

CESA Challenge Tournament Rules Summary

All games will be played under the rules as prescribed by FIFA and the Carolina Elite Soccer Academy (CESA) Developmental League. The only exceptions are listed below.

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

Forfeits - Your team must be on the field with the minimum of players at game time. If your team is not ready with the minimum, 5 minutes after the scheduled game time, the opposing team will be awarded one goal. If after 10 minutes, your team is still not at a minimum strength, a forfeit will be recorded with the score of 3-0. Marshal's and/or referee's watches are official game time.

Championships/Overtime - There will be no overtime except in Championship matches. In those matches, overtime will consist of two five-minute periods, with a 3-minute rest between. If after this there is still a tie, the match is over and Co-Champions will be awarded in the U-8 Division. Ties remaining after overtime in all other divisions will be determined by penalty kicks per FIFA rules. No championship games will be played for groups X, Y or Z. In these groups, winners are determined based on points.

Jersey Colors - In case of a conflict of jersey colors, the home team changes.

Protests - There will be no protests.

Games:

U8 - Four 10 minute periods with 2-minute breaks at quarters and a five-minute break at the half. One referee. Boys and Girls – Size 4 ball. Subs only on quarters. Play 6 v 6, minimum 4 players to start.

U10 - Two 25 minute periods with 5-minute break between. One referee. Play 6 v 6, minimum 4 players to start.

U11, 12 - Two 30 minute periods with 5-minute break between. One referee. Play 8 v 8, Minimum 6 players to start

U13, U14 - 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.

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.

CESA Fall Soccer Challenge – Additional Rules Tournament Point System

- The team with the most points in group advances to the finals.
Win = 3 points; Tie = 1 point; and Loss = 0 points..
- Tie Breakers:

In the event of a 3 way tie, after one team is eliminated the process of elimination starts again with a head to head competition tiebreaker.

- Head to Head
- Goal Difference
Total goals against, but not to exceed 3 in any given match.

Example: The Greenville Keepers' (GK) record is as follows:

Game 1, GK 7 v SG 1

Game 2, GK 2 v GB 5

Game 3, GK 1 v PS 0

To determine the Greenville Keepers' Goal Average, we do the following:

Goals for (game 1 is +7) but is recorded as +3

Goals for (game 2 is +2) and is recorded as +2

Goals for (game 3 is +1) and is recorded as +1

Total Goals for (group competition) +6

Goals against (game 1 is -1) and is recorded as -1

Goals against (game 2 is -5) but is recorded as -3

Goals against (game 3 is -0) and is recorded as -0

Total Goals against (group competition) -4

Greater goal + difference for the Greenville Keepers is $+6 - 4 = +2$

Therefore, the goal difference is +2.

Suppose that the GB team in the Greenville Keepers' group has an identical win/loss record, but a goal difference of +3. This would make the GB team the winner of the comparison with the Greenville Keepers.

- Greater Goal Average
A number that is determined by dividing the total goals scored (but not to exceed 3 in any given match) by the total goals against (not to exceed 3 in any given match **and to be 1 if no goals scored against**). Each team's number is compared and the team (or two teams if all of the leaders had the same number of points and the same Goal Differences) having the greater number will advance to the Championship Game, greater of the two is the winner. The computation for the total "goals for" and "goals against" would be the same as in the example for goal difference except that the "goals for" are divided by the "goals against" to determine the goal average for the team. Using the above example, and only using the recorded numbers (e.g. goals for or goals against number for a game never exceeds three), total goals for would be $3+2+1=6$, and the goals against would be $1+3+0=4$, thus Greater Goal Average would be 1.5 for the Greenville Keepers (GK).
- Number of shutouts
- Kicks from the penalty mark per FIFA rules.
For U8's, winner will be determined by coin toss.