

Casper Fall Classic Event Rules

Casper Soccer Club, Inc
1700 East K St, Casper WY-North Casper Soccer Complex
PO Box 2101, Casper, WY 82602

North Casper Soccer Complex

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

THIS EVENT IS A PET-FREE ENVIRONMENT. Please be sure to alert your coaches, players, parents, and spectators so they can make prior arrangements for their pets to not be at the soccer complex.

Camping within the parking areas of the North Casper Soccer Complex is prohibited. No person shall camp within the city limits, other than at regularly established and maintained campsites. Lodging options are available at www.visit.casper.com.

Tournament Sanction and Team Application

The Casper Fall Classic is a WSA/USYS non-restricted sanctioned tournament. The affiliate team submitting the tournament registration must be in good standing with their club and state association.

The Casper Soccer Club utilizes the GotSport Management system, and teams will need to submit their application to participate via GotSport. Once a team is accepted, team credentials documents will be required to be submitted via GotSport. A registration link will be provided on the website.

The team wanting to participate will need to register by the advertised deadline. Applications completed & submitted after the deadline will be subject to a \$50 late fee. Teams may be placed on a waiting list before the deadline based on bracket position availability. Registering prior to the deadline does not guarantee a position in a bracket. The tournament committee reserves the right to accept or reject any team's application.

Team Check-In

All teams must check-in online. Instructions will be provided once the registration is accepted. The rosters will be frozen 4-8 days before the event starts.

Information required to be uploaded into the Got Sport registration to verify team credentials check-in:

- Official State/Club issued Roster with Jersey numbers listed & signed by the registrar.
- Player & Coach Passes/Cards in the same order as the official roster.
- Guest Player information if applicable.
- Non-USYS affiliated Clubs must provide evidence of insurance.
- Travel documents for teams outside of Region IV.
- Medical waivers - do not need to be uploaded for check-in but must always be available at the event in digital format or paper copies.

Format/Bracketing /Scheduling

A gold, silver, and bronze level division may be available where the number of participating teams allows for such a format. All teams are guaranteed 3 games. The divisions with odd number of teams and/or flights or crossovers, your team may not play every team in the flight for advancement. Some teams may have additional games in a bracket or flight with an odd number of teams.

The tournament committee reserves the right to adjust divisions, combine age groups, and place teams in

brackets based on age and history when needed to benefit the tournament's overall competitive nature. The tournament is not responsible for incorrect or incomplete registration or team information.

- A list of applied teams will be available on the website.
- A list of teams accepted will be posted shortly after the deadline.
- The tournament schedule will be posted approximately 10 days before the event.

Roster Policy

The event roster will be created from the submitted state/club official roster and any added guest players. The team must have available at the field during the game, coach and player cards, state/club official roster, the approved event roster and medical release forms (documents can be in electronic form but easily accessible when requested by a referee).

The event roster will include the players' name, month/year of birth & jersey numbers. A player can only be rostered on and participate with one team during the event. The Event roster cannot exceed the maximum roster players in an age division as follows:

7/8U max roster 8
11/12U max roster 16

9/10U max roster 12
13-19U max roster 18

A player not listed on the approved event roster may not participate in the event. Teams and players may play above their age group that is listed on their official team roster within the guidelines of WSA. Teams and players may NOT participate below their age group. Roster exceptions approved in other events does not mean automatic approval for this event.

Guest Players

A maximum of 3 guest players are allowed and must be eligible to play in the age bracket for which they are guesting and must be of the same affiliation as the team they are guesting for and a current member in good standing. I.e. A USYS affiliated player may only play with an USYS affiliated team and not a US Club team. Guest players must also provide the necessary credentials to participate in the event.

The addition of guest players to a team cannot exceed the maximum roster size for the age division.

Bench Personnel

The team personnel allowed in the technical area must be the listed coaches and managers on the team roster and should be a reasonable number based on the roster size. A club's DOC (Director of Coaching) with an official coach pass/card may be allowed on the sideline.

FIFA Laws of the Game

The Event will follow the Laws of the Games as per FIFA except as modified by WSA Rules, the modification for small-sided games, and the event rules.

The tournament will also follow the USSF Referee Abuse Policy.

USSF (United States Soccer Federation) Referees

The tournament will employ a USSF certified referee assignor(s). USSF certified referees will be employed for the event. USSF Referee rules, policies and procedures will be followed. The referee shall keep the official record of the game and the official time on the field.

Pre-Game Procedure

Referees may conduct the pre-game check-in when appropriate to minimize delays between games.

The game card may have the official roster printed on the card but be prepared to have your copy of the approved event roster and/or state/club official roster and player passes available if requested by the referee.

Failure to produce team credentials will cause a delay in the start of the game and the team may 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

10-point system. There will be no overtime or tiebreakers in the preliminary rounds. Teams shall be awarded points 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 – 6 points for the win, 1 point for shut out and 1 goal.
- 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 (3) points from their team's standings (player, coach, or team official).
- The maximum total points possible per game is 10 points.
- The 10 Point scoring system does not apply to the 8U Division. 8U is festival games without a championship game.

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 up 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.

Tiebreakers

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) Head-to-Head. Results of head-to-head competition between the tied teams. Start with #2 if more than 2 teams are tied*. (if all teams played a balanced schedule).
- 2) Goal Differential (goals scored minus goals allowed) maximum of three (3) per game.
- 3) Fewest Goals Against. Fewest goals allowed through all preliminary matches.
- 4) Total number of goals scored in all preliminary matches up to three (3) per game.

- 5) Best discipline record (Least number of yellow & red cards combined)
- 6) Penalty kicks per FIFA Laws of the Game.
- 7) Decision of the Tournament Committee. The Tournament Committee shall decide on a tie breaker if the prior criteria are inappropriate.

*If 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.

Penalty Shootout. If a penalty shootout is needed to determine which team advances.

- Tournament Director (committee) will review the standings and contact the two teams tied and set up a time before the scheduled game to host a PK Shootout.
- The PK Shootout will be officiated by an official tournament referee. The winning team will advance.

Golden Goal. In the games that must have a winner (semi-final and final games), and the score is tied at the end of regulation play, golden goal will be used to decide the winner of the match. 1 – 5 minutes over time will be played. If a golden goal is not scored within those 5 minutes, shots from the mark will determine the winner.

NO PROTEST OR APPEALS WILL BE CONSIDERED.

Score Reporting

The tournament will be responsible for providing a game card/match report. The referee is the official score keeper and timekeeper of the game. Team 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 do not report score discrepancy).

Awards

First and second place teams will be awarded in 10U to 19U divisions. 8U divisions will 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](#).

- 7/8U (4v4) 2 – 20 min halves #3 Ball- max roster 8 - Festival Style
- 9/10U (7v7) 2 – 25 min halves #4 Ball- max roster 12
- 11/12U (9v9) 2 – 30 min halves #4 Ball – max roster 16
- 13/14/15U (11v11) 2 – 35 min halves #5 Ball – max roster 18
- 16-19U (11v11) 2– 40 min halves #5 Ball – max roster 18

Substitutions

Unlimited substitutions by either team may be made, with the permission of the referee, during any stoppage in play.

Players Equipment

Jersey Colors: The team noted as the home team (listed first on the schedule) will wear dark colored jerseys of the same color/similar style. The team noted as the away team (listed second on the schedule) will wear white or light-colored/similar style jerseys. Team jersey numbers should be non-duplicated, to help identify the players on the field.

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

All players must be properly equipped for the game.

- Shin guards are mandatory and must be of the appropriate size and need to be completely covered by the socks.
- All athletic shoes are allowed, except those with a toe and/or metal cleats.

Head Gear – Casts/Orthopedic Braces

Players may wear approved headgear if the referee does not believe it is dangerous to them or other players.

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

The referee is the sole judge of the allowed player equipment as noted in the FIFA Laws of the Game.

Concussion

The Wyoming Soccer Association Concussion Protocol will be followed.

Sportsmanship

The Casper Soccer Club Tournament Committee may eject from any individual games and/or the facilities any player, parent, coach, spectator, and/or teams who demonstrate less than good sportsmanship behavior.

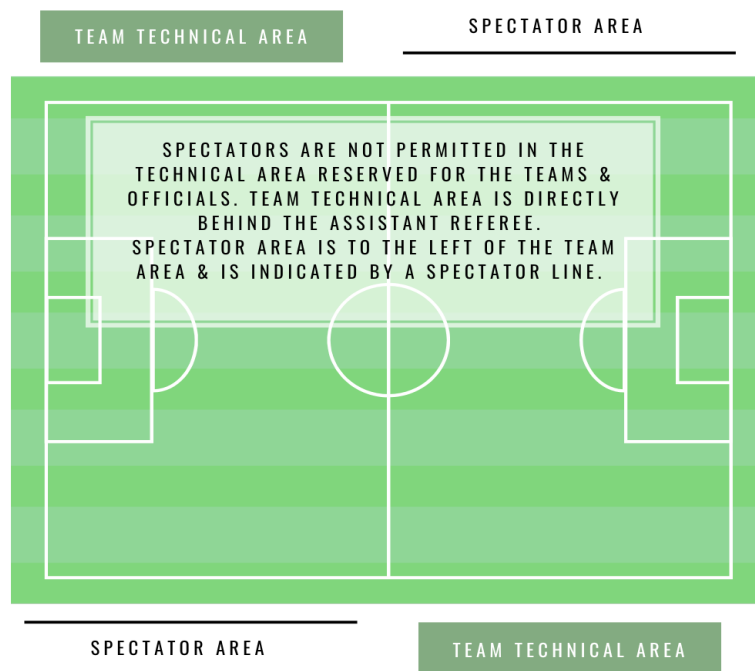
Notice of all such actions shall be sent in writing to that team's club and/or state association and to the Wyoming Soccer Association, which could lead to further sanctions.

Field Location of Teams and Spectators

Coaches are responsible for the conduct of players, parents, and spectators. Coaches may be cautioned and/or ejected for inappropriate behavior of their players, parents, and spectators.

Coaches, players, and spectators must remain at least 2-3 yards from the touchline of the field, which is indicated by a spectator line and/or technical area. 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 be on the opposite side of the field from each other; coaches and players will be positioned behind the assistant referee for their side in the technical area. Spectators will be on the same side of the field as their respective teams. The team area is indicated by a team technical box and the spectator's area by a spectator line.



8U Fields – The Teams (players/coaches) will be on the south side of the fields and the spectators will be on the north side of the fields.

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

Ejections and Cautions

Any parent, spectator, or coach being ejected must be “out of sight and sound” of the field. All red and yellow cards will be recorded on the official game cards and reported to WSA.

Players

PLAYERS ejected from a match must remain in the team bench area until the match has concluded. 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 designated area (event headquarters). If the player must be escorted to a 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 to participation in the next match. Additional game suspension may apply depending on 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 per WSA policies.

The ejected player'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.

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

Coaches or Team Officials who display “irresponsible behavior” will be managed using the USSF “**Ask-Tell- Dismiss**” process and may be shown a yellow card or a red card. Examples of Irresponsible Behavior but not limited to 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.

If the behavior is overly disruptive, blatant, or severe, referees are authorized to bypass any warning and issue an immediate caution/yellow card and/or 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/or show the coach/team official a 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. Show a red card to coach/team official.

Any coach/team official that is dismissed has two minutes to gather belongings and must leave the field area. If any coach/team official refuses to leave sideline/technical area, makes any type of aggressive act toward the referee, the match will be terminated 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 coach for the team, 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 was coaching at the time of the dismissal.

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 ejected from a game must immediately leave the field area and may be asked to leave the complex.

The ejected adult is not allowed back to the facility until completion of the team's 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.

Modified Rules 8U, 10U and 11/12U

Divisions 11U/12U Division Rules

- Intentional heading will result in an indirect free kick to the opposing team.

8U 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 should be taken in the area of the respective 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 in the 4v4 format.
- The restart for handling is an IFK where the offense occurred.
- Incorrect Throw-Ins will have a “redo” with explanation.
- Referee will use “Teachable Moments” within the game to promote rules, sportsmanship, and fair 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 per FIFA.
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed). The goalkeeper can wait to put the ball into play for all opponents to retreat to the build out line or he or she can release it sooner but does so accepting the positioning of the opponents. 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 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.
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- Before the ball is kicked, players on the kicking team may stand anywhere on the field, including inside the penalty area.
- The ball is in play when it is kicked and clearly moves. In other words, as soon as a member of the kicking team kicks, or tries to kick, the ball, and the ball visibly moves or begins to roll, the

ball is in play. As soon as the ball is in play, other members of the kicking team may play it (inside the penalty area), and defenders may cross the build out line.

- The build out line will be used to denote where the offside offense begins.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can only be penalized for an offside offense between the build out line and goal line.

Inclement Weather/Environmental Conditions

The Event Director/Tournament Committee will do everything under their control to make sure games are played as scheduled. The ED/TC has the authority and discretion to make any changes it deems necessary to allow completion of the tournament due to inclement weather or environmental conditions.

Tournament matches will be played in reasonable weather conditions, coaches must have their team on the field, ready to play, in reasonable weather conditions. Unless the head referee or ED/TC determines the playing conditions to be unsafe and/or dangerous.

Contingency Plan

- Plan A – All matches will be played as scheduled in weather conditions.
- Plan B – Shorten the pool play/preliminary games, schedule may change.
- Plan C – Plan B plus shorten the semi-final games, schedule may change.
- Plan D – Plan C plus shorten the final games.
- Plan E – In the event that the fields become unplayable, or the weather becomes a hazardous condition, it may be necessary to determine some matches with FIFA penalty kicks.

Game delay process when lightning occurs within a 10-mile radius of the fields.

- Event staff will suspend all games with one (1) long horn blast. People need to clear the fields and proceed to their vehicles. Do not stay on the fields or gather under the trees.
- 30 minutes without a lightning strike must be observed before the all clear will be given. Every strike that occurs will reset the wait timer.
- If the delay occurs after the completion of the 1st half of the game, the game will be declared final, and the score will be recorded at the time of suspension.
- If the delay occurs in the 1st half of play, ED/TD has the authority to let the game complete the remainder of the 1st half of the game and call it final.
 - If time or field space are not available, the ED/TD may declare the game final, and score is recorded at the time of the delay.

No refund will be issued for games canceled during the event.

Pre-Tournament Policy

If the tournament is cancelled due to environmental conditions before 2pm the day prior to the start of the event, 60% of the registration fee will be refunded.

Extenuating Circumstances

Extraordinary circumstances or matters not specifically addressed in the tournament or WSA or FIFA rules shall be considered by the Tournament Committee and all decisions are final.