

# **CASPER SOCCER CLUB**

## **INDOOR TOURNAMENT POLICIES & RULES**

**(USYF/FIFA Futsal Laws of the game are in effect exempt as modified by the following)** January 2026

### **GENERAL TOURNAMENT AND FACILITY RULES**

- Seating will be available in the lobby area, and bleacher seating will be available on the field. No outside chairs will be allowed.
- Team technical area seating is provided. No team benches are needed.
- Full-service concessions will be available during the event. No outside Food or Beverages.
- No drink/food other than water is allowed on the playing surfaces.
- No gum allowed on the playing surface.
- Spectators are not allowed between fields or behind the goal line. Please sit in the designated seating area.
- Carry your ball through the lobby area. No kicking of the soccer ball in the lobby or hallways. No warming up outside of the fields or courts.
- Team seating will be provided for each field. No benches or outside chairs will be allowed.
- No carts or wagons are allowed in the facility.
- No coolers are allowed in the facility.

The Casper Soccer Club reserved the right to decide on matters not listed in the rules, policies, and procedures of the event. The event is a WSA/USYS sanctioned event. CSC reserves the right to make changes without notice to the rules, policies, and procedures for the event's betterment.

**TEAM CHECK-IN – Teams must complete online check-in about 10 days before the event starts.** Instructions for team check will be provided once the team is accepted into the event.

Each team will need to have available at the fields the approved team roster, player cards and coaches and have access to the player med release forms. The required documents may be in hard copy/paper form or electronic form but must be retrievable.

### **LAW 1 - FIELD OF PLAY**

- Length greater than width – Court fields 84'x50' Turf fields approximately 84'x50'
- Penalty spot – 7 yards (21 feet).
- Designated team technical areas for coaches and players only.
- Only coaches & players listed on the roster for the game may sit on the bench- Technical area.
- Spectators are not allowed on the playing surface. Spectators will need to utilize the bleachers or seating provided.
- Futsal goals will be used for the event.

## **LAW 2 - THE BALL**

- The game ball shall be a size four (4) Futsal Ball for all ages. Tournament balls will be provided and will need to stay on the field after the game.

## **LAW 3 - NUMBER OF PLAYERS**

- The number of players per team on the field is five (5) – 4 field players and a goalkeeper.
- The maximum number of players on a team roster is ten (10).
- The minimum number of players to start and finish a match is three (3) - one of whom is a goalkeeper (overtime may drop down to two (2) players).
- Substitution limit – none.
- Substitution method – ‘Substitutions on the Fly’ - with all players but the goalkeeper leaving and entering the field of play at the center line. The player leaving the field must be off the field before the substituting player can enter the field of play.
- Goalie substitutions only on your own goal kick or keeper injury. Time is not stopped, so play is not stopped for changing goalie equipment (gloves/jersey) oncoming keeper must be ready for play.
- Referee may at his/her discretion award an indirect free kick from the penalty mark for time wasting.
- There is no advantage gained during simultaneous substitutions.

## **CSC TOURNAMENT POLICY:**

- Each player may only be rostered and play for one team during the event. No exception.
- All players participating in the tournament must be listed on a team roster and are currently eligible players.
- All coaches or team personnel in the technical area must be listed on the team roster.
- IT IS STRONGLY Suggested that each team have at least 2 coaches listed on the roster.
- Current player and coach passes, and state official rosters are required for all teams. Teams from outside region IV must provide travel papers.
  - 2-day pass teams will have access to a roster, once players & coaches are verified.
- The rosters will be locked on the day before the event begins. Players will not be able to be added to the roster once the games begin.
- The maximum number of guest players per team is three (3).

## **LAW 4 - PLAYERS' EQUIPMENT**

- The basic player equipment shall include a numbered shirt or a jersey, shorts, socks, shin guards, and shoes. Court shoes for the court side (no cleats) and soccer cleats are allowed on the Turf side. (No metal studs)
- Goalkeepers will wear a colored jersey to distinguish themselves from the other players on the field.

- No jewelry is allowed. Players will be asked to remove jewelry or piercings. Tape or bandages do not negate the safety hazards of jewelry or piercings. A caution may be issued to players wearing jewelry and required to leave the field until corrected.
- The home team will be listed first on the schedule, and players will wear a dark color jersey. The visitor team will be listed second on the schedule and will wear a light-colored jersey.
- If there is a color conflict, the team violating this rule will be forced to change jerseys or wear pinnies.

## **LAW 5 - REFEREE**

- Each match is controlled by USSF Certified Official(s) whose responsibility is to enforce the Laws of the Game.
  - 8U games – 1 referee – Festival style games – no finals.
  - 10U games – 1 referee (semifinals and finals may have 2 referees).
  - 12U & older games – 2 referees.
- The referee will submit a game report after the completion of each game. The referee will be the final authority on the game's score.
- Referees may take action against team official(s) who fail to conduct themselves in a responsible manner. Such action may include a verbal warning, a caution, or dismissal from the pitch and its immediate surroundings, including the technical area and the spectator's seating. If an offender cannot be identified, the senior coach present in the technical area will receive the sanction.
- All the decisions of the referee are final.
- The US Soccer Referee Abuse Policy will be followed.

## **Law 6 - TIMEKEEPER**

- The Tournament Committee will provide a timekeeper for each game.
- Each field will have a score board and time clock.
- The timekeeper starts the master game clock, and the start of the game, the end of half, and the end of game will be indicated with a buzzer.

## **LAW 7 - DURATION OF THE MATCH**

- The length of play will be two equal 20-minute halves with a three-minute half-time.
- Game times will not be extended for injury, indirect free kicks, or balls out of play. Time will only be extended for a penalty kick or an accumulated foul penalty kick.
- Time outs are not allowed.
- Teams over 10 minutes late from the scheduled start time will forfeit the game.

## **LAW 8 - START AND RESTART OF PLAY**

- Kick-off – The ball is deemed in play once it has been kicked and moved in any direction.
- After kick-off, the kicker shall not touch the ball again before someone else touches it.
- The kick-off is considered an indirect free kick (IFK); therefore, a goal may not be scored directly from a kick-off.
- Kick-off will only take place after the referee signals with the whistle.

- *The kick-off will be taken by the visiting team in the first half and the home team in the second half.*
- Restarts begin with a kick with a stationary ball.
- The opposing team must give the player two (2) yards from the spot of the ball.
- The player must put the ball into play within five (5) seconds from the time the ball is determined ready to play.

#### **LAW 9 - BALL IN AND OUT OF PLAY**

- The ball is out of play when it has wholly crossed the goal line or touchline.
- When the game is stopped by a referee.
- The ball is out of play when the ball hits the ceiling, light fixture, support beam, etc. If the ball hits an object above the floor, an indirect free kick will be awarded to the opposing team on the touchline closest to the point of contact.

#### **LAW 10 - METHOD OF SCORING**

- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar provided that no infringement of the Laws of the Game has been committed.
- The team with the greatest number of goals is the winner of the game. An equal number of goals results in a tie game.

#### **CSC TOURNAMENT SCORING POLICY**

- The 3-point scoring system will be used for the tournament. 3 (three) points for a win, 1 (one) point for a tie, 0 (zero) points for a loss.
- Tie breakers are limited to 3 goal differential, and goal scored max of 6 goals/game. It does not benefit a team to run the score up.
- If a red card is issued to a player or coach or other team officials in the technical area or is ejected (including the coach), the team will be penalized one (1) point for each infraction. Coaches can also receive yellow cards (and subsequent red) for conduct by their team's fans that results in the ejection of the fan. Which will also result in a 1-point deduction.
- Forfeits will be recorded with a 3-0 score.
- Teams with a forfeit may not advance to the semi or the final round.
- Tie-breakers for bracket advancement to the semifinals or finals will first be based on the following:
  1. Head-to-head competition. \*
  2. Goal differential up three (3) goals per game (for example: if a team wins 3 to 1, their goal differential would be +2 for that game).
  3. Fewest goals scored against the team.
  4. Goals scored a maximum of 6/game.
  5. If a tie remains, a coin toss will determine the team advancing to the semifinal or final round.
    - If more than two teams are tied, the above sequence is followed beginning with the 2nd tiebreaker.
- Ties in a semi-final or final game will be decided by golden goal in overtime.

## **GOLDEN GOAL OVERTIME**

- One 6-minute overtime period will be played until a goal is scored.
- Each team will begin overtime with a full team minus 1 (one) player, 4v4. Unless a red card has been issued, overtime begins 3v4.
  - No substitutions are allowed after the start of OT.
- The visiting team will take the Kickoff.
- If no goal is scored after the first two (2) minutes of overtime, each team will remove one player from the field of play, 3v3.
- If no goal is scored after four (4) minutes of overtime, another player will be removed for each team from the field of play, 2v2.
- If no goal is scored after six (6) minutes, the result will go to penalty kicks.
- Play does not stop when the players are removed every 2 minutes. Players must be removed during the run of play. If the referee deems that a player was not removed when prompted, it is an indirect free kick for the other team.
- If a goal is scored by an attacking team who has too many players on the field, the goal is denied, and the restart will be a goal kick for the other team.

## **PENALTY KICKS SHOOTOUT**

- Each team will select three eligible players to shoot, and a goalkeeper to defend. Names must be given to the referee. (The goalkeeper can be one of the 3 shooters)
- If the score is still tied after three (3) kicks, teams will alternate shooters using remaining eligible players on a sudden death basis.
- Any eligible player may switch places with the goalkeeper.
- Players will remain on the opposite half of the pitch from the penalty kicks.

## **LAW 11 - OFFSIDE**

- There is no offside offense.

## **LAW 12 - FOULS AND MISCONDUCT**

A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless, or using excessive force. Fouls penalized with a direct free kick (DFK):

- Kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
  - In a violent or dangerous manner or from behind
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:

- Holds an opponent
- Spits at an opponent

- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from the place where the offence occurred. (see Law 13 – Position of free kick). The above offences are accumulated fouls.

**Fouls penalized with a penalty kick.** A penalty kick is awarded if any of the above ten offences are committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

**Fouls penalized with an indirect free kick (IFK).** An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offences:

- Controls the ball with their hands for more than five seconds
- Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a teammate.
- Touches the ball with his hands inside his own penalty area after he has received it directly from a kick-in by a teammate.
- Goalkeeper throws the ball over half without the ball touching the floor or another player (12U and below).

An indirect free kick is also awarded to the opposing team if, in the opinion of the referees, a player:

- plays in a dangerous manner in the presence of an opponent
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits against a teammate one of the nine offences penalized with a direct free kick
- commits any other infringement not previously mentioned in Law 12 or in any other Law, for which play is stopped to caution or dismiss a player

Players may be cautioned (shown a yellow card) and punishable by a DFK under the following conditions:

- A substituting player enters the pitch from an incorrect position or before the player being substituted has entirely left the pitch while the ball is in play.
- Persistent infringement of the Laws of the Game.
- Shows dissent toward a decision of the referee.
- Guilty of unsporting behavior.
- Persistent violation of 2-yard free kick space.
- A yellow carded player may be substituted except during overtime.

Players shall be sent off the field (shown a red card) and punishable by a direct FK from point of infringement, unless in goal area and then direct kick from penalty spot after the following conditions:

- Serious foul play.
- Violent conduct.
- Deliberately impeding a clear goal scoring opportunity (according to the Futsal Laws of the game).

- Deliberately impeding a clear goal scoring opportunity by handling the ball.
- Consistent foul or abusive language.
- Second instance of a cautionable offense (second yellow card).

#### Rules of Expulsion

- A player shown a red card is sent off the field is out for the remainder of the game and is not allowed on or in the bench area or on the field surface.
- The team will play down the one ejected player for the remainder of game.
- The red-carded player cannot be replaced.
- The player will be ineligible for the next scheduled game they are rostered on.
- A coach may be cautioned (yellow card shown) or ejected (red carded) for irresponsible behavior. A coach(es) ejected from a game must leave the playing area and may not “observe” from the spectator area or coach another team during that time period. A youth team must have a rostered coach. If a rostered coach is not available, the team will forfeit the game. The sanctions outlined in the USSF Referee Abuse Policy will apply.
- If a spectator is dismissed from the spectator area at request of a referee, field marshal, or tournament director, they must leave the facility and may not return for the remainder of the tournament.

#### **LAW 13 - FREE KICKS**

- A player cannot score directly from an IFK.
- At the time of an IFK or DFK, an opponent must give a player two (2) yards, or six (6) feet space immediately until the ball is in play.
- The player must put the ball into play within five (5) seconds from the time the ball is determined ready to play. Failure to do so may result in a yellow card if the referee determines intent to time waste or persistent infringement. The restart will remain the same as before the five (5) second violation.
- The ball is in play after it has been kicked or clearly moved.
- A kicker cannot touch the ball a second time until the ball has been touched by another player.
- A player cannot slide tackle an opponent. The restart will be an IFK.

#### **LAW 14 - PENALTY KICK**

A penalty kick is a direct free kick awarded when a foul occurs in the penalty area. For details, see Law 12 – Fouls and Misconduct.

- A penalty kick is taken from the penalty mark by a properly identified kicker.
- The kicker is to aim at the goal with the intention of scoring.
- Until the ball is in play, all players other than the goalkeeper and kicker shall remain behind the half-line.
- A kicker cannot play the ball a second time until it has been touched by another player.

#### **Accumulated Fouls**

- Accumulated fouls refer only to the following fouls:
  - Kicks or attempts to kick an opponent
  - Trips an opponent

- Jumps at an opponent
  - Charges an opponent
  - Strikes or attempts to strike an opponent
  - Pushes an opponent
  - Tackles an opponent
  - Holds an opponent
  - Spits at an opponent
  - Deliberately handles the ball (non-goalkeeper, or goalkeeper out of box)
- Accumulated fouls will be tracked by the referee.
- If a team has accumulated five (5) fouls in one half, beginning with the sixth foul and continuing with all subsequent fouls in that same half period, a penalty kick will be awarded from the penalty spot.
- Accumulated foul counts reset at half-time and overtime.

#### **Accumulated Foul Free Kick Procedure**

- Until the ball is in play, all players other than the goalkeeper and kicker shall remain behind the half-line.
- Goalkeeper shall remain on the goal line at least seven (7) yards (21 feet) from the ball (penalty spot).
- The kicker is to aim at the goal with the intention of scoring.
- No other player may touch the ball until it has been touched by the goalkeeper, rebounded from the goal post or crossbar.
- The kicker cannot play the ball a second time until it has been touched by another player.

#### **LAW 15 – KICK-IN (THROW IN)**

A Kick-in is taken in place of the throw-in and is considered an IFK (cannot score directly from a kick-in).

- The ball is placed on the touch line.
- The ball must be stationary.
- Two (2) yards must be given immediately.
- The player must kick the ball into play within five (5) seconds from the time the ball is determined to be ready to play.
- Player cannot play the ball a second time until it has been touched by another player.

**LAW 16 - GOAL CLEARANCE (GOAL KICK)** There are no goal kicks. Goal clearance is taken in place of a goal kick.

- Goal clearance may be taken from anywhere inside the goal box and must be put into play by the keeper distributing the ball with their hands.
- The goalkeeper has 5 (five) seconds to put the ball into play from the time the ball is determined ready to play.
- Violation of the 5 (five) second rule will result in an IFK from the penalty mark.

- **(U12 and below)** The thrown ball must touch the floor or a player on the goalkeeper's side of the field before passing over the half line. Violation will result in an IFK from the spot crossing the half line.
- **(U13 and above)** The ball may be thrown over the half line, but the ball must touch the floor or a player outside of the opponent's penalty area. If the ball enters the opposing team's penalty area without touching the floor or a player outside of the penalty area, and results in a challenge for the ball, an IFK will be awarded to the opposing team.
- The goalkeeper cannot score directly from a throw.
- The thrown ball does not need to clear the goal area. Once it leaves the goalkeeper's hands, it may not be touched again by the goalkeeper unless it is touched by another player. This would be a "double touch." However, in the run of play, a keeper may play to their own feet, just not from a goal clearance.
- There is no restriction on # of passes back to the keeper's feet and no time limit for possession at the feet of the keeper.

### **Build Out Line**

At the U8-U10 age groups, a "build out" line will be used. This line will be used to promote building out of the back in an unpressured setting. The build out line will be the half line.

- When the goalkeeper has the ball in hand, either during play (from the opponent) or from a goal kick, the opposing team must move behind the half line.
  - U10 can attack on release, U8 can attack after 2nd touch.
- The goalkeeper can then pass, throw, or roll the ball to a teammate (no punting).
- Play will resume after the ball is released by the goalkeeper. The goalkeeper may release the ball prior to their opponents reaching the half line; play will resume.

### **LAW 17 - CORNER KICK**

- The ball is placed on the corner of the touch and goal line and is considered a DIRECT free kick (goal can be scored directly from the corner kick).
- Players from the opposing team must be at least two (2) yards from the corner.
- The player must put the ball into play within 5 (five) seconds from the time the ball is determined ready to play.
- The kicker cannot play the ball a second time until it has been touched by another player.

### **GOALKEEPER (IN THE RUN OF PLAY)**

- The keeper may handle the ball in the goal area.
- The keeper may NOT handle the ball from a kick-in, or a ball intentionally played to the keeper from the foot of a teammate.
- The keeper has 5 (five) seconds to release the ball from their hands. Failure to do so will result in an IFK to the opponent from the corner.
- There is not a time limit for the keeper to control the ball with their feet.
- **(U12 and below)** A thrown ball must touch the floor or a player outside the penalty area on goalkeeper side of the field before being played over the half. Violation will result in an IFK from the spot crossing the half line.

- **(U13 and above)** The goalkeeper may throw the ball over half, but the ball must touch the floor or a player outside of the opponent's penalty area. If the ball enters the opposing team's penalty area without touching the floor or a player outside of the penalty area, an IFK will be awarded to the defending teams at the point of the infraction.
- **Goalkeepers are not allowed to punt or drop-kick or bounce-kick the ball after receiving possession.** The goalkeeper may throw the ball out using their hands or place the ball on the ground and use his/her feet to distribute the ball into play as a field player. Once the ball is placed on the ground, it is considered a "live" ball.

## HEADING

- Intentional Heading of the ball **is NOT allowed** in the U8-U12 age divisions.
- Intentional Heading of the ball **is allowed** in the U13 and older age divisions.

## CONCUSSION PROTOCOL

This event will follow the US Soccer recommended concussion protocol. During a match, 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. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tries to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.

## PROTESTS

- Teams may file a protest regarding a player's eligibility only.
- Should a team wish to protest over eligibility, the protest must be made no later than halftime of the game in question.
- Protests will not be accepted regarding referee decisions.

Should a team have a reasonable problem with a referee, it should be reported to the Tournament Director in writing. The outcome of the review will not affect the final game score or standings.

## CSC REFUND POLICY

Casper Soccer Club will do its best to schedule a minimum of three (3) games. However, we cannot guarantee a team will not drop from the tournament or forfeit a game. No credit or partial refund will be given in this situation.

A team may withdraw from the tournament, and a refund will be issued (minus a \$25 administrative fee) if the team cancels prior to the registration deadline. After the

registration deadline, and the team has been accepted, a 50% refund will only be issued if the schedule has not been posted. If the schedule has been posted, the tournament director will attempt to find a replacement. If a replacement is secured, a 60% refund will be issued. If the tournament director is unable to find a replacement after the schedule is posted, a refund will not be issued. Once the tournament begins, no refunds will be issued.

### **CSC INCLEMENT WEATHER POLICY**

If a team is unable to attend the tournament due to road closures that will not allow the team to reach Casper, 50% of the registration fee will be refunded if the tournament director is notified in a timely manner prior to the start of the tournament (approximately 12 hours). If a team has checked in but elects to leave early, no refund will be given. If the tournament is cancelled prior to the start of the tournament due to poor weather conditions, the tournament committee will refund a percentage of the registration based on expenses. After the tournament begins, no refunds will be issued if the tournament is cancelled. Registration insurance is offered

### **CSC CANCELLATION POLICY**

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other acts of nature and circumstances beyond the control of the tournament or soccer club or facilities. In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses.

**GENERAL STATEMENT OF AUTHORITY**-The Casper Soccer Club reserved the right to decide on matters not listed in the rules, policies, and procedures of the event. The event is a WSA/USYS sanctioned event. CSC reserves the right to make changes without notice to the rules, policies, and procedures for the event's betterment.