

# 2009 CASL Girl's College Showcase presented by Chelsea FC

## U15-U19

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### 1. FIFA/ Laws

All Tournament matches will be played in accord with the Laws of the Game as issued by FIFA. The following USYSA/NCYSA/CASL rules supplement the Laws of the Game. In the event of any rules dispute during the event, the USYSA/NCYSA/CASL rules of the game will be the rules of record during the tournament.

### 2. Team Acceptance

- The tournament committee reserves the right to accept or reject any team application.
- No team shall be deemed accepted unless written notification has been sent from the Tournament Director. Written communication directly with the team contact is the only "official" acceptance.
- Once accepted by the Tournament Committee, the application fee is non-refundable. All CASL teams are required to have team volunteers or meet the requirements put forth by the tournament committee.
- Accepted teams are required to have laminated player passes and 2009 medical release forms.
- Accepted teams are required to use the event official housing agent. No exceptions!
- Participation fees which are returned from any bank for any reason will NOT be re-deposited. The amount of the check plus a \$25.00 fee (cashiers check or money order) must be received in the CASL office 7 days.
- ALL Teams** – U16 - U19 teams will play Friday, Saturday and Sunday. U16, U17 and U19 are playing Showcase format. **3 games no championships.** U15 teams will play 2 games Saturday and 1 game Sunday morning with teams advancing going to Championships later in the morning or early afternoon.

### 3. Roster and Player Documentation

You must participate with your **Fall 2009** match roster.

Maximum roster size for U15 is 18. Maximum roster size is 22 for U16, U17 and U19. Game roster will be 18. Six (6) guest players are allowed in all ages. CASL teams must comply with CASL rules governing players.

#### **US Club Teams – FALL 2009 match roster, laminated player passes and US Club 2009 MEDICAL RELEASE FORMS**

#### **USYS Teams – Fall 2009 match roster, laminated player passes, permission to travel from State Association and USYS 2009 MEDICAL RELEASE FORMS**

#### **Canadian/Foreign Teams – Fall 2009 match roster, laminated player passes, permission to travel from National/Provincial Association and current 2009 MEDICAL RELEASE FORMS**

Match roster must be provided to the referees prior to each match.

### 4. Guest Players

No team will be allowed more than six (6) guest players. Players must play on their own team if their team is playing in the 2009 Tournament and are not eligible to play as a guest player with another team. Guest players must meet all requirements for individual team players. An official guest player form, medical release form, laminated player pass, and interstate form if required. **(Guest player passes must be the same type as the team the guest is playing for, USYS, International or US Club, etc.)**

### 5. Eligibility

All players are born in the year of their age group classification, or in a later group. Teams must be properly registered and in good standing with their state, national and regional associations. Each player shall possess a laminated, current, validated player pass or proper pass from their national association and a current medical release form.

**All** teams & players must meet the following criteria:

- The player must be registered and possess a laminated current valid pass and a current medical release form.
- There cannot be more than six(6) guest players on any team.

### 6. Player Equipment

- Where the color of the jersey is similar or identical, the designated home team (the team listed first in the schedule) will change jerseys.
- All players must have uniforms with individual numbers on the jersey. (Excluding goalkeepers)
- No jewelry may be worn by any player (earrings, watches, necklaces, etc)
- Players wearing casts are allowed to play with the approval of the Tournament Director and/or Referee Assignor
- Shin guards must be worn at all times by all players.
- All referee decisions are final regarding player equipment.
- Medical ID bracelets must be taped

### 7. Substitutions

- Substitutions shall be unlimited, but made only at the following times:
- Goal kick
- After a goal
- Half time
- At the beginning of an overtime period
- Throw in – by team in possession
- After a yellow card – for carded player
- An injured player may be substituted for at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee's acknowledgment).

### 8. Player, Coach, Spectator Ejection

Any player ejected from a match will not be replaced and will not be allowed to participate in his team's immediate next match's first half. Ejection for fighting by players and coaches will result in the player or coach not being allowed to participate in any remaining tournament matches. Any coach ejected from a match will not be allowed to coach his/her team in its immediate next match. Each coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's conduct may be cautioned and/or ejected. NCYSA rules state that coaches, players, or spectators ejected must not be within "**sight or sound**" of the playing field. In accordance with FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off.

*Assistant Referee:* In the event that two official assistant referees are not provided by the tournament, each team shall provide a line person for their side of the field. If only two officials appear at a match, the match shall proceed with a club lines-person, at the referee's discretion.

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### 9. Seating

Teams will occupy one side of the field with each in their own half. Spectators will occupy the opposite side of the field, opposite their team between the 18 yard and center lines.

### 10. Duration of Play

The duration of each match is indicated below. Two equal halves will be played with a five-minute half-time interval. Matches may be shortened or canceled at the discretion of the Tournament Director in the event of inclement weather.

#### *Regular Tournament Games, Consolation, Semi-Final & Championship Games*

U15 2 - 35 MINUTE HALVES

U16 – U19 2 - 40 MINUTE HALVES

The tournament does not require the referee to add time for substitutions. The official clock **will not** stop for any reason unless in the judgment of the referee: Removing an injured player from the field would endanger the physical well being of the player or other conditions so warrant in the judgment of the referee.

Any game shortened due to injury will be continued or made up at the sole discretion of the Tournament Director.

### 11. Protests

None allowed.

**12. Ties** For all U16, U17 and U19 Showcase matches, ties will stand at the end of regular play. For purposes of team standings and points in U15 age group, preliminary round matches tied at the end of regular play will go **DIRECTLY TO FIFA PENALTY KICKS!** Ties will stand for consolation matches. For both semi-final and championship matches, in the event of a tie, teams will be given a five minute rest and then immediately proceed with two consecutive five minute overtime periods (not sudden death). If the teams are still tied at the end of the two overtime periods, the winner of the match will be determined using the FIFA penalty kick method. Prior to starting the FIFA Penalty Kick shootout, the referee must ensure that each team has the same number of eligible players in the center circle. If one team has finished the game with fewer players than the other, the other team must reduce the number of players eligible to participate in the shootout so that both teams have the same number of players.

### 13. Advancement

Procedures for determining advancement.

#### A. Division with four teams:

- 1) Each team will play three matches against the other three.
- 2) At the conclusion of all preliminary round matches, all teams will be ranked on points, with the top two teams advancing to the Championship.

#### B. Division with five teams

- 1) Each team will play four matches against the other four teams.
- 2) At the conclusion of all preliminary round matches, all teams will be ranked on points, and Champions and Finalists will receive awards.

#### C. Division with six teams (two brackets times three teams):

- 1) Each team will play three matches against the teams in the opposite bracket.
- 2) At the conclusion of all preliminary round matches, all teams will be ranked on points, with the top two teams, regardless of bracket, advancing to the Championship.

#### D. Divisions with eight (8) teams two (2) brackets times four (4) teams):

- 1) Each team will play three preliminary round matches.
- 2) At the conclusion of all preliminary round matches the top team in each bracket will play a championship match.

#### E. Divisions with twelve(12) teams. Four (4) brackets time three (3) teams.

- 1) All teams will play 2 group games in bracket. Bracket winners will advance to semis Sunday morning, with other teams playing consolation third matches. Semifinal winners advance to Championship Final late morning or afternoon.

### 14. Determination of Division Winners

- A. Three (3) points will be earned for a win, and no points are earned for a loss. Overtime and shootouts will only be used to decide semi-final and championship matches. Any forfeiture will be scored as a 1-0 with three points awarded the winner.
- B. Where it is required to break a tie for standings within a division, or for purposes of determining a "wild-card" team, the following order will be used to determine the winner:
- C. Head-to-head competition -- Except where three teams are tied, in which case head- to-head competition will not be used.
- D. Least number of goals allowed.
- E. Most goals scored.
- F. FIFA penalty kicks. (FIFA Reduce to Equate rule does not apply) If necessary, these penalty kicks will take place immediately prior to the semi-final or championship match.
- G. In the event of a forfeit, tie breaking rules D and E will be placed on a "per game" average for games actually played.

### 15. Forfeits

A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. Ten-minute allowance shall be made for semi-final and championship matches. Any team forfeiting a match will not be allowed to play in a semi-final or championship game. It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team when playing 11 v 11.

### 16. Inclement Weather

Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match. In the case of severe weather, in his/her discretion, Tournament Directors may cancel any and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field managers will not consider beginning or continuing matches when a lightning storm exists. No refunds will be given in the event of cancellation.

### 17. Disclaimer

Neither the Tournament Committee, the Capital Area Soccer League or the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is canceled in whole or part or in the event games are discontinued or canceled due to inclement weather or adverse field conditions, nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The tournament Director has authority to make all decisions and these decisions will be final. All referee decisions are final and binding.

### 18. Contact for Your Team

Each team, upon checking in at registration, must sign a ledger sheet giving the hotel where the team is staying, the room number of a team contact, the team's coach or the team's assistant coach so that these individuals may be contacted in the event that circumstances require it. Be sure your team contact is someone who can be reached at any hour.

### 19. Special Note

Be sure to have in your possession at each game:

- A. Laminated current/validated player passes.
- B. Current Medical release forms for each player

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- C. Tournament approved/validated match roster 2009/2010 season
- D. All validated required guest player documentation.
- E. Permission to travel USYS(Out-of-state), International teams only.

These are subject to inspection at any time by referees or tournament officials. All rosters and permission to travel forms will be checked prior to the tournament. Please remember that the Shootout is dedicated to the development of all of the athletes participating in the tournament, to good sportsmanship and to the "good of soccer." The Tournament Director may suspend, without recourse or appeal, any players, coaches, parents or other persons who demonstrate anything less.

### **20. Hotel Requirements**

All teams participating in the 2009 CASL Shootout are **required** to make housing reservations through our official tournament housing agent, Partners in Team Travel. Any team who refuses to follow this rule will be disqualified from the event and will NOT receive a refund.

All teams must comply with the 2009 Tournament rules and Tournament Director's decisions are final.

**LAMINATED, CURRENT VALIDATED PLAYER PASSES ARE REQUIRED FOR ALL PLAYERS.**