



TOURNAMENT RULES & REGULATIONS

All games shall be played in accordance with the Laws of the Game as issued by FIFA/USYSA and Illinois Youth Soccer Association. The following rules supplement the Laws of the Game.

REGISTRATION & ELIGIBILITY

- All teams are required to submit team paperwork via mailing in the required by 08/16/19 or attending the in-person check-in on 08/23/19 between 3:00-9:00pm. Passes may also be checked and banded onsite on 08/23/19 or 2-hours before a team's first game, as long as they have submitted their paperwork in advance. **NO PAPERWORK WILL BE ACCEPTED ON OR AFTER 08/24/19.** Teams who do not complete their check-in within these options and thereby disrespecting the tournament process will receive a 2-point deduction that can affect your final standings.
- All non-IYSA registered teams must present a completed medical release form for each participant at registration, which the tournament will keep. IYSA registered teams are not required to present a medical release form. In the event of an injury, the Tournament Host is required to keep a copy of the medical release form and submit a copy to the IYSA.
- All out of state teams traveling with USYS passes must have a travel permit.
- All teams with guest players (3 allowed per team) must have a USYSA tournament guest player roster form. Whilst players from within the club are not considered guests and the guest player form is not required, they must be added to the tournament roster and their player pass will suffice.
- Tournament Rosters may be changed up to the point of registration, at which point it is frozen and cannot be altered for the tournament.
- All rostered players must have a current laminated player pass card.
- No player shall be allowed to register for more than one team or switch from one team to another during the course of the tournament. There is one exception to this rule, if a Goalkeeper gets injured and can no longer participate, a club may use a Goalkeeper that is playing on one of its same age/younger teams participating in the event to double-roster. This must be approved by the Tournament Director.

LENGTH OF GAMES & ROSTER SIZE

- Game duration: 9U-10U (7v7) - 2 x 25 mins, 11U-12U – 2 x 30 mins, 13U-14U – 2 x 35 mins and 15U-19U – 2 x 40 mins. 5 minute half-times.
- Roster Size – 9U-10U (7v7) – 14 players, 11U-12U (9v9) – 16 players, 13U-14U (11v11) – 18 players, 15U & above (11v11) – 22 players (18 may dress per game).

GAME PROCEDURES

- All spectators are required to sit on one side of the field opposite the players.
- Teams are allowed 3 passed coaches on bench. **Each coach in the bench area must be licensed and passed** and is responsible for his/her team and spectators at each game.
- **Home team wears light colored jersey, away team wears dark colored jersey.** In the event of a conflict, the offending team must change.
- No coin toss – Home team sits on north/west bench, defends north/west goal and has kick off in the first half, teams switch at half-time.



TOURNAMENT RULES & REGULATIONS

- Teams should be prepared to provide a “club linesman” if necessary.
- Offside rule will be enforced at 9U & above. 9U-10U offsides will be enforced at the build out line only, meaning a player cannot be penalized for an offside between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and the goal line.
- **Build Out Line** – When the goalkeeper has the ball, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing teams from the spot of the offense.
- No heading rule will be in effect for all players 10 years of age and under. This includes all 11U games and any 12U and above games where a 10-year-old player may be playing up.
- The home team is responsible for providing a game ball.
- Ball Sizes – 9U-12U – #4 ball and 13U-19U divisions – #5 ball.
- Field Sizes – 9U-10U (7v7) – small size fields, 11U-12U (9v9) – intermediate size fields and 13U-19U (11v11) – full size fields.
- Referees will not return player passes after a game if bench area is not clean.

TOURNAMENT SCORING/TIE BREAKING

Games will be scored as follows:

Win – 6 Points, Draw – 3 Points, Loss - 0 Points, Shutout – 1 point and 1 point per goal (max 3 per game)

In the event of a tie in deciding group positions, the following criteria will be used to break the tie:

1. Head to head competition
2. Winner of most games
3. Goal Differential (max 4 per game)
4. Fewest goals allowed
5. Shutouts
6. Penalty Kicks

EQUIPMENT

- In accordance with the IYSA, Rule 007, which endorses FIFA Law 4, “A player must not use equipment or wear anything which is dangerous to himself or another player.” **Therefore, no prescription glasses are permitted, only sports goggles.**
- Casts and Orthopedic devices may be worn only if fully covered by foam and elastic bandage, and the player is allowed to play with the consent of the on-field referee, the Head referee will make the final decision if necessary. No metal parts may be exposed. Devices designed for sport play only may be worn.
- **No jewelry may be worn by any player** (earrings, watches, necklaces, etc.)
- Shin guards must be worn by all players at all times.
- All players must have an individual number on their jersey, no duplicate numbers.
- All players’ equipment is subject to referee approval.



TOURNAMENT RULES & REGULATIONS

FORFEITS

- Five players constitute a team for 9U-12U, seven players for 13U-19U. Games will commence on time if the minimum numbers of players are present. A forfeit shall be awarded if a team is not present and prepared to play with five minutes of the scheduled start time.
- In the event of a forfeit, the winning team will be awarded a 3-0 win.
- Any team that forfeits a game may not advance to the final round.

SUBSTITUTIONS

- Substitutions shall be unlimited, but made only at the following times:
- Goal Kick – both teams.
- After a goal – both teams.
- Half time – both teams.
- At the beginning of an overtime period – both teams.
- Throw – in, both teams may sub if the team in possession of the throw is subbing.
- After a yellow card, for carded player only.
- An injured player may be substituted for at the discretion of referee. If a substitution is made for the injured player, the opposing team may also make a “one-for-one” substitution.

PROTESTS

- All referee decisions are final. No protests will be heard on any judgment calls by the referee.
- All protests must be written to the tournament committee within one hour after completion of the game, along with a check for \$100. If the protest is not upheld, the protest fee will not be refunded.

EJECTIONS

- A player, who receives a red card, will receive a minimum of a one game suspension. The tournament committee can increase that suspension if it is warranted.
- The throwing of a punch is an automatic removal from the tournament.
- A coach who receives a red card will receive a minimum of a one game suspension plus possible intervention by the tournament committee and their state association.
- No substitution can be made for a disqualified player for that game.

DISCLAIMER

The tournament committee reserves the right to;

1. Reschedule, relocate or terminate games due to weather conditions. If ½ of the game has been played before termination for weather conditions or tournament director decision, the game stands as a completed match and is scored accordingly. NOTE: the referee or Tournament Director may suspend a game without necessarily being terminated.
2. Reduce by up to half, the duration of the game.



TOURNAMENT RULES & REGULATIONS

3. Decide the final tournament standings.
4. Move penalty kicks to another field or area in order not to hold up other games.

The tournament director has the right to change any of these rules or make a decision that would be in the best interest of the participants.

Neither the Tournament Committee, Chicago Fire Soccer Club nor Libertyville Township Soccer Complex are responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather or adverse field conditions. No refunds will be made unless the tournament is cancelled, in which case refunds will be disbursed on a pro-rata basis with a full refund if the event is cancelled before it starts. If the tournament is cancelled due to an "act of nature", the tournament will retain 25% of the team entry fee. The Tournament Committee reserves the right to decide all matters pertaining to the tournament, and the judgment is final.

Please remember that the Fire Invitational is dedicated to the development of all the young men and women participating in the tournament, to good sportsmanship and to the "good of soccer." The Tournament Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate anything less.