



Welcome to the Centennial Challenge Cup

The aim of this early season tournament is to provide a fun and relaxed environment focused on developing U9 to U12 players. We are certain you will see an improvement in your players over the weekend.

The game format is multi-directional allowing for teams to score in either goal. This game format encourages for a fast, high scoring game that allows players to develop ball control, dribbling, passing and receiving skills and tactical thinking. Most importantly of all it is a fun, enjoyable game for the players to play.

The field size is approximately 30 yards x 16 yards. Two goals (6 feet x 4 feet) are placed back-to-back 20 feet apart, with players needing to score by moving the ball to the front of the net. An exclusion zone will be marked in front of the goals to prevent a “goalkeeper mentality” as we want all the players to obtain maximum benefit from the game. A free kick will be given against a player who stands in the exclusion zone for more than 10 seconds. **If a player receives the ball in the exclusion zone they must make 1 pass before the team can score.** A futsal ball will be used.

The team listed first in the game schedule will be deemed the home team and required to change shirts if required.

Your team will play four 12-minute games within a 2-3 hour period on Saturday and four 12-minute games within a 2-3 hour period on Sunday. You may sub on the fly. **A central timekeeper will control the start and end of games. Games will start on time whether or not your team is on the field. Please be ready to play.**

At U9 and U10 no scores or standings are kept. Participation medals will be given to all U9 and U10 players. You will receive your team’s medals at Registration.

At U11 & U12 scores and standings will be kept with the 1<sup>st</sup> placed team winning the Centennial Challenge Cup. This is a perpetual trophy and your team’s name will be added to the base of the trophy.

Thank you for choosing the Centennial Challenge Cup and enjoy the weekend.

## **LOCATION**

All games will be played at the Centennial Sports Arena, which is located near the Centennial High School. The Centennial Sports Arena is located at 4707 North Road, Circle Pines, MN 55014. The phone number of the Centennial Sports Arena is (763) 792-6091.

This is an indoor facility and indoor soccer shoes / flat soled shoes must be worn. **NO CLEATS** are allowed.

## **REGISTRATION**

Registration of the tournament will take place inside the Centennial Sports Arena on the first day of the tournament. Please register your team 45 minutes before your first game. Items you will need to register are:

1. Completed Roster Form
2. Birth Certificate, Photo ID for each player or MYSA player pass
3. Completed Emergency Consent Form for each player  
(<http://www.mnyouthsoccer.org/forms/medrelease.pdf>)
4. Signed Coach Code of Conduct form (Included in CCC Laws of the Game)

## **FIRST AID**

A Medical Kit is available at the Centennial Sports Arena. A Field Marshall will be present for all games should any injuries occur during the games.

## **ALCOHOL, TOBACCO AND DRUG POLICY**

Do not use alcohol or tobacco near the Centennial Sports Arena, or prior to games. Drug use is not tolerated by Centennial Soccer Club or the Centennial Sports Arena where the tournament is being played. Persons not in compliance must leave the premises. Coaches are to support referees with parents on their team that do not comply. If a coach is under the influence, the opposing coach shall support the referee or call local law enforcement, **AND** report the incident immediately to the Field Marshall. **There is no tolerance whatsoever for these activities by the Centennial Soccer Club.**



**CENTENNIAL CHALLENGE CUP**  
**TEAM REGISTRATION FORM**

Team Name:

Age Group:

Gender:

Club:

Coach Name:

Cell Phone:

**Name**

**Date of Birth**

**ID & Medical**

Player 1:

Player 2:

Player 3:

Player 4:

Player 5:

Player 6:



## **CENTENNIAL CHALLENGE CUP LAWS OF THE GAME**

### **LAW 1. Goal Size**

The distance between the posts is 6 feet and the distance between the lower edge of the cross bar and the ground is 4 feet. The goals shall be placed back to back and shall each be ten feet from the center of the playing surface.

### **LAW 2. The Ball**

The only ball to be used is a futsal ball.

### **LAW 3. Number of Players**

Each team may only roster six (6) players maximum with a maximum of three (3) players on the field at any one time.

Any number of substitutes may be used at any time. Substitutions will be made on the fly. A player who has been replaced may return to the playing area as a substitute for another player.

### **LAW 4. Playing Equipment**

Players must wear shin guards and flat tennis shoes, or similar footwear. No molded footwear or studs allowed.

### **LAW 5. Referees**

#### ***The Authority of the Referee***

Each match is controlled by a Referee who has full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.

## *Powers and Duties*

### **The Referee:**

- Enforces the Laws of the Game;
- Controls the match in co-operation with the Assistant Referees / game leaders / time keeper;
- Ensures that the ball meets the requirements of Law 2;
- Ensures that the players' equipment meets the requirements of Law 4;
- Stops, suspends or terminates the match, at their discretion, for any infringements of the Laws;
- Stops, suspends or terminates the match because of outside interference of any kind;
- Stops the match if, in their opinion, a player is seriously injured and ensures that they are removed from the field of play;
- Ensures that any player bleeding from a wound leaves the field of play immediately;
- Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time;
- Takes disciplinary action against players guilty of cautionable and/or sending-off offences;
- Takes action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the field of play and its immediate surroundings;
- Ensures that no unauthorized persons enter the field of play; and
- Restarts the match after it has been stopped.

### *Decisions of the Referee*

The decisions of the Referee regarding facts connected with play are final.

The Referee may only change a decision on realizing that it is incorrect or, at his/her discretion provided that play has not restarted.

### **LAW 6. Timekeeper / Scorer / Assistant Referee**

#### *Duties*

A person may be nominated to assist the Referee to:

- a) Record goals scored, where appropriate;
- b) Act as timekeeper and signify to the Referee by an agreed signal when the time of each half (where appropriate) or the game has expired; and
- c) Carry out any other duties as prescribed by the Referee;

If an independent timekeeper/scorer is not nominated, these duties are the responsibility of the Referee.

**LAW 7.      Duration of Game**

The duration of every game will be twelve (12) minutes with a rolling clock.

**LAW 8.      Start and Restart of Play**

***Procedure***

A drop ball is taken at the center of the playing area to start the game and after a goal has been scored. One player from each team will compete for the ball. All other players must be five (5) yards away from the ball in any direction.

***Special Circumstances***

A drop-ball will restart the match in the center of the playing area after play has been temporarily stopped for an injury or any other reason.

**LAW 9.      Ball in and out of play**

***Ball Out of Play***

The ball is out of play when:

- It has wholly crossed the goal line or touch line whether on the ground or in the air; and
- Play has been stopped by the Referee.

***Ball in Play***

The ball is in play at all other times, including when;

- It rebounds from a goal post, crossbar or side wall and remains in the field of play; or
- It rebounds from either the Referee or an Assistant Referee when they are on the field of play.

**LAW 10.     Method of Scoring**

***Goal Scored***

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Each team can score in either goal. The goal shall be awarded to the team who last touched the ball before entering the goal, as provided herein. Neither team can score a goal within the “exclusion zone,” as provided herein.

### ***Exclusion zone***

There shall be an “exclusion zone” that extends out from the corners of the goal 3 feet. No goals can be scored within the exclusion zone, except if the initial shot comes from outside the exclusion zone and last touches an opposition player who is standing within the exclusion zone.

### ***Winning Team***

In games that scoring is recorded (U11 and U12), the team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is tied. Scores will not be kept at the U9 and U10 level.

### ***Competition Rules***

#### **U11 + U12**

- 3 (three) points for a WIN.
- 1 (one) point for TIE.
- 0 (zero) points for LOSS.
- 1 (one) additional point for SHUT OUT.

Age Group Champions will be determined in the following order:

1. Most points
2. Head-to-head result
3. Most goals for
4. Least goals against

#### **LAW 11. Offside**

There is no offside during play.

#### **LAW 12. Fouls and Misconduct**

During the Centennial Challenge Cup, all free kicks are **direct**.

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent;
- Trips or attempts to trip an opponent;
- Jumps at an opponent;
- Charges an opponent;
- Strikes or attempts to strike an opponent; or
- Pushes an opponent.

A free kick is awarded to the opposing team if a player commits any of the following offences:

- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball;
- Holds an opponent;
- Spits at an opponent;
- Handles the ball deliberately;
- Plays in a dangerous manner;
- Impedes the progress of an opponent;
- Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player;
- Stands in the restricted area marked around each goal;
- Commits a slide tackle; or
- Plays the ball while on the ground.

### ***Cautionable Offences***

A player is cautioned and shown the yellow card if he/she commits any of the following seven offences:

1. Is guilty of unsporting behavior;
2. Shows dissent by word or action;
3. Persistently infringes the Laws of the Game;
4. Delays the restart of play; or
5. Fails to respect the required distance when play is restarted with a drop-ball, roll-in or free kick.

### ***Sending Off Offences***

A player is sent off and shown the red card if he/she commits any of the following seven offences:

1. Is guilty of serious foul play;
2. Is guilty of violent conduct;
3. Spits at an opponent or any other person;
4. Denies the opposing team a goal or obvious goal scoring opportunity, by deliberately handling the ball;
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a direct free kick;
6. Uses offensive or insulting or abusive language and/or gestures; or
7. Receives a second caution in the same match.

A player who receives 2 yellow cards from any two games will miss the next (1) game.

A player who receives a red card, or two yellow cards in one game, will miss the next two (2) games.

**LAW 13.     Free Kicks**

For all free kicks opponents must be at least 5 yards from the ball, in any direction.

**LAW 14     Roll-in (a/k/a throw-in)**

A goal cannot be scored directly from a roll-in.

A roll-in is awarded:

- When the whole of the ball passes over the touchline, either on the ground or in the air;
- From the point where it crossed the touchline; or
- To the opponents of the player who last touched the ball.

***Procedure***

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either just inside the side wall
- Uses both hands to release the ball under waist-height
- The roll-in is awarded to the opposing team, if any of these requirements are not carried out

The thrower may not touch the ball again until it has touched another player. If s/he does, a free kick will be awarded against them. The ball is in play immediately it enters the field of play

**LAW 15     Goal Kick**

There are no goal kicks during the Centennial Challenge Cup.

**LAW 16     Corner Kick**

There are no corner kicks during the Centennial Challenge Cup.



### **The Responsible Soccer Coach / Manager CSC Code of Conduct for Soccer**

1. Coaches/Managers must respect the rights' dignity and worth of each and every person and treat each equally within the context of the sport.
2. Coaches/Managers must place the well being and safety of each player above all other considerations, including the development of performance.
3. Coaches/Managers must adhere to all guidelines laid down by CSC
4. Coaches/Managers must develop an appropriate working relationship with each player based on mutual trust and respect.
5. Coaches/Managers must not exert undue influence to obtain personal benefit or reward.
6. Coaches/Managers must encourage and guide players to accept responsibility for their own behavior and performance.
7. Coaches/Managers must ensure at the activities they direct or advocate is appropriate for the age, maturity, experience and ability of players.
8. Coaches/Managers should, at the outset, clarify with the player (and, where appropriate, their parents) exactly what is expected of them and also what they are entitled to expect from their coach.
9. Coaches/Managers must co-operate fully with other specialists (e.g. other coaches, officials) in the best interests of the player.
10. Coaches/Managers must always promote the appropriate Code of Conduct and positive aspects of the sport (e.g. fair play) to player, parents and spectators alike. Never condone violations of the Laws of the Game, Behavior contrary to the spirit of the Laws of the Game or relevant rules and regulations or the use of prohibited substances or techniques.
11. Coaches/ Managers must consistently display high standards of behavior and experience and be a role model for players, parents and spectators.

I understand the above and agree to abide by the Centennial Challenge Cup Tournament Rules and Laws of the Game:

Coach / Manager Name \_\_\_\_\_

Coach / Manager Signature \_\_\_\_\_

Date \_\_\_\_\_