



TOURNAMENT RULES

LAWS OF THE GAME

All games shall be played in accordance with the Laws of The Game observed by the IYSA, US Youth Soccer and FIFA with the exceptions noted below.

ELIGIBILITY

- U15-U19: Maximum number of players per team is 22 including guest players but only 18 players are eligible to play in any game
- U13 and U14: Maximum number of players per team is 18 including guest players
- U11 and U12: Maximum number of players per team is 16 including guest players
- U9 and U10: Maximum number of players per team is 14 including guest players
- U8 GIRLS: Maximum number of players per team is 14
- U8 BOYS: Maximum number of players per team is 10
- GUEST PLAYERS: Maximum number of guest players from outside the given team's club is three (3) per team. Please note: Guest players from within the same club are unlimited.
- Guest player permits are required for guest-players from outside the team's club

GAME FORMAT

- U8 Boys – 5v5 (No offside rule)
- U8 Girls – 7v7
- U9, U10 – 7v7
- U11, U12 – 9v9
- U13 through U18 – 11v11

REGISTRATION

Each participating team must be registered with its US Youth Soccer state association. Each participating team must have an official state roster, IYSA Tournament Roster, player passes, Form NT (For US Club Soccer teams only), and IYSA Emergency Medical Release and Waiver for each player and present them to the Tournament Committee for verification. Each participating team must submit a copy of its IYSA Tournament Roster, official state roster, Guest Player Permits for players outside the club, and endorsed IYSA Emergency Medical Release and Waiver for each of its players including guest players to the Tournament Committee.

Each team from outside Illinois must present to the Tournament Committee its state association approved permission to travel form.

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HOTEL CHECK-IN

Each team must check in at the host hotel between 2pm and 8:30pm on September 16th at the COUNTRY INN & SUITES, 1837 Centre Point Circle, Naperville, IL 60563. PLEASE NOTE: THERE WILL BE NO PLAYER PASS CHECK-IN AT THE FIELDS!

Prior to the game, each teams' player passes may be checked by a GLSC field marshal. Passes will not be held by the GLSC, however coaches must be able to present the passes at any point during the game. If a red card is issued to a coach or player, the corresponding pass must be provided to the referee or tournament official immediately upon request. Failure to do so will result in a forfeit and a 3-0 loss for that team. Passes held due to red card will be returned to after the next scheduled game for that team.

FORFEITS & DISQUALIFICATIONS

Team will be disqualified if it does not have the official state roster, the IYSA Tournament Roster, player passes, coaches passes, IYSA Emergency Medical Waivers, Guest Player permits or travel permit.

A minimum of seven (7) players constitutes a team to start or continue a game. For U10 and younger, five (5) players are needed. If a team has less than the required number of players to start a game, it will be granted a five (5) minute grace period before forfeiting. In the event of a forfeit, the winning team will be awarded three (3) points for a win and 3-0 scoring.

FAILURE TO SHOW AND COMPLETE THE GAME

If a team cancels after the acceptance date, the team will forfeit its entry fee. Any team quitting on the field of play before the conclusion of any game is automatically disqualified from the tournament. The current game in play will be recorded as a forfeit. Teams that forfeit a game because it cannot advance will not be accepted back to the tournament in the future. Teams that forfeit a non-essential game (example: to rest their team) will also be disqualified.

THE FIRST TEAM LISTED IS THE HOME TEAM

In case of uniform color conflict, the home team must change to an alternate color. All jerseys must be numbered and goalkeeper's uniform must be different from teammates'.



PLAYERS EQUIPMENT

Referees have the final approval as to safety of player's equipment. The IYSA endorses FIFA Law 4 on Safety which states "A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry)." In FIFA Law 5 regarding the Powers and Duties of the referee it states, "The Referee ensures that the players' equipment meets the requirements of Law 4." Medical bracelets or necklaces must be taped or otherwise secured so as not to present a hazard and in a manner that the medical message can be clearly seen.

GAME BALLS

Each team shall furnish a game ball. All U8 BOYS divisions will use a size 3 ball. U8 GIRLS and all U9 through U12 divisions will use a size 4 ball. All U13 and higher will use a size 5 ball.

DURATION OF GAMES

- U8 teams: 20 minute halves with 5 minute half-time.
- U9 and U10 teams: 20 minute halves with 5 minute half-time.
- U11 and U12 teams: 30 minute halves with 5 minute half-time.
- U13 thru U18 teams: 35 minute halves with 5 minute half-time.

REFEREE'S TIME WILL BE FINAL. TIME WILL NOT BE STOPPED FOR INJURIES.

SUBSTITUTIONS

- U8 – U12 teams are able to sub *on the fly*. This means players can sub during the run of play without stopping the game. All on the fly subs must be deemed appropriate and within the spirit of the game by the referee. To avoid confusion and disruption of the game, a maximum of three (3) players can be subbed at one time, and changes must occur at the half-line.
- U13 – U18 teams may substitute on either team's goal kicks as well as their own team's throw-ins. Teams can also substitute on the opposing team's throw-in provided that the opposing team is substituting as well.

WEATHER AND EMERGENCY CHANGES

Where necessitated by weather or other emergency, the tournament committee shall have the authority to:

1. Relocate/reschedule any game
2. Reduce by up to half, the duration of the game
3. Cancel preliminary games that have no bearing in deciding the group winner
4. Decide the final tournament standings and trophy winners
5. Move penalty kick to another field to avoid delay of the next game shall be considered "completed". The score at the time of game stoppage will be recorded as "final".



6. Cancel games based on weather conditions or player and spectator safety concerns. If a game is canceled (other than a forfeit) the game will be recorded as a tie for the purpose of establishing group standings. The Tournament Committee will decide any circumstances that arise during the tournament which are not covered by these rules and their decisions will be final. The tournament committee reserves the right in extreme cases to allow teams to adjust rosters and dual roster players prior to and during the event.

SCORING, STANDINGS AND TIE BREAKERS

Games in the preliminary rounds will be scored with 3 points for a win, 1 point for a tie, and 0 points for a loss. In the event of a tie in deciding group positions, the following criteria will be used to break the tie:

1. Head to head result
2. Goal Differential (Maximum of 5 per game)
3. Least Goals Against
4. Penalty Kicks as defined by the tournament rules

OVERTIME

In the event of a tie in Playoff and Championship games

In the event a match remains tied at the conclusion of the regulation time, the winner will be determined by the taking of kicks from the penalty mark in accordance with FIFA.

PENALTY KICKS

The right to shoot 1st or 2nd will be determined by coin toss. Each team will designate five (5) players to take alternate kicks. The best of out of five is the winner. If still tied, alternate penalty kicks will be taken by the remaining players until the tie is broken. Penalty kicks shall be taken as directed by the referee.

NOTE: ONLY THOSE PLAYERS ON THE FIELD AT THE END OF THE OVERTIME ARE ALLOWED TO PARTICIPATE IN THE PENALTY KICKS.

RED CARDS & DISCIPLINE:

ANY PLAYER OR COACH WHO RECEIVES A RED CARD (SEND OFF) DURING THE TOURNAMENT PLAY IS INELIGIBLE FOR THE NEXT SCHEDULED GAME. THE COACH IS RESPONSIBLE FOR HIS OWN ACTIONS AS WELL AS THOSE OF THE PLAYERS AND SPECTATORS REASONABLY THOUGHT TO BE WITH HIS/HER TEAM.



TEAMS AND SPECTATORS LOCATION

PLAYERS AND COACHES OF BOTH TEAMS SHALL OCCUPY THE SAME SIDE OF THE FIELD. THE SPECTATOR AREA SHALL BE THE OPPOSITE SIDELINE OF THE TEAMS AND SHALL BE CONFINED TO THE SIDELINE ONLY. NO SPECTATORS WILL BE PERMITTED ON THE ENDLINES. SPECTATORS SHALL OCCUPY THE OPPOSITE SIDE OF THE FIELD ON THE SIDE ACROSS FROM THE BENCH OF THE TEAM THEY ARE SUPPORTING.

AWARDS

Team and individual player awards will be presented to all 1st and 2nd place teams.

THE RE/MAX ACTION CLUB CUP

THE RE/MAX ACTION CLUB cup shall be awarded to the club with the highest number of championship points. Each club will be credited 2 points for each championship won and 1 point for each 2nd place finish. In the event of a tie, the clubs' total number points in the tournament standings will determine the winner.



CANCELLATIONS BY THE TOURNAMENT AND REFUNDS

If the tournament is canceled due to weather, teams will be refunded a portion of their fees after any incurred tournament expenses. If the tournament has begun, a prorated refund of the entry fee will be given based on the number of games played after any incurred tournament expenses.

REFEREES

All referees and linesman will be provided by the tournament and will be US Soccer certified.

SCORES & STANDINGS

Find all updated scores and standings at this link or click on the image.

<http://events.gotsport.com/events/Default.aspx?eventid=54391>

You can subscribe to get automatic score updates for the groups, flights, or teams that you're interested in. To get automatic updates via text and email, simply [go here](#).

LOST AND FOUND

Lost and Found is located at the Headquarters tent, near the GLSC Village.

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