opposite sides of the field and diagonal from the opponent. The AR (linesperson) will run the line directly in front of the team bench. Fans for each team will sit on the same side of the field as their team bench, but on the other half. Please to NOT sit behind goals or out of the assigned areas. Each head coach will be responsible for the behavior of their sideline, including the bench area and the parents.



POINTS AND WILD CARD TEAMS

- A. In the preliminary games, each team will be awarded six (6) points for a win, or a game forfeited to them, three (3) points for a tie, one (1) point for a shut-out (includes 0-0), 1 point awarded for each goal scored up to a maximum of three (3) and no (0) points for a loss. At the end of the preliminary rounds, the bracket winner will be the team with the most points in their bracket. In the event of a tie within a bracket, the following criteria will be applied sequentially to determine the winner:
1. Head-to-head competition. This will only apply when all teams that are tied have played one another in the preliminary round.
 2. Goal differential, up to maximum 4 goals allowed per game.
 3. Most goals scored, up to a maximum of 4 per game.
 4. Fewest goals against (unlimited)
 5. Misconduct (yellow and red cards)
 6. If teams remain tied after the first five tie breaks, FIFA kicks from the mark will be used, unless BOTH coaches agree to a coin toss to determine seating. FIFA kicks from the mark will be used only in the case where only one of the tied teams will be advancing to semi-final play. In the case of a three-way tie, and either one or two of the teams may advance to semi-final play, kicks from the mark will be used until there is no longer any teams left that can advance to semi-final play.
 - a. **If either tie-breaking procedure is required, coaches/teams are responsible to check at the tournament main tent to receive the schedule and instructions.**
 - b. In flights with no semi-final or championship games (round robin), the winner (champion) will be the team with the highest points and 2nd place will be the team with the second highest points. In the event of a tie for 1st or 2nd place finish, the tie

breaking criteria 1 through 5 above will be applied sequentially to determine the winners. If three or more teams are tied, the tie breaking criteria 1 through 5 above will be applied sequentially until a winner can be determined. If two or more teams remain tied after a winner is determined, the tie breaking criteria 1 through 5 above will be reapplied sequentially until all ties are broken.

SEMI-FINAL AND CHAMPIONSHIP GAMES

- A. Winners of each bracket advance into either the semi-final or championship game depending on the number of brackets in a flight.
- B. Overtime will be played in case of a tie at the end of regulation time only in championship games. The winner (champion) will be determined as follows:
 - 1. Two 10-minute overtime periods for U15 and up, and two 5-minute overtime periods for U14 and down –no golden goal.
 - 2. If still tied, FIFA kicks from the mark. All players on the field must kick before any player may kick a second time.
- C. Medals are awarded only to the flight winner (champion) and runner-up team (finalist). These are the two teams that play in the flight's championship game.

FAILURE TO SHOW AND FORFEITS

- A. Teams not present and ready to begin competition at the scheduled match start time will be charged with a forfeit. A minimum of seven (7) players constitutes a team for U13 and up, six (6) players constitute a team for U11/12, and five (5) players constitutes a team for U8-U10. If the minimum number of players are present, the game will begin at the designated match start time.
- B. In no case shall a team that forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second-place team of one flight plays the first-place team of another flight in the semi-final game, in no case shall a team that has forfeited a game be declared the second-place team in a flight. The team with the next best record in the flight shall be declared the second-place team and play in the semi-final game.
- C. If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the tournament committee and the decision may not be protested.
- D. A forfeit in the preliminary rounds shall be awarded as follows:
 - a. If the forfeiture occurs due to the failure of the opposing team to show up for the game or otherwise be ineligible and no competition takes place the "eligible" team will be awarded eight (8) points for the win and the score will be recorded as 1-0.
 - b. If the forfeiture occurs after the game has begun due to the inability of one of the teams to finish the game and the score is 0-0 at the time of the forfeit or the team winning the match forfeits, the score will be recorded as 1-0 resulting in eight (8) points being awarded to the "winning" team. If the "winning" team of the forfeit was ahead 1-0 or more the score will stand at the time of the forfeit and receive the appropriate points per CRC Rules.
 - c. If the forfeiture occurs in a semi-final or championship game the score shall be recorded as 1-0.
- E. Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
- F. Failure to produce duly authorized CRC rosters to the appropriate game official prior to scheduled game time is grounds for a forfeit.
- G. Playing a player who received a red card in their previous game is grounds for forfeit.
- H. Teams causing a forfeiture may be fined and/or sanctioned by the tournament.

INCLEMENT WEATHER

- A. In the event of inclement weather or field conditions, the Tournament Director or official representative(s) will have the authority to:
 - 1. Relocate or reschedule any game(s).
 - 2. Change the duration of any game(s).
 - 3. Cancel any preliminary game(s).
 - 4. Consider any game terminated by game or tournament officials after one half of play as official as of the time of termination.
 - 5. Determine the format for advancement.
- B. Lightning: In the case of lightning, the 30-30 Rule will be in effect. If the tournament officials detect or see lightning the games will be automatically stopped for a minimum period of 30 minutes. Should there be lightning during the 30-minute stoppage then the 30-minute count will start again, per USSF Policy.
 - 1. If the stoppage goes beyond 45 minutes, then the game is considered over and will not be restarted, and the result will be determined as follows.
 - i. If the game had at least reached half time, then the score would stand as is.
 - ii. If the game had not reached half but one team was 3 or more goals ahead, then the score stands as is.

- iii. If the game had not reached half and there was less than a 3-goal difference, then a Penalty Shootout will determine the winner and a 1-0 score will be recorded. Should either time, lightning or severe weather prevent the shootout from taking place, then the game will be declared a tie. If this occurs in a championship round, then dual winners will be awarded.
 - iv. If severe weather results in some games not being able to even start due to time constraints, then the tournament committee will have full discretion over determining a result.
- C. If the Tournament Director rules that during a preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:
1. Each team will take a maximum of five (5) penalty kicks.
 2. At the end of five (5) penalty kicks, the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.
 3. In the overall standings, eight (8) points will be given for the win, four (4) points for a tie, and zero (0) points for a loss.
 4. If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games' score will revert to a 1-0 win or 0-0 tie. There will be no refunds or reimbursements of tournament application fees for cancellation or forfeiture of games.

GENERAL

- A. The tournament staff will do its best to schedule a minimum of three (3) games for each team. However, at the Tournament Director's discretion, the number of games may be reduced, and the tournament is not liable for any expenses and no refunds for the tournament application fees will be given.
- B. Under no circumstances whatsoever will IYSA, USYSA, the Twin Falls Youth Soccer Association, the Twin Falls Rapids Club, the Tournament Director, Tournament Committee, or any of their official representatives be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes a situation whereby the tournament or any game(s) is canceled in whole or part.
- C. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this tournament. The committee reserves the right to combine age groups if necessary.
- D. No items, including raffle tickets, may be sold at tournament headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Tournament Committee.
- E. Coaches are responsible for verifying schedules, playing times, scores/results, and field locations.