



2018-2019 TOURNAMENT RULES

1. Team Rosters

Teams in the age groups of U-11 through U-12 are limited to a roster of 18 players.
 Teams in the age groups of U-13 through OPEN are limited to a roster of 22 players.
 A team representative is responsible for obtaining a copy of the changes/procedures at Check-in.
 A maximum of three guest players will be allowed on any one team. Louisiana teams follow LSA policy manual section 305-1 for club pass and guest players.

2. Player and Coach Passes / Medical Release Forms

Each player and Coach must have a laminated USYSA ID pass or a laminated USCLUB SOCCER pass for the current year, containing the date of birth. No player or coach may enter the sideline area without a pass. All passes shall be given to the referee prior to the start of each game. Coaches must have in their possession during each game, a medical release for each player.

3. Home Team

Home team is the first team listed in a pairing, or top team in a playoff tree. In case of a uniform color conflict, the team in the incorrect color is responsible for changing to an alternate color jersey. Visiting team will wear the “the dark color” uniform, and the home team will wear “white”. Game balls shall be furnished by the home team, who shall present a primary and alternate game ball, acceptable to the referee prior to the start of the game to prevent lost time due to lengthy ball retrieval. Home team shall turn in the score card in the case of a tie game.

4. Grace Periods

There are no grace periods. Any team that is not ready to play at the scheduled time is subject to (referees discretion) forfeit of that game. Teams should be at the game field 15 minutes before the scheduled game time and ready for check in with the referee.

5. Players' Equipment

All players **MUST** wear shin guards. Socks must be worn over the shin guards. All players must have a light and dark jersey at each game with legible non-duplicate numbers on the back. No hard casts allowed.

6. Length of Games, Overtime, Water Breaks, Weather & Ball

Size Age Groups	Ball Size	Bracket Play	Finals	Half Time	
U-18/19	# 5	2 X 35 min	NO FINALS	5 min	11v11
U-14/15/16/17	# 5	2 X 35 min	2 X 35 min	5 min	11v11
U-13	# 5	2 X 35 min	2 X 35 min	5 min	11v11
U-11/12	# 4	2 X 30 min	2 X 30 min	5 min	9v9
U10 Festival	#4	2 x 25 min	NO FINALS	5 min	7v7

No overtime periods. Tie scores will stand in Bracket games. Playoff games ending in a tie will be decided by FIFA kicks from the penalty mark.

A decision to conduct water breaks during the match will be the decision of the tournament officials. The referee will NOT stop the game clock during the water break period. A two-minute maximum period may be allowed. Players may not leave or enter the field of play during the water break period. No substitutions are allowed at the water breaks.

In case of inclement weather, the Tournament Director will determine if a game is to be played. Once the game has started the decision to continue play, rests with the referee. If the referee suspends the game due to weather conditions, the tournament committee will decide when the game is restarted. A second stoppage of the game will result in automatic termination. Terminated games shall be considered completed if one half of the game has elapsed at which time the score at the stoppage of play shall be the final score. If a game is terminated before one half has been played, the game will be replayed in its entirety, if scheduling permits and/or at the tournament director's discretion. Check the Website (www.CajunSoccerClub.com) for weather and other tournament related information updates. Persons may also call the LYSA/CSC office 337-261-5425, and listen to a recorded message in case of severe weather.

7. Substitutions

Substitutions will be in accordance with LSA Policy 310 #10.

8. Conduct of Coaches, Players and Spectators

The teams and coaches will occupy one side of the field. The spectators must occupy the opposite side directly across from their team. Coaches are responsible for controlling the actions of their players, spectators and team officials. The referee is authorized to terminate a game if a player or coach becomes unruly or physically menacing and to suspend play for the removal of an unruly or menacing spectator.

If a team leaves the field of play before the referee ends the game, that game and all remaining games shall be forfeited by that team. If a coach feels that conditions present an unnecessary danger to the safety of the team, he should request that the Tournament Referee observe the game and render a final decision.

9. Misconduct

An ejected player or coach is ineligible for the next scheduled game. **ABUSE OF OFFICIALS WILL NOT BE TOLERATED.** Violations may result in forfeiture of the game and/or expulsion from the tournament. In addition, all matters involving referee assault or abuse will be referred to the Louisiana Soccer Association (state association).

Any coach, or team official who has been ejected must leave the field area immediately, or the game will be forfeited. Anyone sent-off shall leave the playing area under the supervision of a field marshal and have no further contact with the team during the remainder of the game. Players will be released to their guardians at the tournament tent. The referee will confiscate the player pass of any player sent-off and will turn it over along with a Report of Misconduct to the Tournament Director. These reports will be forwarded to the appropriate state association.

A team shall forfeit a game if its conduct causes a game to be prematurely terminated. Penalties resulting from conduct occurring before a game is forfeited shall be enforced. If a coach is sent off during a match which results in the team having to forfeit the game, the team will be disqualified from the tournament and all games played will be removed from the standings.

10. Scoring System

For bracket games: 3 points for a win; 1 point for a tie; and 0 points for a loss. In forfeited bracket games, the non-forfeiting team shall receive: 3 points for a win; 4 goals for; and 0 goals against. The forfeiting team shall be accorded: 0 points for the loss; 0 goals for; and 4 goals against.

Winning team shall be responsible for turning in the game score card to the tournament tent within 30 minutes after completion of the game. Home team is responsible in the case of a tie. Cards not turned in will subject the responsible team to a forfeit.

11. Bracket Standings

If, at the conclusion of bracket play, two or more teams are tied in the number of points awarded, the final standings for bracket play will be decided in the following non-repeating order:

- a. Winner of head to head competition during round robin competition. This applies for advancement overall from all brackets only if all involved teams have played one another (this criterion not used if more than two teams are tied).
- b. Highest total goal difference for all games ("goals for" minus "goals against"), 4 goal maximum difference per game.
 1. Ex: A team's 3 game scores are: 10 to 4 = +4; 1 to 3 = (-2); 2 to 2 = 0
 2. Total goal difference would be: (4) + (-2) + (0) = 2
- c. Fewest goals allowed, total for all games, no maximum per game.
- d. FIFA kicks from penalty mark.

12. Brackets and Advancement

- 4 Team Brackets
 - 3 round robin games, ties in bracket stand, top 2 points advance to finals.
- 5 Team Brackets
 - Round robin, most points wins.
- 6 Team Brackets
 - 3 cross bracket games, two top point winners advance to final
 - or
 - 2 bracket games. Top 2 advance to semi and finals. Third place plays in consolation game
- 8 Team Brackets
 - Round robin in both brackets, each bracket winner advances to finals.
- 10 Team Brackets
 - 3, 3, 4 brackets. Two 3 team brackets play 2 in-bracket games with one cross over game.
 - Bracket of 4 plays round robin, top 4 point teams advance to S/F 1 vs. 4 and 2 vs. 3 unless the teams have played in bracket play, then seeding order will be changed accordingly.

13. Protests

No protests shall be allowed based on the decisions made by the referee during play. Protests will be allowed only if the "Laws of the Game" have been misinterpreted by the referee, or if a team uses an ineligible player. In order for the Tournament Committee to uphold a protest concerning the application of the "Laws of the Game", it must determine that the error affected the outcome of the game. To file a protest, the head coach must submit in writing the nature of the violation to the Tournament Director, within one-hour of the end of the game being protested, along with \$100 in cash, certified check, or money order. Upon receiving a properly lodged protest, the Tournament Committee shall notify the opposing team of the protest and request a response and shall obtain a copy of the game report from the involved referee. If the protest is upheld, the appeal fee will be returned and corrective action as determined by the Tournament Committee will be taken. Decisions reached by the Tournament Committee are final and cannot be appealed.

14. Matters Not Provided For:

Any situation or questions on rules of competition not covered herein will be governed by USYSA and LSA Administrative Rules Book. Any matter not provided for in the tournament rules or USYSA or LSA rules shall be determined by the Tournament Director, whose decision is final.

15. EXTERNAL CONDITIONS, WEATHER, ETC.

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. It may not be rescheduled and **no** refunds will be issued.

16. USYSA Mandate:

Players U12 and below are **NOT** allowed to intentionally head the ball.