

# COLUMBUS COMMUNITY CUP

HOSTED BY COLUMBUS EXPRESS SOCCER CLUB



## TOURNAMENT INFORMATION

### DATES

September 29 - October 1, 2023

### TOURNAMENT HEADQUARTERS & VENUE

Richard Wigh Soccer Complex  
1647 Whitney Court  
Columbus, Indiana 47203

### TOURNAMENT COMMITTEE

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## TABLE OF CONTENTS

TOURNAMENT RULES	2
SEVERE WEATHER POLICY	9
SECURITY POLICY	10

# TOURNAMENT RULES

## 1. GENERAL TOURNAMENT RULES

- 1.1. There are NO protests regarding the outcome of the games; all decisions made by the referee are final and may not be protested or appealed.
- 1.2. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament; all interpretations of the rules are final. If a team disregards any decision made by the Tournament Committee, all remaining games will be forfeited, and the team will be disqualified from the tournament.
- 1.3. Under no circumstances will the Tournament Committee, the host club, or governing body be responsible for reimbursing any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is cancelled in whole or in part.
- 1.4. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be determined by the Tournament Committee after all tournament expenses have been paid. If the event is cancelled in part, the Tournament Committee reserves the right to refund teams with a credit towards future events. Any potential refunds will be determined after the conclusion of the event.
- 1.5. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- 1.6. Non-local teams are required to use the tournament's hotel booking service. Any team who does not use this system will be subject to a fine or refusal of entrance to any future tournament.
- 1.7. First place awards will be presented to age groups U11-U15. Awards will be presented to all players in U7-U10.
- 1.8. The Tournament Committee has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.
  - 1.8.1. Pets are prohibited with the exception of service animals
  - 1.8.2. Outdoor grilling is not permitted.
  - 1.8.3. Smoking and vaping are prohibited.
  - 1.8.4. Artificial noise-makers are prohibited.
  - 1.8.5. Failure to comply with parking instructions from signage, event staff, or facility staff is prohibited.
  - 1.8.6. Columbus Express Soccer Club is not responsible for parking tickets or towing.

## 2. TEAM REQUIREMENTS FOR CHECK-IN AND TEAM ELIGIBILITY

- 2.1. Teams are required to check-in prior to the start of the tournament. The tournament check-in procedure can be located on the Tournament Website.
  - 2.1.1. Any team failing to check-in per the check-in procedures determined for this event will be fined \$100 and will not be permitted to participate in the tournament until the fine is paid. The Tournament Director or tournament representative will relay the payment protocol to the coach and/or manager.
- 2.2. Documents Needed for Check-In
  - 2.2.1. Two copies of the current official USYS State Association, US Club, SAY, or AYSO approved roster. Rosters must include player jersey numbers, birth date, and player identification number.
  - 2.2.2. Player Cards for each individual participating player, issued by the same organization as the team roster.

- 2.2.3. Medical release for each individual participating player.
- 2.2.4. Guest Player's current player identification card and subsequent information added to the bottom of the roster being submitted (player jersey numbers, birth date, and player identification number)
- 2.2.5. Permission to Travel (if applicable).
- 2.2.6. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state / provincial or national association roster.
- 2.3. Rosters submitted at Team Check-In shall govern and must be present at every game (the roster must also be properly stamped by its state or regional association). At the discretion of the site coordinator, rosters may be reviewed to identify ineligible players. A question of roster ineligibility must be brought to the site coordinator's attention at least 20 minutes prior to the start of the team's game.
- 2.4. For information regarding the carding of a guest player that is not already registered with US Club Soccer or USYS, check with your local club, state, or regional registrar on how to card a guest player.

### **3. AGE GROUP & ROSTER REQUIREMENTS**

- 3.1. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments' permission to host.

<b>Age Division</b>	<b>Format</b>	<b>Maximum Roster Size</b>	<b>Guest Players</b>
U7, U8	4v4	8	3
U9, U10	7v7	14	4
U11, U12	9v9	16	5
U13, U14, U15	11v11	22	6

- 3.2. No player shall play OR be rostered for more than one team during the tournament, unless approved prior to the event by the Tournament Director. Teams found in violation are subject to removal from the event without a refund.
- 3.3. All guest players are required to have the same information included on the roster as the 'original' team members.

### **4. LAWS OF THE GAME**

- 4.1. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules in this document.
- 4.2. The Tournament committee has made the commitment to the use of the three-man referee system for all U11 through U19 matches.
- 4.3. The Tournament Committee has made the commitment to the use of a solo referee system for all U7 through U10 matches.
- 4.4. Heading Rules for U12 & Younger
  - 4.4.1. Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper

restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

#### 4.5. 7v7 (U9-U10) Build Out Line

4.5.1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, 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 (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

4.5.2. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.

4.5.3. The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

4.6. Any Player or Coach that receives a Red Card will be removed from the game and will serve a minimum 1 game suspension. The Tournament Committee has the right to shorten or lengthen the suspension.

### **5. UNIFORMS, EQUIPMENT, & FIELDS**

5.1. Players of the same team must wear uniforms of similar design and color with numbers on the back of their uniforms. The numbers must coincide with the numbers listed on the team's official state / provincial roster.

5.2. It is expected that the home team (first team) listed on the match schedule to wear light/white color jerseys. When there is a conflict in uniform color, the away team (listed second) on the schedule must change its jerseys, except in situations where the home team (listed first) is wearing dark colored jerseys, then the home team must change to light/white color jerseys. The referee shall define what constitutes light and dark color jerseys and socks.

5.3. Players are required to wear shin guards in accordance with FIFA Laws of the Game.

5.4. Players playing with protective casts may require approval by a tournament director as well as the referee. If the referee on the field deems a player's protective cast is unsafe in any way, the player will not be allowed to play regardless of approval from a medical professional.

5.5. Teams must be at the fields 20 minutes prior to the scheduled kick-off. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled, unless otherwise directed by the Tournament Director. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match.

5.6. Game balls will be provided by the tournament at the start of the match. If the balls provided are lost or damaged throughout the course of the day, the home team will provide the ball.

5.7. No jewelry may be worn by any player during a match (earrings, watches, necklaces, etc.).

5.8. Coaches and players shall stand on opposite sides of the field from parents and spectators. No coaching shall be permitted within 18 yards of the goal line, from behind the goal line, or from the parent/spectator sideline.

## 6. SUBSTITUTIONS

- 6.1. Substitutions without limit may be made during any Goal kick, after a goal, half time, at the beginning of an overtime period, throw in – by the team in possession and by the team not in possession (only if the team in possession has a substitute), after a yellow card – for carded player.
- 6.2. 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 acknowledgement).

## 7. DURATION OF GAMES

- 7.1. The following table shows the length of game halves for the tournament’s matches.
- 7.2. For matches in which a winner must be declared, two 5-minute Golden Goal periods will take place in which the first team to score will be determined the winner. If no winner is determined after the Golden Goal periods, teams will determine the winner via Penalty Kicks (Rule 9.5).

Age Division	Format	Field Size	Ball Size	Halftime	Match Duration
U7, U8	4v4 (No Goalkeepers)	L: 25-35 Yds W: 15-25 Yds	3	3 Minutes	40 Minutes
U9, U10	7v7	L: 55-65 Yds W: 35-45 Yds	4	5 Minutes	50 Minutes
U11, U12	9v9	L: 70-80 Yds W: 45-55 Yds	4	5 Minutes	60 Minutes
U13, U14, U15	11v11	L: 100-120 Yds W: 60-80 Yds	5	10 Minutes	70 Minutes

- 7.3. In the event that inclement weather forces a cancellation of a game after at least one half (or at the discretion of the tournament director) has been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is stopped before one half has passed, the match may be rescheduled for complete replay, resumed, or considered final at the discretion of the tournament committee.
- 7.4. In the event of an injury, make up time will be awarded at the referee’s discretion.

## 8. FAILURE TO SHOW & FORFEITS

- 8.1. A game may not start with fewer than the required minimum number of properly uniformed players on each team. The minimum number of players for a game is as follows:
  - 8.1.1. Seven (7) for any full sided (11v11) match,
  - 8.1.2. Six (6) for any small sided (9v9) match,
  - 8.1.3. Five (5) for any small sided (7v7) match.
  - 8.1.4. Two (2) for any small sided (4v4) match.
- 8.2. Once a game has started, it may not continue with fewer than the stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.

- 8.3. A team shall have a ten (10) minute grace period from the scheduled kick off time to take the field before the match is awarded to their opponent as a 5-0 forfeited win.
- 8.4. If a team, through the actions of its players, coaches, and/or spectators is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.
- 8.5. If a team has forfeited a game during the tournament for behavioral issues, the team will not be eligible for future matches as decided upon by the Tournament Director.

## **9. DETERMINATION OF DIVISION WINNERS**

- 9.1. At the end of the tournament, the division winner shall be the team with the most points in their group. Teams will be awarded points on the following basis:

### **9.2. Tie-Breaker System after division play, in the order listed below:**

- 9.2.1. When the tie-breaker system is used, the criteria are followed in order until one or more team(s) is determined at any given step. The criteria then starts over again at the top of the tie breaker system with the remaining teams. Rules are repeated until a winner is determined.
  - 9.2.1.1. Head-to-head competition (if there is a 3 team tie, proceed to the next tie-breaker)
  - 9.2.1.2. Most wins
  - 9.2.1.3. Goal Differential (the difference between goals for and goals against) with up to 5 per game. For example, 6-1 and 5-0 scores each earn five bonus points.
  - 9.2.1.4. Most shutouts.
  - 9.2.1.5. Fewest goals against.
  - 9.2.1.6. Penalty Kicks – FIFA penalty kick procedure will be used to determine a winner (see Rule 9.5)
- 9.3. In the event that a wildcard team must be selected for the playoff rounds, the above procedure will be used across the entire flight. In a typical flight with multiple brackets, a team would not move forward against someone in their own bracket, per the standard semifinal protocol. As a result, if it is determined that the Wildcard would play the winner of their own Bracket; the semi-finals will be adjusted to represent the following matchups: Bracket B (2) #1 vs Wildcard #1 and Bracket A (1) #1 vs Bracket C (3) #1.
- 9.4. During a semifinal and final match or any match in which a winner must be declared, the following procedure will be used:
  - 9.4.1. Two 5-minute Golden Goal periods will take place in which the first team to score will be determined the winner.
  - 9.4.2. If after two Golden Goal periods no winner is determined, a FIFA penalty kick procedure will be used to determine a winner (see Rule 9.5).
    - 9.4.2.1. The winner of the penalty kick shootout will be awarded with 1 additional point to be added to the final score (for example, at the end of regulation, if the score is tied 1- 1 the winner of the penalty kick shootout will be awarded 1 additional point to the final score. The final score will be 2-1.)
- 9.5. Penalty Kick Procedure:
  - 9.5.1. Each team will select five (5) players to kick – any players may be selected.
  - 9.5.2. Teams will alternate kicks – first team to kick will be determined by the referee’s coin flip.
  - 9.5.3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time from the remaining players on the field until a winner is determined.
  - 9.5.4. No player may shoot more than once until all eligible players have taken a kick.

- 9.5.5. Keepers may be changed after any shot from the list of participating players for the penalty kicks.
- 9.5.6. If, at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the coach or team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark or serve as the keeper.
- 9.5.7. Unless participating in the penalty kicks as a kicker or goalkeeper, team members, coaches, and other bench personnel shall remain on designated sideline (off the field).

## **10. GAME & SCORE REPORTING**

- 10.1. Each tournament field will have an assigned Field Marshall responsible for the reporting of the final game report, which includes the match score and cards issued. They will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters at the end of every game.
- 10.2. The Field Marshall will obtain signatures from the referees, home and visiting team official representative (coaches or manager) to verify all the information reported on the game report.
  - 10.2.1. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified.

## **11. INCLEMENT WEATHER**

- 11.1. Regardless of weather conditions, players and coaches must be present at the schedule field at the scheduled time, ready to play. In the event of inclement weather, the tournament committee will have the authority to change any game as follows:
  - 11.1.1. Relocate or reschedule game(s).
  - 11.1.2. Change the duration of game(s).
  - 11.1.3. Cancel preliminary game(s) that have no bearing on the selection of division winners.

## **12. PROTESTS & DISPUTES**

- 12.1. All disputes for non-referee decisions are submitted through the Site Coordinator in writing to the Tournament Director and the Tournament Committee. The Tournament Committee will consider and hear protests and disputes from official team representatives only, which consists of the coaches and managers listed on the official roster provided to the tournament. Appeals of misconduct reports shall be settled by the Tournament Committee with input from the referee assignor. All protests and disputes, except for roster eligibility issues (see Rule 12.3), must be made with the Site Coordinator within 30 minutes of the completion of the match. The Tournament Director and Tournament Committee will take such actions necessary to resolve the dispute.
- 12.2. Decisions by referees regarding the outcome of the game are final and may not be appealed; any decisions by the Tournament Director and Tournament Committee deciding a protest or dispute are final and may not be appealed.
  - 12.2.1. Videos and/or game footage will not be accepted or viewed by the Tournament Committee concerning on-field decisions.

- 12.3. A protest of player eligibility must be made by the official team representative (which consists of the coaches and managers listed on the official roster provided to the tournament) 20 minutes prior to a game starting with the Site Coordinator or Tournament Director. If a player is ruled ineligible, that game will be forfeited, and the player will be prohibited from participating in the remaining games of the event. The Tournament Director reserves the right to determine the fate of the teams remaining participation in the tournament and the teams' official standings in the tournament.

### **13. CONDUCT**

- 13.1. Tournament Staff will designate one sideline to be used by the players, coaches, and managers listed on the official roster provided to the tournament. Any individual not listed on the official roster must remain in the area selected for spectators. Teams will be separated by the mid field line. The tournament staff will then designate the opposite sideline for the use of parents and spectators.
- 13.2. Players, Coaches, and Spectators are expected to conduct themselves within the letter and the spirit of "The Laws of the Game." Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. The Site Coordinator has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the Tournament Committee.
- 13.3. Ejection (see below):
- 13.3.1. Players: Any player receiving two (2) yellow cards or one (1) red card in a match will be ejected from the match and will not be allowed to play in the next match. Suspended players may sit with the team but may not be in uniform; however, the Referees, Site Coordinator and/or Tournament Director reserve the right to remove the carded player from the field as they deem necessary.
- 13.3.2. Coach: Should a coach be ejected from a game; they must leave the sidelines and be at least 100 yards from the field. The coach shall be ineligible for the next scheduled game of carded team, and at the discretion of the tournament committee, may be subject to additional disciplinary action. The tournament committee also reserves the right to suspend the coach from all scheduled games, even if the coach has multiple teams entered in the tournament.
- 13.4. HARASSMENT OF ANY TOURNAMENT OFFICIALS (INCLUDING REFEREES) FROM COACHES, PLAYERS OR SPECTATORS WILL NOT BE TOLERATED AND WILL RESULT IN THE IMMEDIATE AND PERMANENT REMOVAL FROM THE FACILITY AND THE TOURNAMENT.
- 13.5. In the event of assault / abuse on a game official the game may be terminated, and a judiciary hearing shall immediately be convened at a tournament site to be designated by the Tournament Director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.
- 13.6. The Tournament Committee reserves the right to suspend or cancel game play due to circumstances deemed necessary, including but not limited to, misconduct of any team representatives including players, coaches, and spectators. This can additionally result in a team being disqualified from the remainder of the tournament. A written complaint will be filed with the team's state, provincial, or national association (if applicable.)
- 13.7. Report of Disciplinary Action:
- 13.7.1. For United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.



- 13.7.2. For Foreign teams, the Tournament Committee will notify the US Soccer Federation of disciplinary action taken, and the Federation will transmit the disciplinary action taken or required to the team's provincial or national association.

## **SEVERE WEATHER POLICY**

### **14. INCLEMENT WEATHER**

- 14.1. In the event of inclement weather, players, coaches, referees, and spectators should seek shelter nearby or in an automobile.
- 14.1.1. Lightning
- 14.1.1.1. A 30 minute delay will follow the most recent lightning strike before resuming play. Team members and officials will be asked not to leave the tournament venue unless you have received notification that matches are final, cancelled, or rescheduled.
- 14.1.2. Severe Thunderstorm or Tornado Warning
- 14.1.2.1. All fields will clear until the National Weather Service warning is lifted. Team members and officials will be asked not to leave the tournament venue unless you have received notification that matches are final, cancelled, or rescheduled.
- 14.1.3. Extreme Heat
- 14.1.3.1. No action will be taken for air temperatures in the 89°F and below range. Mandatory two minute water breaks to take place at the nearest stoppage of play halfway through the first and second halves if air temperature is between 90°F and 100°F. For temperatures over 100°F, the Tournament Committee may shorten, delay, reschedule, or cancel matches. Decisions will be made two-hours before kickoff.
- 14.1.4. Extreme Cold
- 14.1.4.1. No action will be taken for air temperatures in the 32°F and above range. For temperatures below 31°F, the Tournament Committee may shorten, delay, reschedule, or cancel matches. Decisions will be made two-hours before kickoff.
- 14.1.5. Horn Siren Warning
- 14.1.5.1. In the event of a horn/siren warning, all players, coaches, referees, and spectators need to leave the playing surface and seek shelter. Those that do not comply with the warnings and remain on the playing surface may be asked to leave the tournament resulting in forfeits for the specific team or club without refunds.
- 14.1.6. Resumption of Play: Triple Horn/Siren Call
- 14.1.6.1. Once the Tournament Committee deems the environment safe and playable, the red flag will be removed and the horn/siren will sound with three blasts. Teams, coaches, and referees will be asked to return to the field with a short five minute warm-up period to take place before resuming play. Only team officials should be checking with Tournament Headquarters on status of play.
- 14.1.7. Weather Related Delay Lengths
- 14.1.7.1. In the event of lightning, play will be delayed for thirty minutes after the latest lightning strike. In the event of tornado, all local laws and warnings should be followed. No play will resume until local warnings have been lifted. For hail, games shall be stopped until hail leaves the playing venue.
- 14.1.8. Weather Related Cancellations/Adjustments

14.1.8.1. The Tournament Committee has the right to shorten and/or cancel matches due to climactic conditions and/or other actions that are beyond their control. All efforts, such as shortening half durations or rescheduling games, will be made to play matches. Cancellations of matches due to weather will be communicated via Tournament Director through tournament website, phone calls to team and club officials, social media platforms, referee assignors, and GotSoccer messaging.

## 15. COMMUNICATION PROTOCOLS

- 15.1. The tournament will use the following resources to communicate changes or updates:
  - 15.1.1. Email and text messages
  - 15.1.2. Phone calls to team and club officials
  - 15.1.3. Social media updates
  - 15.1.4. Website updates
  - 15.1.5. GotSoccer Communication
- 15.2. In the event that a match or matches need to be stopped due to inclement weather, lightning, or any reason that puts player safety at risk, the following methods will be used for communication:
  - 15.2.1. Tournament officials will notify team Field Marshalls, officials, coaches, and referees
  - 15.2.2. On-field Referees will direct teams off of the playing surface
  - 15.2.3. Horn or siren will sound

## SECURITY POLICY

### 16. SECURITY PLAN

- 16.1. All Tournament Officials will be in identifying apparel and will be equipped with cell phones and two-way radios.
- 16.2. Field Marshalls will be located near the team bench area on all fields. One Field Marshall will be responsible for two fields. Field Marshalls will be in identifying apparel and will be equipped with cell phones, two-way radios, and first aid kits.
- 16.3. Police, Fire, and EMT's will be on site from 7:30 AM to 6:00 PM at various locations throughout the venue. Each group will be equipped with two-way radio and cell phones.
- 16.4. Athletic Trainers will be onsite from 7:30 AM to 6:00 PM. Trainers will be responsible for three to four fields and will be equipped with two-way radio and cell phones. A Medical Tent will also be located in a central location at the venue.
- 16.5. There will be onsite weather radar and lightning detector devices at headquarters.
- 16.6. Protocols for Send Offs and Dismissals (**See Also 13. Conduct**)
  - 16.6.1. Any player sent off from a match must leave the field area and retreat to the parking area of the complex or an area designated by the Field Marshall. Any team bench person dismissed from participating in a match must leave the field area and retreat to the parking area of the complex or an area designated by the Field Marshall. Any player sent off or dismissed team bench person is prohibited from communicating with his/her team while the team is at the field for its match, including but not limited to cell phone use, texting, or other means of communication. In the event that the ejected player or team bench person is hostile or uncooperative, Security Officials may be asked to escort ejected players or team bench persons from the facility.

- 16.7. Send Offs and Dismissals - Suspensions
  - 16.7.1. Any player sent off or non-player dismissed will automatically be suspended for the team's next match. Any player sent off or dismissed non-player must comply with the location and communication provisions.
- 16.8. Send Offs and Dismissals - Review by E8 Committee
  - 16.8.1. All send offs and dismissals are to be reviewed by the Tournament Committee who may determine that an additional suspension shall be assessed.
- 16.9. Spectator Ejection Protocols
  - 16.9.1. Any spectator ejected from a match must leave the field area and retreat to the parking area of the complex or an area designated by the Field Marshall. In the event that the spectator is hostile or uncooperative, Security Officials may be asked to escort spectator from the facility.