



**LEE COMPANY CHAMPIONS PREMIER LEAGUE
WINTER 2019**

PLAYER ARRIVAL:

All players should arrive no later than 20 minutes prior to the first game time. Find your player's coach or have them walk to the correct side of the indoor arena for their game. Each bench will be marked with either "Visitor" or "Home". The HOME team is listed first on the CPL schedule.

NUMBER OF PLAYERS:

U7-U8 will consist of three or four field players. All games will be coordinated by LEAD AGE GROUP COACHES.

U9 through U12 will consist of **six** (6) field players and a goalkeeper (1).

U13 and above will consist of **five** (5) field players and a goalkeeper (1).

A team must start the game with at least four players.

NOTE: For league play, coaches have discretion to alter playing format based on number of available players and for enjoyment of the game. (Example: Coaches can alter game format to 6v6 instead of 7v7 if both coaches agree).

GAME SCHEDULE:

The schedule will be posted on the Tennessee Soccer Club website. Any last minute schedule changes will also be posted on the website. All efforts will be made to contact any teams involved in any schedule changes but the responsibility lies with the team coaches and managers to check the schedule on our website one day prior to first scheduled game. Each team is guaranteed 10 games.

MATCH BALL:

Each team shall furnish a regulation game ball to the referee prior to the game.

The referee will then select the game ball. U7-U8 age group will use size 4 ball, U9 through U12 age groups will use size 4 balls and U13 and above will use a size 5 ball.

NOTE: For League play, when the coaches for a match agree, a futsal ball can be used.

DURATION OF THE GAME:

U7-U8 will consist of 12-minute games. No halftime, clock runs continuously. Game Times may vary based on the set up provided by each lead coach.

U9-U14 will consist of 28-minute games. NO halftime, clock runs continuously.

Clock will start and stop at the discretion of tournament officials & staff.

PLAYERS' EQUIPMENT:

Teams will wear matching uniforms (shirt, shorts) with numbers on the back of the shirts. Only standard indoor shoes or tennis/athletic shoes are allowed. NO cleats. All players must wear shin guards. Casts and splints must be properly wrapped and play eligibility will be determined by the referee. If not stated above, FIFA rules apply.

START OF PLAY AND RESTARTS:

The ball may be played in any direction from kick offs.

All restarts are direct in nature. The opposition must stand a minimum of 10 feet away from the ball on all restarts.

When a game is restarted after an injury the restart kick will be taken by the team that had clear possession prior to the stoppage. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts, whether by kick or drop ball, will be from the top of the restraining arc.

5 SECOND RESTART VIOLATION:

Failure by a team to put the ball into play within five seconds, as signaled by the referee, results in a possession turnover.

THREE LINE VIOLATION:

In the three-line rule, the ball may not cross over all three lines of the field without touching a player, the wall, or the floor. Violation of this rule results in a free kick taken from the center of the yellow line intersecting the violating team's defensive 1/3rd of the field. Will not apply to U7-U8 age group.

SUBSTITUTION VIOLATION:

Substitutions may be made at any time. The game will not stop for substitutions. Players entering the field of play may do so ONLY when the substituted player is within the prescribed arc drawn on the floor just outside the substitutes door. The player being substituted may not attempt to play the ball once he/she is within the defined arc. Violation of the substitution rule will result in a yellow card for the violating player (2-minute time penalty). Will not apply to U7-U8 age group.

The substitution door to the field of play shall remain closed as to not interfere with the game play. Infractions will result in a free kick from the nearest hash line.

NETTING VIOLATION:

Balls that touch the top net result in a free direct kick from the line below nearest to where the ball touched the net. Exception: In the defensive 1/3rd of the field, the attacking team shall take the restart from the center of the yellow line dividing the defending team's final 1/3rd of the field. Balls touching the side net result in restarts on the nearest side yellow line. Balls touching the back net result in either a goal kick or a corner kick. There shall be no offsides rule in effect.

GOALKEEPING RESTRICTIONS:

Goalies may NOT punt or drop kick the ball. Goalies may only throw the ball or put it to the floor and play it. Passes back to the goalkeeper by a team mate or if the goalkeeper punts/dropkicks will result in a free kick that will be taken at the nearest point on the penalty area, not the goal area. Goalkeepers are limited to holding the ball for 5 seconds. Infractions will result in a direct free kick from the top of the penalty area closest to the infraction.

SLIDE TACKLING:

No slide tackling allowed. Slide tackles will result in a direct free kick and may, at the discretion of the referee; result in a yellow or red card to the offending player.

KICKS:

All kicks are direct, including the kickoff. The nearest defender must be at least three paces (ten feet) away from the ball.

CONTROL OF SIDELINE CONDUCT:

Players, reserve players, managers, coaches, assistant coaches, and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The site directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authorities. Only players, coaches, and trainers are allowed in the player's box.

2-MINUTE (YELLOW CARD) PENALTIES:

The following are infractions to which a penalty will be issued. Yellow card penalties are not limited to these infractions:

- Severe, blatant fouls, such as boarding, etc.
- Slide tackling.
- Violation of the substitution rules.
- Too many players on the field, open gates, or player hopping over the boards.
- Misconduct, dissent, or disrespect.

Any field player may serve a 2-minute penalty for the goalkeeper. 2-minute penalty ends when game time ends or the opposing team scores, whichever occurs first.

RED CARD PENALTIES:

Red card penalties are issued for second yellow card offenses to the same player. All other red card offenses as listed in FIFA Laws of the Game, except fighting. Team will play short if a player is issued a red card. Players issued a red card may not participate any further in the game they are red-carded and must sit out their team's next scheduled game. More than one red card during a single match will result in the automatic forfeit for the team committing the offenses. NO EXCEPTIONS!

FIGHTING:

Fighting or excessive abuse of the referee shall, at the sole discretion of the referee, result in a red card issued to the offending player(s) or Coaches. Teams guilty of this offense must play the remainder of the game short-handed. Players issued a red card for fighting are to be prevented from any further participation in the tournament and are required to leave the indoor arena facility immediately.

SCOREKEEPING U9 and above:

The scorekeeper shall keep track of each team's cumulative fouls. Excluding substitution fouls. Upon a team's sixth cumulative foul (*see below), the referee shall award a shoot-out situation against the opposing team to be taken as follows: The ball is to be placed on the yellow line that intersects the violating team's defensive 1/3rd of the field. A single player from the team committing the lesser number of fouls shall be allowed to stand behind the ball and the defending team's goalkeeper is to stand in his/her goal with his/her heels on the goal line. All other player's are to remain behind the centerline. Upon a signal by the referee, the player standing next to the ball restarts the game by touching the ball. Once ball is touched, the game restarts as a normal game. Player may touch the ball as much as he/she would like and there is no requirement for another player to first touch the ball to score. Upon the above occurrence, the scorekeeper shall re-set the penalized team's cumulative fouls to zero. Fouls carry over from one half to the next. After six fouls, it only takes four to award another shoot-out.

WIN	6 points
TIE	3 points
LOSS	0 point

In case of ties, the winning team will be decided in the following order:

1. Winner of head-to-head competition (only includes the tied teams).
2. Goal differential (max. 5 per game).
3. Least goals allowed (max. 5 per game).
4. Most goals scored (max. 5 per game).
5. Most shutouts
6. Least amount of red cards

Teams still tied after all of the above will toss a coin to determine the points winner. Forfeited games will be recorded as a 5-0 win for the non-forfeiting team. No grace period is to be allowed for teams not ready to play at the scheduled game time.

PLEASE NOTE:

Over and above these Official Tournament Rules, ALL teams are expected to conduct themselves in a manner befitting the occasion. Any poor behavior both on and off the field of play by any member of any team (players and/or supporters) WILL NOT be tolerated!