



## CLS Festival Rules

### 1. General Rules/Policy

The Tournament Committee's interpretation of these rules shall be final and binding. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

There will be no awards or standings posted.

Pets are prohibited unless they are service animals. No onsite cooking: grills are not allowed unless a permit has been secured by the host facility. No alcoholic beverages permitted.

Failure to follow parking instructions from signage, event staff or facility staff will result in your vehicle being towed. Central League Soccer and/or the host club are not responsible for ticketing or towing.

### 2. Laws of the Game

All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules.

Heading Policy: Heading the ball is prohibited in U11 games and younger. At age group divisions U11 and younger, whenever the ball strikes a player in the head, play is stopped. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this 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 the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

### 3. Eligibility and Registration

All participating teams must be currently registered with their State association.

A maximum of three (3) guest players will be allowed for 7 v 7 teams during the tournament.

A maximum of five (5) guest players are allowed for 9 v 9 teams.

Players are only allowed to play for 1 Team!

All guest players are required to have the same information included on the roster as the 'original' team members. It is recommended that a team representative have a parent signed medical release form for each player that has been approved by the teams Federation Organization Member.

These documents must be provided via email in a PDF format, no later than 48 hours before the commencement of the tournament. All teams are responsible for their own insurance. In the case of injury during travel or while participating in the tournament, Central League Soccer or the hosting club will not be liable.

4. Payment and Scheduling for the Tournament.

All teams are required to pay no later than 14 days before the commencement of the tournament. Failure to do so will result in your team's application being declined and not considered for scheduling. The tournament committee will always aim to publish a preliminary schedule on or around 10 days before the commencement of the tournament/showcase.

5. Game Standards. Tournaments are aligned with the game standards of US Soccer

Birth Year	Age Group	Ball Size	Game Format	Game Duration	Roster Size
2015	U9	4	7v7	25min	Maximum 12
2014	U10	4	7v7	25min	Maximum 12
2013	U11	4	9v9	25min	Maximum 16
2012	U12	4	9v9	25min	Maximum 16

All teams will play a minimum of 3 x 25 minute games.

6. Inclement Weather

In the case of severe inclement weather, the Tournament Committee shall have the authority to change the format as follows:

- Relocate or reschedule any game;
- Consider as complete a game that has been called by an official once 50% of the game has been played;
- Reduce the duration of any game as needed. No refunds will be made for cancellation in part due to unforeseen circumstances. In the event of whole cancellation of the tournament, partial refunds will be made after Central League Soccer expenses have been paid.

7. Substitutions

Substitutions may be made without limit, with the permission of the referee as follows: after a goal has been scored, at any goal kick, at any throw in, after an injury, for a yellow carded player. Please note that a team may substitute on the opposing team's throw in only if the opposing team makes a substitution. There will be no substitutions for a player who has received a red card.

8. Protests

There will be no protests allowed.

9. Games and Equipment

All uniforms must be numbered. The team listed as the home team should wear light color uniforms, the team listed as the away team should wear dark color uniforms. In the event of conflicting color jerseys, the home team will be required to change (home team is listed first on

the schedule). Players are required to wear shin guards in accordance with the Laws of the Game. Players wearing a hard cast must have it covered. It will be up to the individual referee's discretion to make sure the cast is covered properly and will not pose a physical danger to any player. If a referee does not feel the cast is covered sufficiently, then that player will not be able to play. No metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips. Game ball will be provided by the home team. Be at your field ready to play 20 minutes before game time. Referee will toss coin with team captains to start the game and choose goal. Both coaches must sign game reports. Failure to sign the game card will revoke your teams right to the score being modified online. No player may be rostered or play on more than one team for the duration of the tournament.

#### 10. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches or spectators ejected from a game by the referee will be required to leave the field area. Severe misconduct and/or failure to comply with a referee could result in disqualification from the remainder of the tournament. If a player is sent off they will be suspended for at least the next game in the tournament. Players and coaches shall occupy the opposite side of the field to spectators. No one will be permitted behind either end line. Alcoholic beverages are not permitted at any game sites.

#### 11. Failure to Show and Forfeits

There will be a 5-minute grace time allowed for teams not at the field of play at the scheduled time of kick-off. The opponent shall be awarded a 2-0 win for the match. A minimum of six (6) players is required for 9v9 and five (5) for 7v7 games.