

Rules and Regulations for Icarus Cup ATX - 2026

CONDUCT

(a) Coaches and Players

Coaches are not only responsible for their own conduct, but also for the conduct of their players, parents and spectators. Players and coaches ejected from a match (Red Card) must sit out the remainder of that match plus the next match. All red cards reported on the game card will be evaluated by the Tournament Committee for appropriate suspension. For example, the Tournament Committee reserves the right to impose a two game suspension for violent misconduct or no game suspension for a professional foul. Red cards issued after the end of regulation play or as a result of physical/verbal assault are subject to review by the Tournament Rules Committee and a more strenuous penalty may be imposed.

(b) Others

Spectators, parents and coaches may be ejected for unruly behavior.

TOURNAMENT CODE OF CONDUCT

In the spirit of fair play and sportsmanship, all participants and spectators of the Icarus Cup are expected to adhere to the Code of Conduct. Players are required to respect the referees' decisions, exhibit good sportsmanship towards opponents, and uphold the integrity of the game. Any form of violence, discrimination, or unsportsmanlike behavior will not be tolerated. Racial or ethnic comments, as well as any form of discrimination, are strictly prohibited, and those found engaging in such behavior will face immediate expulsion from the tournament premises. Spectators are encouraged to support their teams positively and refrain from engaging in abusive language or disruptive behavior. Let us come together to celebrate the beautiful game of soccer with respect, camaraderie, and fair play.

TOURNAMENT

(a) General

The Tournament Committee's interpretation of these rules shall be final and binding. The Tournament Committee reserves the right to decide all matters pertaining to this tournament.

(c) Arrival

Teams should arrive at the scheduled field 30 minutes prior to game time to be checked in by the appropriate official. Teams may warm-up in any area other than the field of play and directly behind the goal area while a game is in progress.

(d) Protests

No protests will be allowed.

(e) Forfeits

A team shall be allowed a 5-minute grace period after the scheduled kickoff in the preliminary rounds before the match is awarded to their opponent. A minimum of 5 players constitutes a team, and if 5 players are present the match may not be delayed. If during the course of the match a team falls below the minimum 5 players, the game will be forfeited to their opponent. The tournament board reserves the right to decide the placement of teams that forfeit matches. If an apparent group winner forfeits, the group team with the next best record will be declared the group winner. A forfeit in the preliminary rounds shall be awarded as 3 points for a win with the score 5-0.

(f) Weather

Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the referee or the Tournament Committee can cancel or delay a match. In the event matches are canceled by the Tournament Committee due to inclement weather, an email / text message will be sent out to all registered players. If no message is broadcast, it should be assumed that matches will be played at the scheduled times. The inclement weather policy is detailed in the section below.

(g) Inclement Weather causing cancellation before the match - Preliminary Rounds.

Referee and/or the Tournament Committee may reduce the length of a match, and subsequent matches. If a match is canceled the Tournament Committee will award a 0-0 tie.

(h) Inclement Weather causing cancellation before the match - Semi-final or Final Rounds.

If a championship round cannot begin, a shoot-out will take place to determine the winner. If a shoot-out cannot take place, the match will be decided by the toss of a coin.

(i) Inclement Weather causing cancellation during the Match - Preliminary Rounds.

The match will be considered complete and the score will stand if one period has been completed. If less than one period of the match has been completed, the Tournament Committee will award a 0-0 tie.

(j) Inclement Weather causing cancellation during the Match - Championship Rounds.

The match will be considered complete and the score will stand if one period has been completed. If less than one period of the match has been completed or if a tie exists at the stoppage of play, a shootout will take place to determine the winner. If a shoot-out cannot take place the winner will be decided by the toss of a coin.

(k) Inclement Weather causing cancellation of the Tournament

Severe inclement weather could cause the shortening or cancellation of the tournament. In the event some games have been played, the Tournament Committee will endeavor to determine standings based on the games played

INCLEMENT WEATHER POLICY

- (a) Purpose. The purpose of the inclement weather policy is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of inclement weather.
- (b) Definition of Inclement Weather. Inclement weather consists of thunder and or lightning, within 10 miles of the match. Poor air quality may also constitute Inclement Weather.
- (c) Time Restrictions. No match can restart until 30 minutes passes after the last sighting of thunder and / or lightning within 10 miles of the match.
- (d) Continuation. If inclement weather continues within a 45 minutes grace period of waiting, the match will be temporarily suspended, and then re-evaluated by tournament officials.

ADMINISTRATION

(a) Equipment / Icarus Jersey Requirement

Shinguards are required for gameplay. Players will be asked to wrap / tape any watches / wristbands that is deemed dangerous to the discretion of the referee. All players on the field must be wearing an Icarus FC jersey. For teams which already have Icarus kits, your existing Icarus jersey will be acceptable. For teams which do not already have Icarus kits, please wear the kits that you were provided with your registration. They were provided for this reason. Players who are not wearing Icarus kits will be asked to put one on, or will be asked to leave the field.

PLAYER ELIGIBILITY

- (a) Eligibility. All players in good standing with CASA must 1) formally register on the CASA website and 2) accept player waiver to be eligible for a tournament.
- (b) Age restrictions. All players must be over the age of 18. Over-Age divisional play is restricted to players of or over the listed Divisional age, or those who are turning the age by the end of the calendar year.
- (c) Women's Inclusive and Mixto. The Women's Inclusive divisions are restricted to individuals identifying as a woman or individuals who prefer to play against majority female identifying players. Mixto teams must field no more than 4 male matching players at all times meaning the players could be a **cis man** (assigned male at birth and still identifies as a male), **trans man** (assigned female at birth and has transitioned to a

male) or a **non-binary person** who was assigned male at birth and may not identify within the gender binary (male/female).

- (d) Roster eligibility (7v7). Players are permitted to play in multiple small-sided (7v7) teams that are in different divisions (aka Mixto & Women's Inclusive). Coaches can register as staff for multiple CASA teams. Small-sided teams rosters may not exceed 16 players.
- (e) Ineligible players. If an ineligible player is deemed to have played in a match(es), CASA reserves the right to enforce penalties up to and including the forfeiture of games.

TOURNAMENT FORMAT

There are different divisions of gameplay for the Icarus Cup. Depending on registration, there may be different levels of play within these divisions, ie. 'Open - Division 1', 'Mixto - Division 2', 'Women's Inclusive - Over-37', etc. In scenarios where there are multiple skill divisions, Division 1 is intended to be the highest level of play.

Group Play begins on the morning of Saturday of the tournament. Teams will play other teams in their group, where they'll score 3, 1, or 0 points depending on if they Win, Draw, or Lose. Depending on team performance in the group stage, Teams will be seeded for the Knockout Bracket for the playoffs which will begin Sunday morning.

- (a) Scoring. Teams will be awarded points according to the below system. The maximum goal differential per game is 5.

Team Win - 3pts
Team Draw - 1pt
Team Loss - 0pt

- (b) Tiebreakers. In the event of a tie within a division, the following tiebreaker rules will be applied in order: 1. Winner of head-to-head competition 2. Goal differential. 3. Goals against. 4. FIFA Fair Play Points (see below), 5. Penalty kick shoot-out. If 3 teams or more teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated.

In the event of a draw during the knockout stages, the following tiebreaker rules will take place: 1. 3 minute golden goal 2. Penalty kick shoot-out (5 takers on each team) 3. Sudden death penalty kick shoot-out from 12yds.

FIFA Fair Play Points

- a. One (1) point for each yellow card
- b. Three (3) points for each secondary yellow that leads to a red card
- c. Four (4) points for a straight red

- d. Five (5) points for a yellow card and a straight red card.

GAME PLAY RULES (7v7)

(a) Statement of Sportsmanship CASA promotes good sportsmanship by players, coaches, and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, players, coaches or team representatives will not be tolerated and are grounds for removal from the site of competition.

(b) Players and Substitutes. Gameplay is 7v7, with 16 rostered players per team. Unlimited substitutions are allowed. Teams may sub up to all seven (7) players at a time.

Substitutes may enter the game “on the fly,” or at any time during the game as long as the player being replaced has left the field of play. Players should enter the pitch at midfield and declare themselves to the referee as they enter.

(c) Duration of the Game. All games will consist of two periods of 20 minutes with a one (1) minute half time.

(d) Yellow Cards. Yellow Card offenses will result in a caution, or warning. Any player who receives a yellow card will sit out for two (2) minutes. The team will play down a player for the duration of the two (2) minute period. Once the two (2) minute period expires, the team will play with all players. The player who received the yellow card may re-enter the game. Players must wait for the match official's acknowledgment before returning to the game. Any player who re-enters the game without this acknowledgement will receive a yellow card for unsporting behavior.

Caution offenses include, but are not limited to:

- Not respecting the confines of their team’s technical area
- Delaying the restart of play by their team
- Non-confrontationally entering the opposing team's bench area
- Dissent by word or action, such as:
- Throwing or kicking drink bottles or other objects
- Actions showing a clear lack of respect for match officials, e.g., sarcastic clapping
- Excessively gesturing for a red or yellow card
- Provocative or inflammatory gestures or actions
- Persistent unacceptable behavior, including repeated warning offenses
- Showing disrespect for the game

(e) Red Cards. Red Card offenses lead to immediate player ejection. A sent-off player must leave the field immediately and, depending on the situation, may be required to leave the premises. Any player who receives a red card will be ejected immediately. The team will play down a

player for five (5) minutes. Once the five (5) minute period expires, a replacement player may rejoin the game. The player who was given the red card may not re-enter the game. Failure to adhere to this rule will result in the game being suspended in favor of the opposing team.

Sending-off offenses include (but are not limited to):

- deliberately leaving the technical area to:
 - show dissent towards, or remonstrate with, a match official
 - act in a provocative or inflammatory manner
- enter the opposing technical area in an aggressive or confrontational manner
- deliberately throwing/kicking an object onto the field of play
- entering the field of play to:
 - confront a match official (including at half-time and full-time)
 - interfere with play, an opposing player or a match official
- physical or aggressive behavior (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or any other person (e.g. security or competition officials etc.)
- receiving a second caution in the same match
- using offensive, insulting or abusive language and/or action(s)
- using unauthorized electronic or communication equipment and/or behaving in an inappropriate manner as a result of using electronic or communication equipment
- violent conduct

(f) Offside. There is no offside rule.

(g) Slide Tackling. CASA does not allow slide tackling. The only exception is for a goalkeeper within their penalty area, sliding to make a play.

No slide tackling or sliding is allowed within three (3) yards of an opponent. If this offense occurs in the defending team's penalty box, a player will receive a yellow card for unsporting behavior.

(h) Hand Balls. Handling the ball;

- For the purposes of determining handball offenses, the upper boundary of the arm is in line with the bottom of the armpit. Not every touch of a player's hand/arm with the ball is an offense.
- It is an offense if a player:
 - Deliberately touches the ball with their hand/arm, including moving the hand/arm toward the ball;
 - Scores in the opponent's goal directly from their hand/arm, even if accidental, including by the goalkeeper;
 - Scores in the opponent's goal immediately after the ball has touched their hand/arm, even if accidental; or
 - Touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that

specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized.

(j) Free Kicks. With exception of penalty kicks, all infractions result in an indirect free-kick, determined at the referee's discretion. Free kick offenses within 15 yards of the goal that cause denial of a clear goal scoring opportunity (DOGSO) will result in a penalty kick, to be taken 12 yards away from goal. Opposing players may form a wall five (5) yards away during free kicks, but not penalty kicks.

Indirect free kicks will be awarded for actions including:

- A player playing the ball a second time before it has been played or touched by another player, on a throw-in, on a free kick, on a corner kick, on a goal kick, or on a penalty kick
- A goalkeeper taking more than 6 seconds to release the ball
- A substitution or re-entry being made at an improper time or without being waved on by a referee
- Persons other than players entering the field without the referee's permission
- Illegal or inappropriate coaching from the touch lines
- Dissenting by word or action with the referee's decisions
- Unsporting behavior
- Dangerous play, or any action likely to cause injury to oneself or an opponent. Such as playing while lying/kneeling on the ground or slide tackling
- Charging, when the ball is not within playing distance
- Obstruction
- A player leaving the field of play without the referee's consent
- When there is a 'wall' of three or more defenders, the attackers are not allowed within 1m (1 yd) of the wall. An attacker less than 1m (1yd) from the 'wall' when the kick is taken will be penalized with an indirect free kick
- Spitting at an opponent
- Kicking or attempting to kick an opponent
- Striking or attempting to hit an opponent, including the use of a ball or piece of equipment
- Tripping or attempting to trip an opponent
- Using blood on a uniform or from a bleeding or oozing injury to assault an opponent
- Jumping at an opponent
- Holding an opponent or pulling the uniform or pushing an opponent
- Charging an opponent violently
- Assaulting a referee or game official

(k) Goal Kicks. The ball is in play once the kick is taken, and it can be played by any player before leaving the penalty area. The same rule applies to a team taking a free kick in their own penalty area.

(l) Drop Balls. A Drop Ball may occur in the following situations:

- (c) If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper.
- (d) If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch.
- (e) In all cases, all the other players (of both teams) must be at least five (5) yards away.
- (f) If the ball touches the referee (or another match official) and goes into the goal, team possession changes or a promising attack starts, a dropped ball is awarded.

(m) Restarting Play. All restarts from a touchline are indirect kick-ins. There are no throw-ins. The opposing team must be five (5) yards from the ball on restarts.

(n) Goalkeepers. No punting or drop-kicking is permitted. If a punt or drop-kick occurs, the opposing team is given a free kick at midfield. The goalkeeper's box should extend 10 yards out and all the way to the sidelines. The penalty spot is 12 yards out in the center of the goal.

Completion of Tournament Schedule and Fees

- Participation in the tournament requires each team to make a commitment to complete their entire scheduled itinerary of games, inclusive of both group stage and playoff rounds. Failure to compete in all scheduled matches shall result in a **\$150 fine**. The league reserves the right to increase or decrease the fine amount, and to deny registration for any subsequent tournaments until this outstanding balance has been paid in full.

CASA Soccer League Social Media Policy

To maintain a positive and respectful online community, all members of the CASA Soccer League, including players, coaches, referees, staff, and volunteers, are expected to adhere to the following social media guidelines:

Prohibited Conduct:

- **Impersonation:** Do not pose as the league or its officials on social media platforms.
- **Trademark Misuse:** Avoid using the league's logo or trademarks without explicit permission.
- **Unauthorized Linking:** Refrain from linking to the league's website without proper authorization.
- **Confidentiality:** Safeguard confidential information and avoid sharing it on social media. This includes all forms of communication, email, text, social app etc.
- **Substance Promotion:** Do not promote or endorse the use of drugs or other prohibited substances.
- **Negative Commentary:** Refrain from making derogatory or disrespectful comments about the league, its teams, players, officials, or other individuals.
- **Harassment and Bullying:** Avoid engaging in any form of harassment, bullying, or discriminatory behavior online.

- **Threats of Violence:** Do not make threats of violence or harm towards others.
- **Inappropriate Content:** Refrain from posting obscene, offensive, or sexually explicit content when posting anything league-related.

Consequences of Violations:

Violations of this policy may result in disciplinary action, including but not limited to:

- **Warnings:** A formal warning may be issued for minor infractions.
- **Suspensions:** Temporary suspension from league activities, including league games and tournaments.
- **Expulsions:** Permanent expulsion from the league.

Additional Considerations:

- **Professionalism:** Always represent the league in a professional and respectful manner.
- **Digital Footprint:** Remember that your online activity can have long-lasting consequences.

By adhering to these guidelines, we can create a positive and supportive online community that reflects the values of our league.