

Adidas Spring Challenge 2024 Tournament Rules Summary

Jersey Colors – Home Team Wears Light color uniform - Away team wears dark color uniforms. In case of a uniform conflict the team in the wrong color needs to change uniform. AWAY team is listed SECOND on the schedule. **CESA Recreation home uniform is Red.**
CESA Academy and Travel home uniform is Light Grey.

Games: NO HEADING AND NO PUNTS or DROP KICKS in U8,U9,U10,U11 and U12 small sided games

U8 7 v 7 -Two 20 minute periods with a 5-minute break at the half. One referee. Boys and Girls – Size 4 ball. Minimum to start 4 players to start.

WHEN A GOAL KICK IS AWARDED THE DEFENSIVE TEAM MUST HAVE ALL THEIR PLAYERS RETREAT TO THE HALF WAY LINE BEFORE THE GOAL KICK CAN BE TAKEN

There will be no penalty kicks in the Under 8 age bracket. An indirect kick will be taken at the place of an infraction.

ALL U9/U10 7 v 7 GAMES- OFFSIDE IS THE HALFWAY LINE - Two 20 minute periods with a 5-minute break at the half. One referee. Boys and Girls – Size 4 ball. Minimum 4 players to start

WHEN GOALKEEPER HAS THE BALL or is TAKING A GOAL KICK OPPOSITION MUST DROP BEHIND THE RETREAT LINE AND CANNOT COME INSIDE RETREAT LINE UNTIL ANOTHER ATTACKING TEAM PLAYER TOUCHES THE BALL

ALL U10/11/12 9 v 9 – 2 x 25 minute periods with 5-minute break between. One referee and two linesmen for games if available. Minimum 6 players to start **NO HEADING AND NO PUNTS or DROP KICKS**

ALL 11 v 11 – Two 30 minute periods with 5-minute break between. One referee and two linesmen for games if available. Play 11 a side, minimum of 7 to start.

Substitutions - Teams are permitted unlimited substitutions during the following times:

- Any throw-in
- Goal kicks for either team
- Following a goal
- Injured players

PLEASE MAKE SURE TO TURN IN TOP WHITE SHEET OF GAME CARD AFTER EACH GAME

Adidas Spring Challenge 2024 – Additional Rules Tournament Point System

TABLE "A"

Point System to Determine Group Winners

- Win: Winning teams get 3 points.
- Tie: Tying teams get 1 point each.
- Loss: Losing teams get 0 points.

TABLE "B"

No Over time...Tie-Breaking Procedure

Note that the order of the tie breaking rules is important. If the first rule can determine a winner, then the process is over. If the first fails, then the second is used and so on until a winner is determined. These procedures are only used when Table "A" fails to determine a winner.

In the event of a 3-way tie, the team that has amassed the greater goal difference will advance. If one team is eliminated due to inferior GD, the process for advancement will start again with head-to-head tiebreaker.

1. Results of head to head competition within the group.
2. Goal Differential (4 goal Maximum per Game)

THERE IS NO ADVANTAGE TO WINNING BY MORE THAN 4 GOALS SO IF YOU ARE IN A MIS MATCH PLEASE DO NOT GO RUNNING UP THE SCORE

3. Least Goals Allowed
4. Number of Shutouts
5. FIFA Penalty Kicks (at a time and location to be determined by the Tournament Director)

Inclement Weather: Every effort will be made to reschedule games if the weather is bad. There will be no refunds if games are cancelled or cannot be rescheduled. The Tournament Directors will make final interpretations of any and all tournament rules and/or tie-breaking decisions.

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