



# Lockport Cup 2017 Tournament Rules

## Rules and Regulations

All games must be played in accordance with FIFA Laws of the Game, except as specifically modified by the Illinois Youth Soccer Association and as follows in the tournament rules:

### Maximum roster sizes are:

There can be no roster changes during the course of the tournament.

- 14 players for U9/U10 (7v7)
- 16 players for U11/U12 (9v9)
- 18 players for U13/U14/15 (11v11)

### The minimum number of players required to start a game in the tournament are:

- 5 for U9/U10
- 6 for U11/U12
- 7 for U13/U14/15
- The other team does not play down

### Length of Games

- U9/10 (7v7) = 2 x 25 minute per half.
- U11/12 (9v9) = 2 x 25 minute per half.
- U13/14/15 (11v11) = 2 x 30 minute per half.
- There will be 5 min halftimes ( tournament and referees may do 2 min "Quarter" breaks due to heat)

Tournament games are all played with a running clock.

The referee may stop the clock for serious injuries or significant incidents.

The referee is the official timekeeper, and therefore all decisions of this nature made by the referee are final.

The Tournament Committee may relocate, reschedule, cancel or shorten any game based on weather or unforeseen obstacles. Keeping in mind the need to successfully identify winners.

### Game Procedures

All parents and spectators are required to sit on one side of the field opposite the players and coaches.

Teams are allowed up to 3 staff, members/coaches on the sidelines with their team. Coaches are not allowed to coach from the spectator's side of the field. No spectators or coaches are allowed behind goals.

### Eligibility: (players not to be older than)

2008 & Later - U9            2002 & Later - U15

2007 & Later - U10

2006 & Later - U11

2005 & Later - U12

2004 & Later - U13

2003 & Later - U14

Any player can play up, in division with the same club only. No players can play down in division.

**The Offside rule will be enforced at all ages.**

The home team, listed first, kicks off 1st half, away team 2nd half.

The home team is responsible for providing a game ball. The U9-U12 divisions shall use a size 4 ball. U13-U15 divisions shall use a size 5 ball.

All games will be officiated by a certified referee(s).

No heading rule for U11 and below will be enforced, if purposeful, an indirect free kick is awarded.

**BUILD OUT LINE FOR 7v7 Play (U9-U10)**

**Punts**

- If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt occurs within the goal area, the indirect kick should be taken on the goal area line at the nearest point to where the infringement occurred.

**Goal kicks**

- No player from the opposing team may enter the build out area until AFTER the player receiving the ball makes their first touch (meaning you can't enter upon the kick of the ball, but after the reception of the ball).

**Tournament Scoring/Tie Breaking**

Games will be scored as follows:

- Win 3 points
- Tie 1 points
- Loss - 0 points
- No shutout points awarded, we want all players to play and good sportsmanship

A forfeited game will be scored as a 4-0, max points win of 3 points . Any team that forfeits a pool play game can not advance to finals. No Overtime in pool play.

In the event of a tie in standings after pool play, the following criteria will be used to break the tie:

1. Head to head competition
2. Goal Differential (Goals scored minus goals allowed, max 4 per game)
3. Goals scored (max 4 per game)
4. Fewest goals allowed
5. Most Wins
6. Coin flip

In the event 2 or more teams are tied, the tie breaker rules will be applied until one team has won the tie. In order to break the tie with the remaining teams, the tie breaker rules will be applied from the beginning (i.e. starting with head to head competition).

At the conclusion of each game, the referee shall complete a score card, including the match results, cautions, and ejections.

Coaches from both teams are required to sign the score card.

### **A team will forfeit a game:**

- If a team fails to arrive to a game 5 minutes into the scheduled start.
- If a team fails to have the minimum number of players as required above.

### **Overtime Periods**

During group play competition, no overtime will be played.

In the event of a tie in a final, the following will occur: Teams will play two 10 minute overtime periods (no golden goal).

If still tied after overtime periods, teams will designate five players to take alternate penalty kicks: the best of five is the winner. Only the players on the field of play at the end of the second overtime period are eligible to take the first 5 penalty kicks. If teams are still tied after 5 kicks, the remaining players will take alternate penalty kicks in sudden death fashion to determine a winner.

### **Equipment:**

All players' equipment is subject to a pre-game Referee/Field Marshal inspection and approval.

- All players must wear shin guards at all times.
- All players must have an individual number on their jersey.
- Players uniforms must be easily distinguished by the referee.
- Only approved sports goggles/glasses prescription glasses are permitted,.
- Hard casts and soft casts are permitted only if completely padded and covered and approved by tournament officials.
- No metal cleats.
- No jewelry may be worn by any player (earrings, watches, necklaces, etc.).

### **Substitutions**

There is no limit to the number of substitutions that can be made during a game.

U9 thru U12 Divisions can sub on the fly: The player leaving the field must meet the player coming onto the field within 5 yards of the touch-line and exchange a "high-five".

U13-U15 Division Substitutions may be made only at times listed below and with the referees permission:

1. After a goal by either team
2. At half-time, or before the start of any overtime period
3. Prior to a goal kick for either team
4. Prior to a throw-in by the team with the throw-in. Both teams may sub if the team in possession of the throw-in is making a substitution.
5. In case of injury, with referee's permission. If a team representative enters the field of play to check an injured player, the injured player must leave the field of play. Exception is made for the goalkeeper injury.

### **Red/Yellow Cards**

- All yellow and red cards issued during the Tournament will be reported to the Tournament Committee. Any player or coach receiving a red card will be banned from, the current game, and the next scheduled game for that particular team. No substitutions will be permitted for an ejected player during that game.
- A team found to be using an ineligible, non-registered player will forfeit the game and the player/team may be removed from the tournament without refund.
- Coaches, players and officials fighting or verbally abusing anyone can be subjected to ejection from further tournament participation at the tournaments discretion.

- All matters involving a referee assault shall, result in Police notification
- The tournament committee reserves the right to eject/ban anyone (including players, coaches, referees and supporters) from further tournament participation and/or from the tournament grounds if they fail to abide by the tournament's Code of Conduct.

### **Protests**

No protests are allowed. All referee decisions are final.

### **Refund Policy**

Once a team has been accepted into the tournament, there will be no refunds made unless the tournament is cancelled, in which case refunds will be disbursed on a pro-rata basis. If the tournament is cancelled due to an "act of nature", or any other unforeseen reason, the tournament may retain 50% of the team entry fee to cover non-refundable expenditures for the tournament.

Note that the tournament directors have the right to relocate, reschedule, cancel or shorten any game. Cancelled, shortened games, relocated and rescheduled games will constitute a played game, and the Tournament will not refund any money for forfeited or cancelled games.