

Fall Challenge 2025 Tournament Rules Summary

Forfeits - Your team must be on the field with the minimum of players at game time. If after 10 minutes, your team is still not at a minimum strength, a forfeit will be recorded with the score of 4 - 0. 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. Ties remaining after overtime in all divisions will be determined by penalty kicks per FIFA rules. Groups of 5 teams No championship games will be played for In these groups, winners are determined based on points.

Jersey Colors – Home Team Wears Light color uniform - Away team wears dark color uniforms. In case of a uniform conflict the team in the incorrect uniform color must change. AWAY team is listed SECOND on the schedule.

Protests - There will be no protests.

Games: **NO HEADING AND NO PUNTS NO Drop Kicks in U9,U10,U11 and U12 small sided games**

U9/10 Academy 7 v 7 - Two 22 minute periods with 5-minute break between. One referee. Play Minimum 4 players to start. **WHEN GOALKEEPER HAS THE BALL OPPOSITION MUST DROP BEHIND THE RETREAT LINE**
NO HEADING AND NO PUNTS NO Drop Kicks

U10/11/12 Academy 9 v 9 – 2 x 25 minute periods with 5-minute break between. One referee and two linesmen for games if available. Minimum 6 players to start **NO HEADING AND NO PUNTS NO Drop Kicks**

11 v 11 Age groups U12,13,14,15 – 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.

11 v 11 Age groups U16,17, 19 – Two 35 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.

Substitutions - Teams are permitted unlimited substitutions during the following times:

- Any throw-in
- Goal kicks for either team
- Following a goal
- Injured players

All players entering and leaving the field of play must do so at midfield nearest the designated team bench area.

All players have a player card and must be on the official state approved roster to be able to play in the tournament.

Players can only play on 1 team in the tournament. Rosters and cards must be on hand in case referees or tournament official needs to see or check them.

Fall Challenge 2025 – Additional Rules Tournament Point System

TABLE “A”

Point System to Determine Group Winners

Win: Winning teams get 3 points.

Tie: Tying teams get 1 point each.

Loss: Losing teams get 0 points.

TABLE “B”

No Over time...Tie-Breaking Procedure

Note that the order of the tie breaking rules is important. If the first rule can determine a winner, then the process is over. If the first fails, then the second is used and so on until a winner is determined. These procedures are only used when Table “A” fails to determine a winner.

In the event of a 3-way tie, the team that has amassed the greater goal difference will advance. If one team is eliminated due to inferior GD, the process for advancement will start again with head-to-head tiebreaker.

1. Results of head to head competition within the group.

2. Goal Differential (4 goal Maximum per Game)

THERE IS NO ADVANTAGE TO WINNING BY MORE THAN 4 GOALS SO IF YOU ARE IN A MIS MATCH PLEASE DO NOT GO RUNNING UP THE SCORE

3. Least Goals Allowed

4. Number of Shutouts

5. FIFA Penalty Kicks (at a time and location to be determined by the Tournament Director)

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.

Weather Updates will be communicated via our website and Posted on our Social Media Accounts Found Below:

Weather updates www.carolinaelitesc.com



CESA Instagram - cesa_official



CESA Facebook - Carolina Elite Soccer Academy