



CSC Tournament Rules

Casper Soccer Club, Inc.
PO Box 2101, Casper, WY 82602
1700 East K Street – North Casper Soccer Complex

Site Location

Casper Fall Classic is held at the North Casper Soccer Complex, Casper, WY / I-25 & Bryan Stock Trail Exit.

North Casper Soccer Complex Polices

THIS EVENT IS A PET-FREE ENVIRONMENT. Please be sure to alert your teams so they can adhere to this regulation.

Camping within the parking areas of the North Casper Soccer Complex is prohibited. No person shall camp within the city limits, other than at a regularly established and maintained tourist camps.

Team Application for Entry

Qualifying teams will submit their application and fees to participate via Got Sport Management System. A registration link will be provided on the website. Teams will also have access to the registration by logging into their team account and searching for events.

Team will need to register prior to the deadline listed on the website. Applications submitted after the deadline will include a \$50 late fee with the registration.

Teams will be accepted based on available bracket space. Registering prior to the deadline does not guarantee a position in a bracket.

Qualification for Entry

The Casper Fall Classic is a WSA/USYS restricted sanctioned tournament. The affiliate member association to which the team seeking tournament entry must be in good standing with their state association.

The CSC Tournament Committee reserves the right to accept or reject any team application. Once teams are accepted into the event, the tournament fee is nonrefundable.

Team Check-In

All teams must check-in online. No changes to the roster will be permitted once play has been initiated in the first game of the event.

Teams traveling to the Fall Classic from outside of Region IV must provide travel documents from their state association.

Each team must provide the following at check-in:

- Official State Roster
- Player & Coach Passes/Cards
- Guest Player information
- Medical waivers - do not need to be uploaded for check in but must always be available at the event.

Format/Scheduling/Bracketing

All teams will be guaranteed a minimum of 3 matches.

U8's will play festival style with a minimum of 3 matches.

There may be a gold, silver and bronze division where the number of participating teams permits such a format. In some divisions with odd number of teams and/or flights or crossovers, your team may not play every team in your flight for advancement. Some teams may have additional games in a bracket or flight with odd number of teams.

The tournament committee reserves the right to adjust divisions when needed to benefit the overall competitive nature of the tournament. The Tournament Committee reserves the right to combine age groups as necessary, and to place teams in brackets based on age and past standings.

The Tournament is not responsible for incorrect registration or team information.

A list of teams accepted will be posted shortly after the deadline.

A tournament schedule will tentatively be posted approximately 2 weeks prior to the event.

Roster Policy

All players and coaches must have available at the field a laminated pass or card, official club issued team roster and medical release forms.

Any player NOT listed on the team roster; any player that has NO player pass; any player that has NO medical release on file WILL NOT BE ALLOWED TO PLAY.

Event roster must have players' name, month/year of birth & jersey numbers on the roster.

Any deviation from the standard U10, U12, U14, U15, U16 & U19 age division must be submitted with the application and be approved prior to team acceptance. Approval for roster exceptions in other events does not mean automatic approval for this event.

Teams and players may play above their age group that is listed on their official team roster and player card within the guidelines of WSA. Teams and players may NOT participate below the age group that is listed on the official team roster. A player can only be rostered on one team and participate on one team during the tournament.

Guest Players

A maximum of 3 guest players are allowed and must be eligible to play the age bracket for which they are guesting and must be a USYS current member in good standing.

Guest players must register as a guest through Got Soccer. A team will be able to select guest players only if they marked allow guest players when they registered.

Bench Personnel

The total number of bench personnel allowed on sideline will be based on the listed coaches and managers on the team roster. The club's DOC with an official coach pass/card may be allowed on the sideline.

FIFA Laws of the Game

The Casper Fall Classic will follow the Laws of the Games as per FIFA except where modified by WSA Rules and the stated modification for small sided games for the 12 & under. The tournament committee will also follow the WSA's No Tolerance Policy on referee abuse.

USSF Referees

The tournament will employ a USSF certified referee assignor. USSF certified referees will be employed for the duration of the event. USSF Referee rules, policies and procedures will be followed. The referee crew will be allowed to use referee specific electronic communication devices during the game. The referee shall keep the official record of the game and keep the official time on the field.

Pre-Game Procedure

Referees will conduct the pre-game check-in when appropriate in order to minimize delay between games.

The approved official team roster and player passes must be available for the referees at the beginning of each game. NO PASS – NO PLAY. Failure to produce team credentials will cause a team to be deemed ineligible to participate.

A player arriving at the playing field after the pre-game check-in may enter the game once the game officials verify the player is eligible and with the permission of the center referee.

Scoring

There will be no overtime or tiebreakers in the preliminary rounds. Teams shall be awarded point for games as follows.

- Win = 6 points plus 1 point for each goal scored (up to a maximum of 3 per game) Forfeit 8 points
- Tie = 3 points plus 1 point for each goal scored (up to a maximum of 3 per game)
- Loss = 0 points plus 1 point for each goal scored (up to a maximum of 3 per game)
- Shut Out = 1 point for holding the other team scoreless - does not apply to 0–0 match
- Red Card = ANY infraction will result in the loss of two (2) points from their team's standings (player, player or team official)

Maximum total possible points per game are 10.

NOTE: THERE IS NO TIE BREAKING CRITERIA RELATED TO THE MOST GOALS SCORED. NO TEAM WILL GAIN ANY RANKING ADVANTAGE BY RUNNING UP A MATCH SCORE BEYOND A 3 GOAL DIFFERENTIAL.

If a team is declared ineligible or if a scheduled team does not show for play within 10 minutes of start time, the game is a forfeit. In the unlikely event of forfeits during the preliminary games, the forfeit shall be scored as follows:

- For purposes of awarding points, a team which "wins a forfeit" shall receive 8 points.
- If a team withdraws from the tournament voluntarily or is disqualified from the tournament prior to completion of all its games in the preliminary rounds, each of the

teams in the flight shall receive 8 points.

- A team forfeiting any game may not advance from pool play. The referee game card will serve as the official pool play.

TIE-BREAKERS

If at the completion of the preliminary round, two or more teams in a flight are tied in total number of points, the team that shall advance shall be determined in the following sequence:

1. Results of head to head competition between the tied teams. Start with #2 if more than 2 teams are tied.
2. Fewest goals against. Fewest goals allowed through all preliminary matches.
3. Total number of goals scored in all preliminary matches up to three (3) per game.
4. Goal differential[Goals scored (Max of 3 per game) minus goals allowed (Max of 3 per game)].
5. Taking of kicks from the penalty mark in accordance with FIFA Laws of the Game.
6. Decision of the Tournament Committee. The Tournament Committee shall decide how it will choose a winning team if the prior criteria are inappropriate.

In the event of a 3-way or more tie (based on points), the tie breaking procedures will be applied starting with #2, until at least one team wins a tie breaker scenario, or a team loses a tie breaking scenario. Once one team wins or loses a tie breaker, the tie breaker scenarios will restart at step 1 for the remaining tied teams.

In the games that must have a winner, 2 equal halves of overtime will be played - No Golden Goal.

- 10U's & 12U's will play 2 five (5) minute overtime halves.
- 14/15U's & 19U's will play 2 ten (10) minute overtime halves.

NO PROTEST OR APPEALS WILL BE CONSIDERED.

Score Reporting

The tournament will be responsible for providing a game card/match report. The referee will bring the game card to the pitch and will return it to referee assignor after the completion of the match. Game scores will be entered into Got Sport. Scores will be available online through Got Sport. Teams wishing to verify scores must do so when the score is posted. In case of a score discrepancy, please have the head coach or team manager notify the CSC Tournament Staff as soon as possible. (Parents are not to report score discrepancy)

Awards

First and second place teams will be awarded in U10 to 20 divisions. U8 play festival style and will receive participation awards.

Duration of Play, Ball Size and Roster Size

The game time will be a running clock. The referee will not add time for stoppage of play. For late starts, the referee may shorten each half equally up to five (5) minutes to re-establish field schedule. Each game will have an approximate 5-minute half time. The event follows the USYS/WYS Standards of Play for small sided games. [WSA Standards](#).

- U8 (4v4) 2 – 20 min halves #3 Ball- max roster 8 - Festival Style

- U10 (7v7) 2 – 25 min halves #4 Ball- max roster 12
- U11-U12 (9v9) 2 – 30 min halves #4 Ball – max roster 16
- U13-U14 (11v11) 2 – 35 min halves #5 Ball – max roster 18
- U15-U16 (11v11) 2– 40 min halves #5 Ball – max roster 18
- U16-U19 (11v11) 2– 40 min halves #5 Ball – max roster 18

Substitutions

Substitutions are unlimited with the consent of the referee during the following events:

- Prior to own team's throw-in
- Prior to a goal kick by either team
- Prior to a kickoff by either team
- During an opponent's throw-in, if opponent is making a substitution
- After an injury, when play is stopped by the referee
- During a water break (when allowed) by either team
- If a yellow card is issued, the coach may substitute the player receiving the card

Players Equipment

Jersey Colors: The team listed first on the schedule will be the home team or is noted as the home team will wear white or light-colored jersey. The team listed second on the schedule will be the away team or is noted as the away team will wear a dark colored jersey.

If there is a conflict of colors, the team in the incorrect color will have to change.

All players are required to have proper equipment and apparel.

- Non duplicated jersey numbers are required on the team jerseys.
- Shin guards are mandatory with all rigid materials covered completely by the socks.
- All athletic shoes are allowed, except those with toe and/or metal cleats.

Head Gear – Casts/Orthopedic braces

Players are allowed to wear approved headgear as long as the referee does not believe it is dangerous to the player or other players.

Casts or orthopedic braces may be used if, at the discretion of the referee, they are deemed not dangerous to any of the players on the field.

The referee is the sole judge of allowed player equipment as prescribed by the FIFA Laws of the Game.

Sportsmanship

The Casper Soccer Club Tournament Committee may eject from individual games and facilities, players, parents, coaches, spectators and/or teams who demonstrate less than good sportsmanship behavior.

Notice of all such actions shall be sent in writing to that team's local association and to the Wyoming Soccer Association Discipline and Appeals Committees, which could lead to further sanctions.

Conduct of Players, Coaches and Spectators

Coaches are responsible for the conduct of players, parents and spectators. Coaches not controlling the conduct of their players, parents, and spectators may be cautioned and/or ejected.

Coaches, team bench persons and spectators must remain 3 yards from the touchline of the field. The referee or referee assistants may, at any time, restrict the sideline movement of coaches, players and spectators. No one will be permitted behind the goal lines.

The teams will sit on the opposite side of the field from the spectators. Spectators are to remain on the half of the pitch across from their own team's bench. CSC reserves the right to move a parent/spectator back to the area directly opposite their team on the spectator side or from the complex completely if they deem their behavior or actions unsportsmanlike or disruptive. However, we hope that sportsmanship and good citizenship will prevail by both groups of parents.

The referee may terminate a game for coach, parent, player, or spectator misconduct. Such termination will result in game forfeiture of the offending team. If it is determined that both teams are at fault, zero points will be awarded to each team.

Ejections

Any person being ejected, whether it is a parent, spectator, or coach, must be "out of sight and sound" of the field. All red and yellow cards will be recorded on the official game cards and will be reported to WSA.

Players

PLAYERS that are ejected from a match must remain in the team bench area until the conclusion of the match. COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR PLAYERS AT ALL TIMES. If the player continues to be a disturbance, the referee may call for a CSC representative onsite to escort the player to an area designated by the Onsite Administration Committee (Tournament Director, Referee Coordinator and CSC Representative). If the player must be escorted to designated area by the CSC representative, the player must remain in that area until the completion of their team's match.

Any player issued a red card during a game will be ineligible for participation in the next match. Additional game suspension may apply depending on the nature of the violation. If a red card is issued in the last game of the event, the penalty for a red card will carry over to the next event the player is participating in.

The ejected players card will be retained by the field referee and turned in at the referee headquarters with the official game card. The coach may reclaim the card after the suspension has been served.

Coaches and Team Officials (any non-playing personal in the team technical area)

Coaches or Team Officials who display "irresponsible behavior" will be handled using the USSF "Ask-Tell-Dismiss" process and may be shown a yellow card or a red card.

- Note: Referee does not need to follow each step of the process. If the behavior is overly disruptive, blatant, or severe, referees are always authorized to bypass any warning and issue an immediate dismissal/red card.

If a coach/team official in the judgement of the center referee is displaying “Irresponsible Behavior” by undermining the referee or endangering players, spectators, etc. The coach/team official will be:

- ASKED to modify their behavior. If the behavior does not return to an acceptable level, the center referee will
- TELL the coach/team official their actions will not be tolerated, told to stop and show the coach/team official a recordable yellow card. If the unacceptable behavior/conduct continues, the center referee will take the next step.
- DISMISS The Coach/team official from the field of play. Examples of Irresponsible Behavior are:
 - Insulting or profane language and/or gestures
 - Persistent questioning of decisions
 - Kicking or throwing items
 - Refusing to remain near the bench or technical area

Any coach/team official that is dismissed has two minutes to gather belongings and leave the area and must IMMEDIATELY LEAVE THE FIELD AREA. If any coach/team official refuses to leave sideline/technical area, makes any type of aggressive act toward the referee (walk on the field of play), the match is terminated automatically with opposing team awarded the win and maximum 10 points no matter score of the game at time of termination.

The dismissed coach/team official dismissed from a game will be ineligible to participate in the next match or be on the technical side of the field, including the Championship game.

If the infraction for which the coach was ejected is found to be severe, then the Event Director, Referee Coordinator, CSC Representative at their discretion, may consider additional suspensions.

If the team of the dismissed coach/team official does not list on the event roster a state approved assistant coach, or club/team representative, leaving no one can coach, the game will be forfeited. It will also affect the “sit out” game for the dismissed coach/team official, that team forfeits that match, 3-0.

If the DISMISSED COACH coaches MULTIPLE TEAMS: The sit out policy ONLY applies to the team he/she were coaching at the time of the dismissal. If said coach/team official also coaches a GU12 team, the dismissed coach/team official can coach the GU12 teams match but must sit out the GU16 next match per the required sit out).

The coach’s card will be retained by the field referee and turned in at the referee headquarters with the official game card. The coach may reclaim the card after the suspension has been served.

Adults (Parents and Spectators)

An ADULT that is ejected, PARENT or SPECTATOR, must IMMEDIATELY LEAVE THE COMPLEX.

The ejected ADULT is NOT allowed back to the facility until COMPLETION of their teams NEXT scheduled match.

If the offense for which the adult was ejected is found to be severe, then the Event Director, Referee

Coordinator, CSC Representative at their discretion, may consider additional suspensions.

Individuals caught ignoring this rule will be dealt with by the CSC Site Director, WYS and could jeopardize their team's standings in this or future WYS sanctioned events.

Modified Rules (USSF Heading Initiative/U8 and U10 Divisions)

USSF HEADING INITIATIVE

- Casper Soccer Club has adapted the US Soccer safety initiative regarding youth players heading the ball, effective April 2016.
- If a player participating in a CSC event (U12 and younger) intentionally heads a ball, the referee shall stop play and award an indirect free kick for the opposing team from the spot of the offense. If the offense 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.
- If a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional.
- The Wyoming Soccer Association Concussion Protocol will be followed.
[https://usys-assets-admin.com/assets/961/15/WSA%20Concussion%20Protocol.pdf](https://usys-assets.admin.com/assets/961/15/WSA%20Concussion%20Protocol.pdf)

U8 DIVISION - MODIFIED RULES

- No heading the ball. Intentional heading will result in an in-direct free kick to the opposing team.
- All free kicks are indirect; including kickoff, goal kicks, and corner kicks.
- Goal kicks will be taken anywhere inside of the goal area.
- During a goal kick the opposing team must retreat and remain on their defending half until the goal kick has been played by any player other than the player taking the goal kick or until the ball has crossed over the half line. Infractions of this rule will result in retaking the goal kick.
- Any player may play the ball at any location on the field.
- No goal keepers. Handling in the goal area is an IFK on the line of the goal area.
- Throw-Ins will have a “redo” with explanation.
- No Cards will be given. Referee will use “Teachable Moments” within the game to promote rules, sportsmanship and fair play. Simple Soccer – Let them Play.

U10 DIVISION - MODIFIED RULES

- No heading the ball. Intentional heading will result in an in-direct free kick to the opposing team.
- Kick Off, Corners and throw-ins are taken like normal.
- At a goal kick, the opposing team must retreat and remain behind the nearest build out line until the ball is in play. The ball is in play once it has passed out of the penalty area and has been touched by a second player or crossed over the build out line. Any infraction results in a retake of the goal kick. The kicker cannot touch the ball a second time until it has been touched by another player, and the restart for this is an IDK for the other team at the spot of the second touch. Quick kicks may be taken; players from the opposing team inside the build out line must wait for the ball to cross the build out line before engaging in play.

- When the goalkeeper has the ball, during play, the opposing team must retreat to the build out line; the goalkeeper cannot punt the ball, they must pass, throw or roll the ball to a teammate, or release it to the ground from where they can kick it. Once the ball has been played by another player, or crossed the build out line, play resumes as normal. Infractions of this rule will result in the goalkeeper back in possession of the ball.
- When the goalkeeper has the ball, during play, if they release the ball early, before the opposing team can retreat to behind the build out line, then play will continue normally.
- Punting is not allowed.

Inclement Weather/Environmental Conditions Policy

The Event Director, Tournament Committee, has the authority to make any changes it deems necessary to allow completion of the tournament due to inclement weather or environmental conditions. Tournament matches may be played in less than ideal conditions, unless the head referee or tournament committee deems it unsafe to play in the conditions.

PRE-TOURNAMENT POLICY

If the tournament is cancelled due to conditions before 3pm the day prior to the start of the event, 60% of the registration fee will be refunded.

IN-TOURNAMENT POLICY

This is a guideline when the completion of a tournament is in jeopardy. It is important that situations like tornadoes, dangerous lightning, flooding, and other serious conditions are to be treated with great caution and good judgment.

The Onsite Tournament Committee, (Tournament Director, Referee Coordinator and CSC Representative) has the discretion of modifying game times, locations, cancelling in whole or in part the individual games of the tournament due to inclement weather, environment or field conditions.

In case of inclement weather or other questionable conditions, please check the website for updated field conditions. It is each team's responsibility to check with the hotline/website for scheduled/field changes.

Coaches must have their team on the field, ready to play, despite weather conditions.

The intention of the tournament committee shall be to apply the arrived upon solution uniformly among all teams involved:

1. All matches played as scheduled in the weather conditions
2. Shorten the first-round / preliminary games
3. #2 plus shorten the semi-final matches
4. #4 plus shorten the final matches

GAMES IN PROGRESS (PRELIMINARY) / TERMINATED

Preliminary games terminated after one completed half of play due to weather, will be considered official as of the time of termination (Second half does not need to be played).

GAMES IN PROGRESS (SEMI-FINALS / CHAMPIONSHIPS) / TERMINATED

Matches progressing to the Semi-Final / Championship stage where a winner must be determined, which must be terminated due to weather conditions not allowing for completion of regular match play, and if teams are tied (0- 0, 1-1, etc.), results can be decided based on:

- FIFA “Kicks from the Mark” (based on the team play size, i.e. 15U and above, 11 players) will be organized to determine the results of those matches. The results will be a win, or loss. The goalkeeper will come from this group of eleven, at the coaches’ discretion. All eleven team members will compete, and the final score will determine the result of the match.
- Points accrued from any matches already played.

A match terminated after one completed half of play due to weather, will be considered official at the time of termination. Team leading match at terminated time, will be considered the winner and results are official.

If conditions will not allow regular match play, nor FIFA “Kicks from the Mark”, then results can be decided based on points accrued from any matches already played.

No refunds for games cancellations during the tournament.

Extenuating Circumstances

Extraordinary circumstances or matters not specifically addressed in the tournament or WSA or FIFA rules shall be considered by the Onsite Tournament Committee, (Tournament Director, Referee Coordinator and CSC Representative) and all decisions are final.