

# CDO Southwest Showdown Rules

## 2024

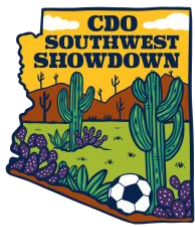
### **Thank you for choosing to participate in the CDO Southwest Showdown.**

This document contains important information about the tournament. Please read and understand the content before arriving. If you have any questions, please contact the Tournament Committee @ [cdotournaments@gmail.com](mailto:cdotournaments@gmail.com)

#### **Match Play IFAB**

All games will be played under IFAB rules as modified by US Youth Soccer unless otherwise stated in these rules. The Tournament Director or site representative will settle all rules disputes. Tournament rules may be modified by the Tournament Committee.

1. **U7/U8** will be played on age-appropriate fields in accordance with the modified playing rules for Academy Teams.
  - a) The maximum number of players on the field will be four (4). Teams may be co-ed.
  - b) There will be no goalkeeper.
  - c) The match will be divided into (4) 10-minute quarters with a 5-minute half-time.
  - d) All free kicks are indirect, and opponents must be (5) yards away before kick is allowed.
  - e) All fouls shall result in an indirect free kick with opponent (5) yards away.
  - f) No penalty kicks.
  - g) No scores will be recorded.
  
2. **U9/U10** will be played on age-appropriate fields in accordance with the modified playing rules for Academy Teams.
  - a) The maximum number of players on the field will be seven (7), one of whom will be a goalkeeper.
  - b) The match will be divided into (2) 25-minute halves with a 5-minute halftime.
  - c) Offsides will be called at the build out line and not the halfway line.
  - d) All opponents must retreat to the build out line during goalkeeper deliveries, including goal kicks, regardless of who takes the goal kick. Teammates of the goalkeeper need not retreat to the line. If the team wants to put the ball into play before the opposition retreats to the build out line, they may do so at their own risk.
  - e) Goalkeepers in the U9/U10 game CAN'T punt the ball. When they control the ball with their hands, they can throw or roll the ball out or place it on the ground and pass it out. They aren't allowed to "dropkick the ball.
  - f) Scores will be kept for this age group, with play-offs and Championships.
  - g) All other rules for U9/10 games conform to the LOTG.



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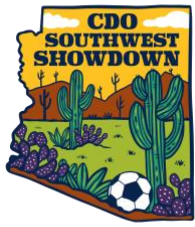
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3. **U11/U12** will be played on age-appropriate fields in accordance with the modified playing rules for US Soccer's Player Development Initiatives.
  - a) The maximum number of players on the field will be nine (9), one of whom will be a goalkeeper.
  - b) There is NO build out line and the goalkeeper may punt the ball.
  - c) Players are not allowed to head the ball. If, during the U11 game, a player deliberately heads the ball the referee stops play and awards an IFK to the opposing team.
  - d) All other rules for U11/U12 games conform to the LOTG.

### **General Match Play Rules**

- Teams failing to meet the minimum requirements below at any point in the match will forfeit the match.
  - a) A team playing 11 a-side must have a minimum of seven (7) players available at the start of the game and during the game to avoid a forfeit.
  - b) Teams playing in 9 a-side must have at least six (6) players present.
  - c) Teams playing in 7 a-side must have at least five (5) players present.
- Coaches should be prepared to start the game on time. Five minutes after the official game start time is forfeit time. Tournament officials may waive this rule, if in their opinion it is in the best interest to play the game. In the event of a delay in the start of a game, the game may be shortened to allow the game to finish as scheduled.
- Heading is NOT allowed in age groups Under-11 and younger. If, during a match, a deliberate header is performed in these age groups play will be stopped and resumed with an indirect kick for the opposing team.
- Unlimited substitutions will be permitted at any stoppage of play with the permission of the match Referee.

| Age Bracket | Halves(each)                 | Half Time | Format    | Ball Size |
|-------------|------------------------------|-----------|-----------|-----------|
| U7-U8       | 20 min (2 x 10 min quarters) | 5 min     | 4v4 no GK | 3         |
| U9-U10      | 25 min                       | 5 min     | 7v7 w/GK  | 4         |
| U11-U12     | 25 min                       | 5 min     | 9v9       | 4         |
| U13-U14     | 30 min                       | 5 min     | 11v11     | 5         |
| U15-U16     | 35 min                       | 5 min     | 11v11     | 5         |
| U17-U19     | 35 min                       | 5 min     | 11v11     | 5         |



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### Tournament Play Formats

**Four (4) team bracket:** One (1) group of four (4) teams. Each team will play the other teams in their group once, for a total of 3 games. The winner and second place are determined by points. If needed, tie breaker criteria will be used to determine the winner.

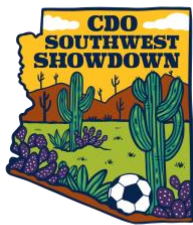
**Five (5) team bracket:** One (1) group of five (5) teams. Each team will play the other teams in their group once, for a total of 4 games. The winner and second place are determined by points. If needed, tie breaker criteria will be used to determine the winner.

**Six (6) team bracket:** Two (2) groups of 3 teams; Bracket A and Bracket B. Teams will play each other within their bracket. First and second placed teams in each bracket will advance and cross over to the opposite bracket to play the first and second placed teams for the semi-finals. The two winning teams will advance to the final. Both third place teams in each bracket will play in a consolation game.

**Six (6) team crossover:** Played as two brackets of three teams. Each team will cross over and play the three teams in the other bracket. The two teams accumulating the most points from all six teams will advance to the finals to determine which team is the champion (Wildcard 1 vs Wildcard 2). It is possible that the finalists could have played each other already.

**Seven (7) team bracket:** Bracket A (4 teams) has each team playing the other three. Bracket B (3 teams) does the same. In Bracket A, each team will have then played 3 games, Bracket B each team will have played 2 games. Championship: 1st in A vs 1st in B, a 3rd Place 2nd in A vs 2nd in B, and a Consolation 3rd in A vs 3rd in B. If needed, tiebreaker criteria will be used to determine the teams advancing to the final.

**Eight (8) team bracket:** Two (2) groups of four (4) teams. Each team will play the other teams in their group once. The winner of each group shall advance to finals. If needed, tiebreaker criteria will be used to determine the teams advancing to the final.



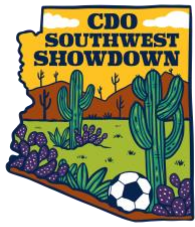
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### Player Eligibility

1. Official team rosters must be verified and approved by the Tournament Committee at the pre-tournament check-in prior to the start of the tournament.
2. Only players who are officially registered or loaned to a team may play in the Tournament and must have a laminated player pass with a photo of the player. Teams with loan players must not exceed the maximum roster limit as outlined in the chart below.
3. All participating players, regardless of the number of games to be played, must be listed on the official team roster prior to the start of a team's first game of the tournament. **No write-in players will be allowed after the rosters are locked unless approved by the tournament director.**
4. Each player may only play for one team in the tournament. If any player is found playing for more than one team, that team(s) will forfeit their right to place first or second in their bracket or division. The player will not be allowed to play for the remainder of the tournament, but the team(s) may play out their remaining games.
5. For flighting purposes, any teams adding players to their roster from a state level, or higher playing level, must disclose this to the CDO Tournament Committee via email ([cdotournaments@gmail.com](mailto:cdotournaments@gmail.com)) before rosters are locked.
6. The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same the referee shall not allow the player to take part in the match until the numbers are the same. Any team found switching player jersey numbers during the game without notifying and getting referee approval shall automatically forfeit the match.

| Age     | Maximum Roster   | Maximum # of Loan Players |
|---------|------------------|---------------------------|
| U7-U8   | 12               | 1                         |
| U9 -U10 | 12               | 3                         |
| U11-U12 | 16               | 4                         |
| U13-U14 | 18               | 5                         |
| U15-U19 | 22 (18 per game) | 5                         |



# CDO Southwest Showdown Rules

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### **Conduct & Sportsmanship**

1. A player receiving a red card, or two yellow cards will be ejected from the current game and may not be replaced in that game.
2. A coach ejected from the game, whether by red card or referee expulsion, shall leave the field to the satisfaction of the referee. Coaches who either refuse to leave or deliberately continue to coach after ejection (including but not limited to using a cell phone or proxy coach), will forfeit the game.
3. The Tournament Committee will determine the length of suspension for players and coaches and notify the team prior to the next game. There are no appeal options, and all decisions are final. In the event a player or coach is ejected from the game for fighting, that player or coach will not be permitted to play in the remainder of the tournament.
4. If a coach is ejected and there are no remaining registered assistant coaches and or a team manager with a valid laminated sanctioned pass, the team will forfeit the game. A parent or spectator who is not officially registered on the team and does not have a valid laminated pass cannot coach the team. The team of any player or coach that receives a red card shall receive minus one point against their tournament standings.
5. Coaches have complete responsibility for the conduct of their players and all sideline spectators. Referees will have complete authority immediately before, during, and immediately after games, and will not allow abusive or profane language or threats of any kind. If, in the opinion of the referee, a game must be terminated due to misconduct, the offending team shall be declared to have forfeited the game per the tournament rules.

### **Forfeits**

1. Teams failing to check-in prior to the start of the match may, at the discretion of the Tournament Committee, forfeit the match. To be awarded a forfeit win, the opposing team must be present and ready to play. In the event of a forfeit the match score will be recorded as a 3-0 win.
2. If a team forfeits during a game (usually due to a rule violation) the opposing team, if losing at the time, will be awarded a 3-0 win. If the opposing team is winning the score will stand as is. If a team forfeits during a game, they also forfeit the right to place first or second in their division and will not receive medals or trophies.



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### ASA RED CARD SUSPENSION STANDARDS

PLEASE NOTE: Any deviation from below will be determined by a tournament representative.

| OFFENSE  | MINIMUM SUSPENSION FOR PLAYERS                   | MINIMUM SUSPENSION FOR TEAM OFFICIALS                   |
|--|--|---|
| Second Caution   | 1 game   | 2 games   |
| Foul or Abusive Language directed at someone other than a match official   | 1 game   | 2 games   |
| Serious Foul Play- Denies a goal or an opponent a goal scoring opportunity by deliberately handling the ball   | 1 game   | N/A   |
| Serious Foul Play- Denies a goal or an opponent a goal scoring opportunity by committing a foul punishable by a free kick committed in a non-dangerous way (example pulling a jersey)  | 1 game   | N/A   |
| Serious Foul Play- other than above  | 2 games  | N/A   |
| Violent Conduct- Pushing, Striking, Spitting or retaliation  | 3 games  | 4 games & may be referred to ASA Disciplinary Committee |
| Foul or abusive language directed at a match official  | 3 games  | 4 games & may be referred to ASA Disciplinary Committee |
| Abusive language (Discrimination)- prejudicial treatment of different categories of people, especially on the grounds of race, age, sex, or religion   | 3 games  | 4 games & may be referred to ASA Disciplinary Committee |
| 2nd Offense Violent Conduct or Serious Foul Play (other category)  | 4 games & referred to ASA Disciplinary Committee | 5 games & may be referred to ASA Disciplinary Committee |
| 3rd Offense Violent Conduct or Serious Foul Play (other category)  | 5 games & referred to ASA Disciplinary Committee | 6 games & may be referred to ASA Disciplinary Committee |
| Pushing, Striking or Spitting at a Match Official (A Match Official shall be defined as referee, assistant referee, referee assignor, referee administrator, tournament staff including volunteers, tournament director, or ASA staff/board member.) | 3 games & referred to ASA Disciplinary Committee | 4 games & may be referred to ASA Disciplinary Committee |
| Coaches/team officials who are ejected from a match for Irresponsible Team/Bench Behavior  | N/A  | 2 games   |





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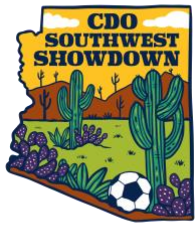
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### Scoring

1. Final team standings will be determined using the following point criteria:
  - a) A WIN is six (6) points.
  - b) A TIE is three (3) points.
  - c) A LOSS is zero (0) points.
  - d) One (1) point for a shutout, includes a (0-0) tie.
  - e) One (1) point for every goal scored with a maximum of three (3) points.
  - f) Minus one (1) point for each red card issued to a player or coach during a match.
  - g) In the case of a shootout, the winner will receive (8) points and the score shall be recorded.  
as 1-0.

At the end of each game the coach MUST verify and sign the game card. Once the game card is signed the score stands and will not be changed regardless of the circumstances including but not limited to a team's points, advancement, awards, etc.

2. TIES (Bracket Play)
  - a) If two or more teams are tied in points at the end of the preliminary (bracket games, the following tie-breaker criteria shall apply:
    - i. The winner in head-to-head competition
    - ii. Highest goal differential to a max of 4 goals per game[goals scored - goals allowed]
    - iii. Most wins.
    - iv. Most shutouts.
    - v. Goals scored. (maximum 5 per game)
    - vi. FIFA penalty shoot-out.
  - b) In the event of a 3-way tie at the end of bracket play, the winner for advancement to a Final will be determined as above without consideration for comparison of head-to-head competition to eliminate one team. Then advancement for the remaining two teams is determined as above with consideration for head-to-head competition.
  - c) If three teams are still tied and FIFA Kicks must be taken there will be a draw by the Tournament Committee or site director. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the group winner. The bye team will be the home team.
3. TIES (Playoffs/Finals) In the event a match is tied at the end of regulation in a semifinal or Championship match, teams will go immediately to penalty shoot-out. There is no overtime. IAW IFAB LOTG



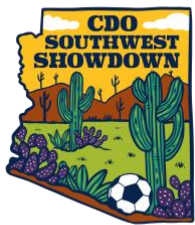
# CDO Southwest Showdown Rules

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### Pre-Match Check-In

1. Teams must present player passes to Field Marshals located at the field of their first game at least 30 minutes prior to the start of their first game. **ALL PLAYER PASSES MUST BE LAMINATED AND SECURED ON A RING.**
2. Field Marshals will attach a security band to the player cards at this time and return the cards to the team representative. This security band **MUST** remain on the player passes for the duration of the tournament or the team may face disqualification, subject to the Tournament Director's discretion.
3. Team Managers or Coaches will present the locked ring of player cards to the Referee on the field before the start of each game. Cards will be returned to the team by the referee at the end of each game unless red card or concussion documents need to be submitted. In this case, team managers will need to retrieve their cards at the Field Marshal tent immediately following the game and document submission.
4. If a player not on the official game roster is found participating in a game, that team will forfeit their right to place first or second in their bracket or division. The player will not be allowed to play for the remainder of the tournament, but the team may play out their remaining games.
5. Before the start of each game, Referee Crew or Tournament Officials will inspect the equipment of each player including uniform and mandatory shin guards, and cleats. Toe cleats and metal cleats are not allowed. Objects such as jewelry, barrettes, bobby pins, bows, etc., will be inspected. If the Referee Crew determines any such object represents a hazard, the object(s) must be removed prior to play. **The only jewelry permitted will be a medic alert or religious bracelet that must be taped over. Earrings will NOT be allowed, even if taped over.**
6. Start of game will be determined by coin toss by the referee between opposing captains. Winner of coin toss selects to either start the game with the ball or choose which side they would like to attack.
7. No player will be permitted to wear anything in a game that could cause or aggravate injury to either that player or any other player; however orthopedic casts (hard casts) are permitted. The cast must be padded with a closed-cell, slow recovery foam padding no less than ½" thick. Final decision on whether any item presents a hazard to any player will be up to the referee.



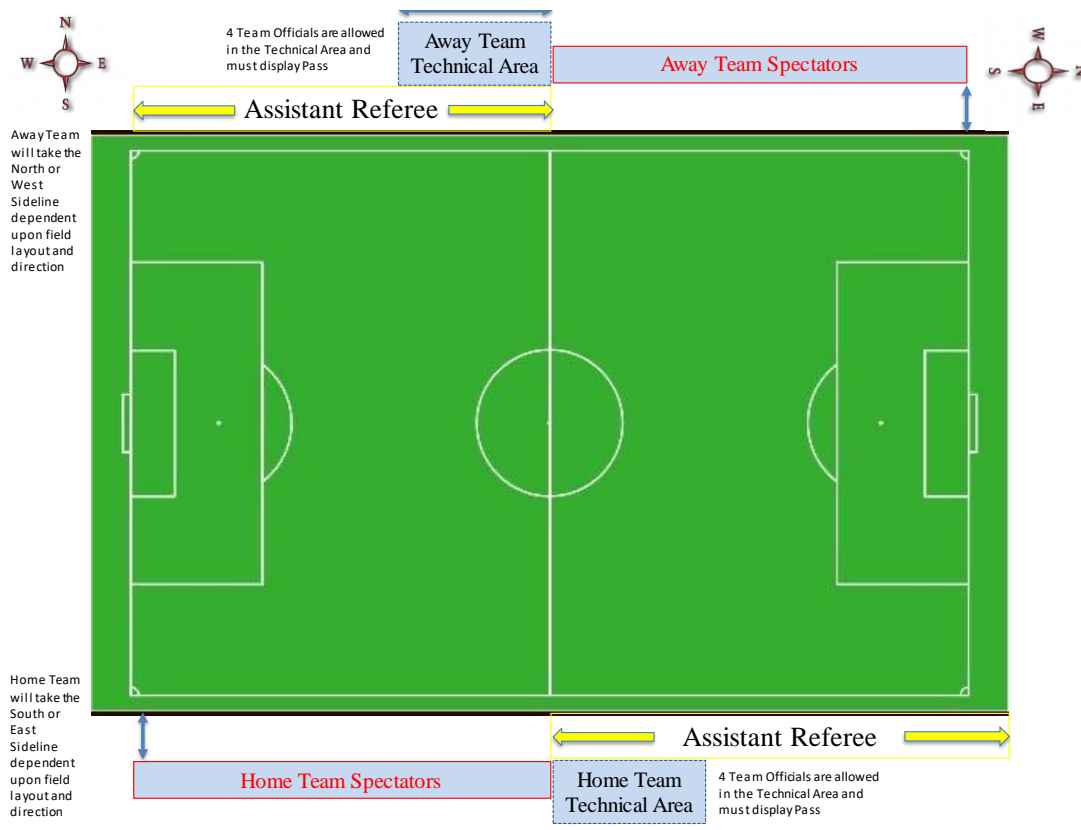


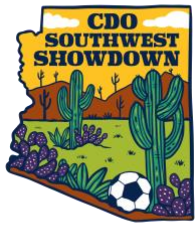
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### Home and Away Responsibilities

1. Home Team
  - a. Light color jersey\*
  - b. Must change jerseys in case of a color conflict.
  - c. Will take the South or East half of Player's sideline, unless specified otherwise.
  - d. Will clean up their side of the field.
  - e. Will provide 3 game balls for the match.
2. Visiting Team
  - a. Dark color jersey\*
  - b. Will take the North or West half of Player's sideline, unless specified otherwise.
  - c. Will clean up their side of the field.





# CDO Southwest Showdown Rules

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### No Sunday Play Teams

1. All Tournament Games will be played on Thursday, Friday, Saturday, or Sunday.
2. Semi-final and final games will be played on Sunday.
3. If a “No Sunday Play” team makes it to a Sunday scheduled semi-final or final game, they will be eliminated from the tournament and the next highest-ranking team in the bracket will be placed into the semi-final or final game in their place.

### Awards

1. Participation medals will be awarded to all players in U7 through U8.
2. Placement medals will be awarded to all players on teams placing 1st or 2nd in U9 through U19.
3. A trophy will be awarded to teams placing 1<sup>st</sup> in U9 through U19.

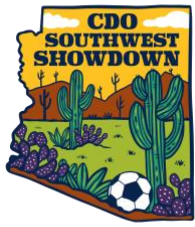
### Protests, Disputes, Clarifications

1. The tournament director, site director or tournament committee will settle all disputes. Once the information is reviewed and decision made, it is final and there will be no further discussion.
2. In the case of errors, missing information, or confusion with any section of this document, “Tournament Rules”, the tournament director, site director or tournament committee will interpret, clarify, and make all decisions for any issue, and all decisions are final.
3. Decisions will always be made in the spirit for the good of the game.

### Head Injury Evaluation and Return-To-Play Protocol

If a player exhibits symptoms consistent with having suffered a concussion.

1. The player will immediately be removed from the competition as per the ASH Head Injury and Concussion policy.
2. A player may return to play on the same day **only if a licensed medical doctor (MD, DO) rules out a suspected concussion at the time of removal.** Athletic Trainers will be present at this tournament. Please get in touch with Field Marshals to help locate them if needed.
3. Athletes who have been removed from competition after evaluation by a healthcare provider because of a suspected concussion are **barred from same day return to play.** (AZ State Concussion Law A.R.S. 15-341) This player will only be allowed to return to play on a subsequent day if written clearance(ASA Concussion Return to Play Form) is provided by a licensed medical doctor (MD) or Doctor of Osteopathy (DO).



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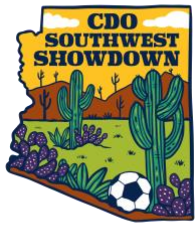
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### **Inclement Weather Policy**

In the event of inclement weather or other events which affect our ability to play as planned, the Tournament Committee reserves the right to modify Tournament Rules to complete the tournament successfully safely and fairly. The Tournament Committee will make their decisions based on what is best, considering the health and safety of the players. During inclement weather, the field owners will take into consideration the need to prevent the destruction of the fields and facilities. CDO Soccer Alliance does not own the fields, nor does it have any authority over their usage. Coaches and team managers are asked to remain flexible to the changes in fields/locations as required and to keep in contact with tournament officials for these changes.

Game play policies are as follows.

1. Play all games as scheduled.
2. Eliminate pre-game warm-up on fields.
3. Shorten matches.
4. Play at alternative sites.
5. In the event the field conditions are unplayable as determined by the Tournament Committee or the city, or facility, games in question may be decided by penalty shoot-out. (FIFA rules apply).
6. If matches are unable to continue due to any reason(s), tournament placement will be based upon the last fully completed round of play. Bracket tiebreakers will be used to satisfy any ties that remain. If bracket tiebreakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation.



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### Pre-Tournament Check-In

All teams must provide player/coach credentials online by **October 3, 2024**.

If for some reason any portion of your check-in uploads are not accepted, you will be notified by the Tournament Director.

1. The following documents are required to be uploaded into your GotSport account. Players may not play without this documentation being turned in.
  - a. Current Copies of Player Passes (These must be in alphabetical order by last name)
  - b. Official Roster
  - c. Completed Copy of Player Registration Attestation Form
  - d. Completed Copy of Team Contact Form
  - e. Guest Player Loan Paperwork (If applicable). Players loaning within the same club do not need loan forms. Players loaning to a different club must have loan forms.
  - f. Travel Permission Papers (If required by your State Association)

**\*\*Please note that all rosters are frozen once a team completes the online check-in process.**

### General Rules

1. Only credentialed players and team officials may sit in the team area of the sideline.
2. No alcoholic beverages or glass containers allowed on the tournament Fields.
3. NO SMOKING allowed in the vicinity of the players.
4. Heaters (gas or electric) are NOT allowed at the fields.
5. Canopies/Umbrellas: No staking of canopies, umbrellas or other items is allowed at any site.
6. Dogs are not allowed in the vicinity of the tournament fields. This is a safety issue and will be strictly enforced. Failure to comply may result in a forfeiture of the game.
7. No refunds will be given to any team after they have been accepted to participate in this tournament.
8. Drones and aerial photography are not permitted at Kino Sports Complex.

Thank you for participating!