



**CHARLOTTE SOCCER ACADEMY
TOURNAMENT SERIES
ADIDAS CUP 2011 RULES
Boys & Girls U10-U18
(Boys & Girls U15-U18 Showcase)**

Rules & Procedures

This tournament is a great way to get teams started for the season. Although there will be champions for each division, it is organized towards learning about your team and players. All games will be geared towards being competitive but focusing on the fun aspect of soccer. Please enjoy competitive soccer and make this a memorable experience.

Awards will be provided for 1st and 2nd place teams except for U10 Academy teams and Showcase Brackets.

Tournament Format

Showcase Brackets:

Teams will play minimum of 2 games, maximum of 3 games. No standings will be recorded and no awards will be presented. This is a showcase bracket their fore players and teams will have the opportunity to showcase their selves for the next level.

Division with 4 teams:

Teams will play a round robin format. The top 2 teams will play for the championship.

Division with 5 teams:

Teams will play a round robin format. Champion and runner up will be determined on a point basis.

Division with 6 teams:

Teams will play in groups of 3 with each group playing 2 matches within each group. Third match will be 1st in A plays 2nd in B, 1st in B will play second in A and 3rd in A plays 3rd in B. Winner of the first 2 third matches will play for championship.

Division with 7 Teams:

Division with (7) teams will have a group of (3) and a group of (4)

The group of 3 will play two preliminary round matches. At the end of the preliminary rounds, each team will be ranked in their playing group based on the number of points earned from their wins and ties. The top team will play for the championship against the winner of the group of 4 brackets. The second and third place team will play against each other for a consolation game.

The group of 4 will play three preliminary round matches. At the end of the preliminary rounds, each team will be ranked in their playing group based on the number of points earned from their wins and ties. The top team will advance to a final match to play the winner of the group of three.

Divisions with 8 teams:

Teams will play in 2 groups of four in a round robin format within each group. First in A plays first in B for championship.

Divisions with 9 teams:

- Teams will be placed in 3 groups of 3 and each team will play two preliminary round matches.
- At the end of the preliminary rounds, each team will be ranked by number of points they have received in each group.
- The 1st place teams from each division will advance to the semifinal round. Winner of A will play wildcard, Winner of B will play Winner of C unless the wildcard comes from A, then group A winner will play group C winner and Group B winner will play the wildcard (winner of the second's)
- To obtain First, Second and Third place of the Seconds, the second level rankings will be decided on points and tie breakers between the seconds only in each bracket. The First and Second of seconds will play a quarter final match. The winner of this quarter final match (at this point will be in fourth place or wildcard) will advance to the semi-final against the first place in group A. If the wildcard (WC) is from group A, the (WC vs. B) and (A vs. C)
- 3rd place of seconds will play 3rd place of A and Group B 3rd will play Group C 3rd place for consolation games.
- If the 3rd place of seconds comes from group A, group B 3rd will play 3rd place of seconds (A).

Divisions with 10 teams:

- Teams will be placed in 1 group of 4 teams and 2 groups of 3 teams
- Each team in the three-team groups will play 2 preliminary games in their group and a crossover game from the other 3-team bracket.
- Each team in the group of four will play 3 preliminary games in their group. At the end of preliminary games, the top team of the group of 4 will advance to the final match to play the winner of the group of 3 semi final.
- Top 3 bracket winners advance, wildcard is determined by points in division using tie-breaking procedures if necessary.
- The 1st place teams from each division will advance to the semifinal round. Winner of A will play wildcard, Winner of B will play Winner of C unless the wildcard comes from A, then group A winner will play group C winner and Group B winner will play the wildcard
- Winners of semifinals will play for championship.

Divisions with 12 Teams:

- 4 groups of 3 teams are created, A,B,C,D
- Each team plays the other 2 teams in group.
- At the end of the preliminary round, each team will be ranked by number of points they have received in each group
- After preliminary round of games finished, winner of A plays winner of D, winner B plays winner C (semi final matches)
- Winner of A/D plays winner of B/C for championship
- Consolation games
 - 2nd A plays 2nd D
 - 2nd B plays 2nd C
 - 3rd A plays 3rd D
 - 3rd B plays 3rd C

U10 Academy Rules

U10 Academy Division only

1. Academy teams play in separate divisions against other Academy teams only.
2. Rules to remain consistent with NCYSA Academy Tournament Rules / Guidelines which will be provide on the CSA website or the NCSYA website at:
http://www.ncsoccer.org/Academy/academy_tournament_rules.pdf

Rules

All matches will be played in accordance with FIFA laws, except as specifically superseded by these rules.

U-10 matches will play 6v6

U11 and U12 matches will play 8v8

These matches will be played in accordance with the rules adopted by the USYS for modified play based on 6v 6 and 8v8.

Point System for Preliminary Games

Points are scored as follows --

Win 3 points
Tie 1 point
Loss 0 points

Bonus Points

1 bonus point per goal differential up to 3 bonus points based on goal differential

Bonus points will only be awarded to the winning team in each game.

At the conclusion of round robin play, teams will be ranked in their playing group based on points earned from wins and ties. Any situation in which two or more teams have the same number of points the tie will be broken by using the following criteria in the order listed, one after another as needed:

1. Head to head competition
2. Bonus Points up to 3 points per game based on goal differential
3. Fewest goals allowed
4. Most Shutouts
5. Shootout from the penalty mark.

If more than two teams are involved in a tie, the criteria will be followed in order (**omitting head to head competition**) until all ties are broken. If these criteria are not enough to break a tie, the Tournament Director shall have absolute discretion to break the tie by any method they deem appropriate. There will be co-champions named wherever necessary.

****NOTE** There is no tie breaker related to most goals scored. No team will gain an advantage by running up the match score beyond a 3-goal differential.**

Forfeit Match Scores

In round robin matches, these scores will be reported as 1-0 for scoring purposes. In circumstances in which a forfeited match is involved with determination of advancement in the tournament, all tie-breaking criteria involving bonus points, most shut outs, or fewest goals allowed will be determined on a per match average, excluding the results of the forfeited match. A team, which has forfeited a match, may NOT advance or be declared a bracket winner or participate in a match to determine a finalist.

Tie Matches

All tied matches in round robin play will stand.

Quarter Finals / Semi Final / Final Games / Resolving Ties

This procedure is used only in quarter final, semi-final and final matches as identified in the Tournament Format section of these rules. There are semifinals in a 9, 10,12 team divisions. In all age groups: If the match ends in a tie, the teams will have a 5 (five) minutes rest period and then play two five minute sudden death overtime periods. A coin toss will determine choice of goals to defend. After the first overtime period, the teams will switch ends of the field and substitutions may be made. If the game is still tied after the second overtime period, a shoot out procedure will determine the outcome.

NOTE => Academy games and Showcase Brackets will NOT have scores recorded or Quarter final, Semi final and Championship matches.

Shoot out procedure:

1. All players on the field at the end of the second overtime period may participate.
2. Referee will decide the goal to be used for the shoot out.
3. Team winning the referee's coin toss may elect to kick 1st or 2nd.
4. Alternating shots will be taken from the mark.

5. Each team takes 5 attempts alternately, the team scoring the most goals wins.
6. If teams are still tied after 5 attempts, another 5 kickers are determined and a sudden death (first team to miss) will determine winner. No player may kick a second time until all eligible teammates, including the goalkeeper, have kicked once.
7. Any eligible player may serve as goalkeeper and the goalkeeper may be changed at any time.
8. If a team is down a player(s), the opposing team will reduce to the same eligible number of players before starting the shootout.
9. Other than player attempting to score and the 2 goalkeepers, all eligible players are to remain on the half of the field not in use while the shoot out is in progress. Idle goalkeeper is NOT to interfere with the kick in progress.

Substitutions

1. Throw in by team in possession
 2. Goal kick by either team
 3. After a goal by either team
 4. Half time
 5. At beginning of overtime periods
 6. After a player receives a caution (yellow card)
 7. In the event of an injury, injured player may be substituted.
- Ref's should be notified of any goalkeeper changes.

Length of Game

Age Group	Length of Halves (minutes)
U10	25
U11-U12	30
U13-U14	35
U15-U16	35
U17-U18	35
U15-18 SHOWCASE	40

Protection

Girls are permitted to protect their chests while trapping the ball. If hands or arms are used to direct or propel the ball, a direct free kick will be awarded the other team.

Conduct

Good sportsmanship will be exhibited by all players, coaches, officials, and spectators. Players ejected and/or coaches removed from a game need to be out of sight and sound of the field and automatically banned from their team's next tournament game. Coaches are responsible for the behavior of their spectators and may be cautioned for dissent. Players ejected and/or coaches/spectators removed for fighting and/or dangerous play will not be allowed to return to the tournament.

No one is allowed behind the end lines.

Forfeits

Unless superseded by a ruling from the Tournament Director, or designee, there is no grace period. **FORFEIT TIME IS GAME TIME.** Seven players must be present in order to begin the match. (U13 and up) 6 must be present for (U11-U12) 5 must be present for (U10)

To forfeit, the game must be started with a team lined up on the field of play. The ball must be kicked forward one complete revolution. The game will then be declared forfeited by the referee and recorded as a 1-0 match.

Inclement Weather Policy

Every attempt will be made to have all matches played. Re-scheduled games may be played under lights in the evening at an alternate location, with shortened match times, and/or early Sunday morning, prior to normal starting time, at the discretion of the Tournament Director and subject to referee and field availability and normal progression of competition. Games can be suspended by the referee and the Tournament Director in the event of lightning, hail storms, and/or unplayable field conditions. Matches will continue in the rain.

The safety of players, referees, coaches, and spectators is the tournament's primary concern followed by fairness to the affected teams and the orderly flow of competition to the Championships. Therefore, the Tournament Director's decisions are final and not subject to appeal.

Games Suspended Before Completion

Games suspended at halftime or into the second half will be considered complete and final. The score at that time will stand. Games suspended before the end of the first period will be handled by attempting to complete one half of the match prior to the next scheduled match. If able to do so, the game is official and the score stands. If this is not possible then:

1. The match may be rescheduled at the end of the day.
2. The match may be rescheduled before the start of play on Sunday.
3. The match may be canceled and the shoot out procedure used to determine who advances. A win will be recorded as a 1-0 win and a loss shall be recorded as a 0-1 loss.

Matches That Can NOT Start at the Scheduled Time

Teams are to remain at the site to begin the match at any point possible prior to 30 minutes before the scheduled start of the next match. Attempt will be made to play 2 equal halves, changing ends at the midpoint with no break for half. All matches must end at the time designated as the starting time for the next match.

Player Equipment

In general, Law IV of FIFA Law applies. The referee shall be the final authority.

Protests

No protests will be allowed.

General Information

- All divisions are coordinated according to the information provided on the application and upon the Tournament Director's knowledge of your team, in order to provide balanced fair competition.
- ALL JUDGEMENT DECISIONS OF THE REFEREE ARE FINAL AND BINDING.
- The Tournament Director reserves the right to decide on all matters pertaining to the tournament, and those decisions are final.
- **Tournament entry fees are not refundable once a team has been notified of its acceptance into the tournament.**
- There will be guest players based on age division. Proper paperwork will be required.
- The Tournament Director, Committee, sponsors, organizers, and volunteers, will not be responsible for any expense incurred by a team if the tournament is canceled in whole, or in part, nor will any refunds be made.
- Official USYSA match rosters, player passes, and permits to travel must be presented and on file at registration. Match Rosters must be originals, or state approved copies with the original official stamp or embossed certification on the roster. Teams must have medical release forms with them at all times. US Club teams must present US Club player passes, match rosters, liability release form, medical release forms and guest player forms. AYSO teams must present USSF affiliate player passes, match roster, liability release form, medical release form and guest player forms.
- TEMPORARY PLAYER PASSES WILL BE HONORED.
- Each team must provide a contact person's phone number at registration in case of last minute changes. Please be sure the person can be reached at ANY hour.
- Match balls will be provided by the host organization to the referee. If necessary, home team will provide game ball if needed.
- Championship and finalist awards will be presented at a specified time and place per division.

ADIDAS CUP 2011 FIELDS:

RAMBLEWOOD PARK

10200 Nations Ford Road, Charlotte, North Carolina

ELON PARK

11401 Ardrey Kell Rd Charlotte, NC 28277

THE MCALPINES

8510 Mcalpine Park Dr # 290 Charlotte, NC 28211

MANCHESTER MEADOWS

337 E. Mt Gallant Rd. Rock Hill, SC, 29730

CPI SECURITIES

Polo Ridge Elementary School 11830 Tom Short Road