



2025 COLCHESTER SOCCERFEST

Rules and Regulations

(Rules finalized AUG 3, 2025)

The entire tournament will be played in accordance with the laws of the game as issued by FIFA unless modified herein. The following statements (Rules) supplement the laws of the game. These supplementary rules are a guide and are not detailed. Only the intent is being expressed. These rules are subject to change prior to the start of the tournament.

1. Eligibility

- a. All players must be born on or after the birth dates for their age group classification.
- b. No player is allowed to be a member of more than one team that is entered in this tournament.
- c. All players and the teams to which they are registered must be properly registered with their state or national soccer association

2. Rosters

- a. A copy of a certified roster will be required prior to the tournament. Each team shall be limited to those players listed on the roster as allowed under the rules. In the event that a player is added to the squad after the first game or an ineligible player is used, that team shall automatically forfeit all games in which the player was used.
- b. Teams with guest players on their roster MUST receive the express written approval of the Tournament Director prior to registering their team. This request must include specific reason(s) that your team requires guest player(s). Submission of a guest player request does NOT guarantee your team's participation in the Tournament.
- c. Player passes/rosters will be checked at registration, but must be available for inspection at each game.

3. Number of Players

- a. Each U9 – U10 team has a maximum of (16) Players. U11 through U12 teams may be composed of a maximum of sixteen (20) players. Each U13 through U14 team may be composed of a maximum of twenty one (22) players.
- b. U9, U10 will play 7v7, U11 through U12 will play 9 v 9; U13 and U14 will play 11 v 11.
- c. Exceptions to these roster numbers must receive written permission prior to registration from the tournament director or his designee.

4. Permission to Travel

- a. Teams from outside Region 1 and New Jersey must have an authorized copy of the USYSA permission to Travel Form at registration.

5. Medical Release Forms

- a. Medical Release form must be submitted at time of registration.

6. Player Uniform and Equipment

- a. Teams must wear numbers on the backs of their shirts and each player shall have a different number from their teammates.
- b. All teams will bring alternate jerseys or pinnies. If there is a conflict in uniform color, the home team is required to change shirts. The home team will be listed first on the schedule.
- c. Goalkeepers will be permitted to wear long pants and must wear a shirt or jersey that distinguishes them from their teammates, their opponents, and the referee.
- d. No jewelry will be allowed; earrings may not be taped.

7. Field

- a. Each team's players, coaches, managers, as listed on the team roster, will take positions on the same side of the field, but will be separated by the halfway line.
- b. All spectators will take positions on the opposite side of the field and no closer than 2 yards from the touch lines.
- c. No one is permitted on the field without the referee's permission. Anyone violating this rule is subject to disciplinary action by the referee and/or the Tournament director.
- d. No one will be permitted behind either goal or goal area during the game.

8. Inclement Weather

- a. Regardless of conditions, coaches and teams must appear on the field and be ready to play as scheduled. Failure to appear will result in a forfeit. Only the Referee Coordinator and Tournament Director can cancel, postpone or reschedule a game.
- b. The score of the game at the point the game is stopped due to weather conditions will be the official score of the game.
- c. Any game canceled due to weather will be scored a 1-1 tie.
- d. The Colchester Soccer Club will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part.

9. Tournament Cancellation

- a. Cancellation of the Tournament due to situations beyond our control will be made by the Tournament Committee as far in advance as is possible and team representatives will be notified immediately.
- b. The Tournament Director, Colchester Soccer Club and the Connecticut Junior Soccer Association will not be responsible for any expenses incurred by any team, club or person if this tournament is canceled in part or in whole.
- c. Should a game in progress be terminated due to weather, if at least 20 minutes has been played the game will be considered official. The score at the termination shall stand.

- d. If the Tournament is canceled in its entirety we will refund the entry fee paid less fixed club costs incurred. There will be no refunds if a portion of the tournament is canceled due to weather.
- e. The Tournament cannot guarantee the full number of games scheduled if a team withdraws within 72 hours of the Tournament.

10. Forfeits

- a. A team shall have five minutes leeway from the referee's signal to field a team before a forfeit shall be declared. Forfeit scores shall be 3-0 (6 points for standing purposes).
- b. A minimum of five (5) players will constitute a team for the U9 through U12 divisions. A minimum of eight (8) players will constitute a team for the U13 through U14 divisions.

11. Games and Duration

- a. Four (4) games, round robin format in U9 & U10.
- b. Three (3) games, round robin format in the U11 through U14 divisions with a final in those divisions.
- c. Games will consist of two (2) 25 minute halves with a five minute break at half.
- d. All times indicated are "running times." That is, once started at the commencement of the half, the referee's watch will not be stopped unless an injury to a player is so serious that the player cannot be moved to receive medical attention. In such situations, the Tournament director reserves the right either to recommence the game at another time and place, or to declare the game ended with the score at that time being deemed to be the final score of the game.
- e. There will be no time for warm-ups on the field prior to the beginning of the game.
- f. Off-sides will apply to all age groups. (U9 and U10 will use build out lines)
- g. The Tournament Director reserves the right to change the duration or the location of any game.
- h. In the event of a team having back-to-back games, a 5-minute delay to the start of the game will be allowed if the head coach tells the center referee before the start of the game.

12. Substitutions

- a. Substitutions are unlimited and will be made at midfield, with the referee's permission.
- b. Players may not come off the bench and go directly onto the field, they must be at midfield before asking for a substitution.

Yellow Cards / Red Cards

- c. Any player receiving a red card shall be suspended for the remainder of the game and for all remaining tournament games.
- d. Should a coach or manager be ejected from a game with a red card, he/she will move away from the field of play for the remainder of the game, and is prohibited from coaching/managing their team for the remainder of the tournament.
- e. Any player, coach, or manager receiving a red card will require the approval of the Tournament Director to be considered for participation in future tournaments.

13. Protests

- a. Protests will not be accepted and will not be lodged.
- b. Any issue not addressed by the Tournament Rules, will be resolved by the Tournament Director(s) and will be binding.
- c. All decisions by the referees or the Tournament Director(s) are final.

14. Standings - Points

Results	Points
Win	4 – Points
Tie	1 - Points
Loss	0 – Points

In case of ties in point totals, the following tie-breakers will be used to determine final standings:

1. Total Tournament Points
2. Head-to-head competition
3. Fewest goals against
4. Goal Differential (Max Goals to be counted - 3)
5. Most goals (Max 3 per game)
6. Shoot-out according to FIFA rules

In the situation where three (or more) teams are tied and two will advance, once the winner of the first tiebreaker is determined, we start over at the top of the list (items #1 above) with the remaining teams.

In the situation where three (or more) teams are tied and only one will advance, we will use the tie-breaker rules in order. If any of the teams played each other the winner of that will move on to the next tie-breaker situation. Then we will look at the fewest goals against and so forth.

15. Championship

- a. The top 2 teams in overall tournament points will go to the championship game regardless of pool. (Example - U12 Boys Gold Division 3 Pools of teams, the two teams with the highest tournament points will advance to the championship game, regardless of which pool they are in. Can be from the same pool or a different pool)
- b. In the event of a tie, there will be two five minute overtimes played in their entirety. (No Golden Goal) If a tie still exists, then the winner will be determined by penalty kicks, FIFA rules apply.

16. Awards

- a. Trophies/Medals will be awarded to all first place and second place teams in the U11 through U14 Divisions.
- b. Participation awards will be presented to all teams in the U9 & U10 Divisions.

17. Patches

- a. Teams of all age groups are encouraged to exchange patches after the completion of each game.

18. Coach and Fan Behavior

- a. It is understood that coaches and parents become excited during games and find fault with referees, etc. There is a limit beyond which this kind of behavior becomes inappropriate. Please keep in mind that coaches are role models for their players.
- b. Parents that exhibit behavior objectionable to others will be asked to leave the Tournament by the Tournament Director.
- c. The tournament has a ZERO TOLERANCE for REFEREE ABUSE. Anyone removed for referee abuse will have to leave the tournament playing area and remain in their vehicle for the remainder of the tournament.

19. Tournament Director

- a. The Tournament Director reserves the right to decide on all matters relative to the CSC SoccerFest and his / her decisions are final.