# TOURNAMENT RULES \& REGULATIONS <br> 2024 GLEN-ED SPRING KICK-OFF <br> April $4^{\text {th }}-$ April 7 ${ }^{\text {th }}, 2024$ 

## LAWS OF THE GAME

All games will be played under international rules (FIFA) except for the goalkeeper may not be fair charged.

- No Heading for all U11 divisions and below. When a player deliberately heads the ball, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the IFK should be taken on the goal area line parallel to the end line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, play should continue.
- 4 v 4 rules listed on last page.
- The buildout line will be used for all 7 v 7 games and laws follow the USSF PLAYER DEVELOPMENT INITIATIVES. Attackers may move into the area after the ball is released by the goalie.


## SUBSTITUTIONS

Unlimited substitutions will be allowed by either team at the discretion of the referee at any time when the ball is not in play. If a player is issued a caution, a coach may substitute for the player with referee permission.

## EJECTION

Any Red Card issued to a player/coach, the player/coach will be required to leave the bench area and return to the parking lot for the remainder of the game. The ejection of the player or coach will result in a one-game suspension for the next tournament game subject to the review of the Tournament Director. Any Red Card or ejection for "Violent Conduct", "Abusive Language" or "Spitting" will result in a suspension for the remainder of the tournament subject to the review of the Tournament Director. The passes of an ejected player or coach will be retained at the tournament headquarters until their suspension has been served.

## TEAM ELIGIBILITY

Guest Players (Players within your club are not considered guest players.)

- Teams competing in $4 \mathrm{v} 4,7 \mathrm{v} 7$ or 9 v 9 may not carry more than 3 guest players.
- 11 v 11 may carry up to 5 guest players.
- No roster changes after registration. Players may only play for one team in the tournament.

To check-in ONLINE ONLY, all players/coaches/teams must submit the following:

1. A current player or coaches pass from the appropriate governing body.
2. Completed IL tournament roster. The roster is frozen at the start of the team's first game.
3. Signed and dated Illinois IYSA "Emergency Medical Release \& Liability Waiver" form Only. (All Players)
4. Approved "application to travel" from their state's affiliate (Non-IYSA teams).
5. Completed IYSA Risk Management Certification \& Organization Communicable Disease Agreement.
6. US Club /Non-IYSA teams must complete form NT at registration and provide proof of insurance.
7. Completed ""IYSA Organization Communicable Disease Agreement"

## START OF THE GAME

At the beginning of the game or first overtime period, a coin is tossed and the team that wins the toss decides which goal it will defend in the first half. The other team is awarded the kick-off to start the match.

## DURATION OF GAME

| Age-Gender | Players | Game Length |
| :--- | :--- | :--- |
| U8 Below | $4 v 4$ | 10 minute quarters |
| U9-U10 Boys \& Girls | $7 \mathrm{v7}$ | 25 minute halves |
| U11-U12 Boys \& Girls | $9 \mathrm{v9}$ | 30 minute halves |
| U13-U15 Boys \& Girls | $11 \mathrm{v11}$ | 30 minute halves |
| U16-U19 Boys Only | $11 \mathrm{v11}$ | 35 minute halves |

Ball Size Player Roster
size $3 \quad 10$ players
size $4 \quad 14$ players
size $4 \quad 16$ players
size $5 \quad 22$ players all player can dress for any game
size $5 \quad 22$ players all players can dress for any game

## UNIFORMS AND EQUIPMENT

The team listed first is the HOME team. The HOME team will provide a game ball(s). All players must follow FIFA equipment rules. The HOME team will wear its light color jersey and the VISITING team will wear its dark color jersey. If two competing teams have like jerseys, the VISITING team must change. The referee will have the final decision on what jerseys are considered acceptable and/or "like" in color. Players cannot wear hard cast or face masks during play. All other medical equipment (soft casts, knee brace, ankle brace, etc.) must be approved by the referee before every game.

## AWARDS

- All U8 through U14 flights will receive $1^{\text {st }} \& 2^{\text {nd }}$ place medals. U8 teams not finishing $1^{\text {st }}$ or $2^{\text {nd }}$ will receive participation medals.
- U15-U19 Boys will be treated as a showcase and will not receive awards.
- A location will be communicated where the awards can be distributed after the championship games.


## FAILURE TO SHOW-FOREFEITS

The minimum players to start a game are: $4 \mathrm{v} 4-\mathrm{minn} 3$ players, $7 \mathrm{v} 7-\mathrm{min} 5$ players, $9 \mathrm{v} 9-\mathrm{min} 6$ players, 11 v 11 min 7 players. If the minimum number of players is not available, the referee will start the game clock. After ten (10) minutes, the game will not be played. The Tournament Directors will make the final decision if a forfeit shall be declared. If a forfeit is declared, the winning team shall be awarded a score of 3-0.

## SCORING FORMAT - GROUP PLAY

- Three (3) points awarded for a win
- One (1) point awarded for a tie
- Zero (0) points awarded for a loss or forfeit

In the event of a tie in total points, the following tie breakers will be used to determine final the standings:

1. Head-to-head competition between teams that are tied (not used in 3 way ties)
2. Goal Differential-Total goals scored less total goals allowed with a max of (3) three per game
3. Fewest Goals Allowed - during group play max (3) three per game
4. Most Goal Scored - during group play max (3) three per game
5. Penalty Kick Shootout per FIFA Laws of the Game

## TIEBREAKERS FOR A SEMI-FINAL AND FINAL GAMES

If at the end of regulation during semi-final or final games, teams are tied, then two five-minute overtime periods will be played to completion. If a tie still remains at the end of overtime, a Penalty Kick Shootout per FIFA Laws of the Game will be used to determine the winner.

## GENERAL RULES

- Only Players and Coaches with player cards are allowed on the team sideline. All other observers must be on the opposite side across from their team.
- All spectators are expected to exhibit sportsmanship and respect at all times. Abuse of any kind (physical, verbal or gesture) toward any referee, tournament officials, player or other spectators will not be accepted and may result in the offending individual(s) being ejected from the game or facility at the discretion of the referee or Tournament Official.
- NO PETS, No alcohol or No tobacco use (smoking or smokeless) allowed at any facilities.
- Any player diagnosed with a concussion during the tournament will not be allowed to play for the remainder of the tournament.
- Drones are strictly prohibited.
- No tents allowed on the fields, sideline of fields, parking lot at any facility.
- Tripod or tower video equipment or cameras (such as Veo, Trace, etc.) must be weighted down with at least 10 lbs. per leg. All other video equipment or camera's must be handheld only.


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## SMALL SIDED STANDARDS OF PLAY (4v4)

All games will be played under the rules above plus additional requirements from US Soccer

- No goalkeepers, No offside, shin guards are required, Field 30 yds long by 20 yds wide, Goals 4 feet (height) $\times 6$ feet (width), Corner flags are not needed.
- 20 Minute halves with size 3 ball. 5 minutes between halves.
- During active play players may pass through the goal box but are not permitted to stand within.
- All restarts are kick-ins and indirect except penalty kicks.
- Penalty kicks may be given for fouls stopping a goal scoring opportunity. They are taken at half and it is either a goal or goal kick.
- Opponents should be a minimum of 5 yards away from the ball on all free kick except goal kick
- Goal kicks and corner kicks should be taken in the general area of the normal spot
- On Goal Kicks: (goals cannot be scored directly from a goal kick)
- The opponents must retreat to midfield. They cannot enter the half until the ball is in play.
- The ball is in play once it has been kicked and moved.
- If the ball is kicked directly out of bounds:
- Over the sidelines, an indirect free kick will be awarded to the other team at the spot.
- Over the kicking team's end line (whether in the goal or not), a corner kick is awarded.
- Over the opposing team's end line (whether in the goal or not), a goal kick is awarded.


## PROTESTS

Any protests must be presented in writing to the tournament headquarters within (1) one hour of the completion of the game along with a non-refundable fee of $\$ 250$. Due to the nature of tournament, no protest of any referee decision will be allowed. All decisions of the referees are considered final.

## REFUNDS

If the event is canceled entirely for any reason, Glen-Ed Sports we will refund a percentage of your tournament entry fee as follows (EXCLUDES hotel expense):

- No Games full refund
- 1 game played will result in an $80 \%$ refund of tournament entry fee paid.
- 2 games played will result in a $50 \%$ refund of tournament entry fee paid.
- 3 or more games played no refund issued.
- Hotel expense will not be reimbursed by the tournament or club.

