



2023 Oktoberfest Classic
Event Information Packet

Event Facilities: Libertyville Township Soccer Complex

30080 Technology Way

Libertyville, IL 60048

Libertyville Township Soccer Complex Rules:

Our 110-acre facility is private property supported by user fees, receives no government subsidies and is maintained by volunteers. In order to maintain our complex and keep it in great condition, we have the following rules:

- No smoking
- No pets
- No alcohol
- No grilling
- No weapons
- No parking on grass areas
- No littering
- Speed limit: 15 mph



Game Day Field Rules:

Team/players are not allowed to begin their warmups on the field until 30 minutes before game time/kick off.

No warmups, keeper training or dynamic warmups in the 18 yard box, no exceptions.

All dynamic warm ups must be off the field pad area. Meaning that dynamic warmups cannot happen within 10 yards of the field. Please conduct all dynamic/flex exercises or repetitive warmups in tight spaces off the fields as it tears up the grass.



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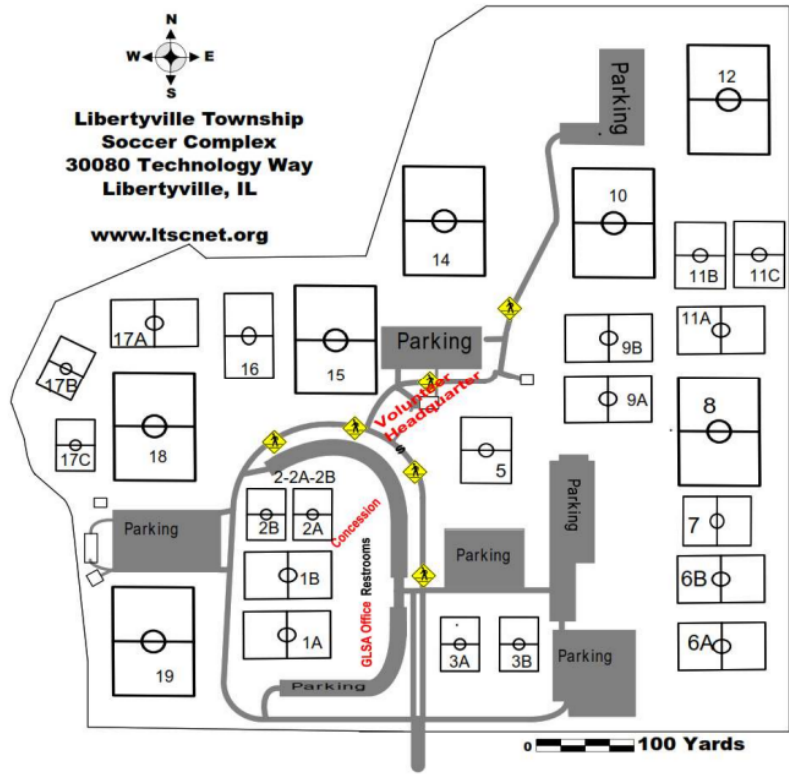
GLSA FC 1974: Field Map



FIELD MAP OCTOBERFEST 2023

Complex Rules:

- No Smoking
- No Guns
- No Pets
- No Alcohol
- No Grilling
- Speed Limit: 15mph
- Please do not park on grass areas
- Please put litter in its place



Event Facilities: Serbian Brothers Help Fields

19697 W Grand Ave

Lake Villa, IL 60046



Serbian Brothers Help Fields

19697 W Grand Ave, Lake Villa, IL 60046

Entrance off W Grand Ave.

Parking: \$7 Online Early Bird Special. The day of \$10 online or \$15 cash

Food and beverages at concessions.



Event Facilities: Dymond Park

300 S Dymond Rd #398

Libertyville, IL 60048

Dymond Park Fields

300 S Dymond Rd #398,
Libertyville, IL 60048

Limited Parking on Dymond Rd. There is no street parking
Dymond Fields have a small parking lot, right next to them.

The best place to park will be at the **Nicholas Dowden Parking Playground** on Crane Blvd. 743-957 Crane Blvd, Libertyville, IL 60048. There is a path to the fields. Walk past the park, tennis courts and through the treeline to the fields.

We will not be charging parking for this site, but if any team makes it to the final, they will be required to show a parking pass to enter the LTSC complex.



On Site Food Vendors

Featured Vendor

Milwalky Taco - 605 N Milwaukee Ave, Libertyville



LTSC Location: Concessions Stand

www.milwalkytaco.com

Call: (224) 513-5766 to set up your team party!
(Open to parties of 30 & 50 people).

Other Vendors: Country Sweet Kettle Corn (Between Field 5, 2 and 15.) Kona Ice (Field 2 & 9)
Billy Bricks (Field 2)



Apparel & Soccer Equipment

Fine Designs is our Official Tournament Apparel partner, stop by their locations around our complex to pick up your official Libertyville Cup Youth Soccer Festival gear.



Octoberfest - Rules and 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 check in at the registration site, the GLSA Office located at the Libertyville Township Soccer Complex either, **Thursday Night, October 5, 3pm - 9pm or Friday Night, October 6, 3pm - 9pm**. There will be **no Saturday check-in**. Teams that do not check in either of these nights, will be assumed as disregarding and disrespecting the tournament process, could receive a 1 point deduction from their final group point total, which could affect final group standings and advancement.
- All non-IYSA registered teams must present a completed 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. Players from within the club are not considered guests and the guest player form is not required, they may 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.
- AYSO or recreational teams must register with the IYSA as a tournament team, and obtain passes, in order to participate,
- 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.

LENGTH OF GAMES & ROSTER SIZE

- Game duration: U8-U10 (7v7)- 2x25min, U11-U12 (9v9)- 2x30 min, U13-U14 (11v11)- 2x35 min, U15-U19 (11v11) - 2x40 min.
- The tournament does not require the referee to add time to any game. Referee or Tournament Staff decisions in these matters are final.
- Roster Size: u8-u10 - 14 players, u11-u12(9v9) – 16 players, u13-u14 – 18 players U15-19 - 22 players (18 only can play in eachgame).



GAME PROCEDURES

All parents and spectators are required to sit on one side of the field opposite the players. Teams are allowed 3 passed coaches on the bench. Each coach in the bench area must be licensed and passed, and is responsible for his/her team and spectators at each game. In the event a coach with a valid pass is not available to start a game, GLSA will provide a passed coach (for a fee – \$50 to be charged to the team/club). Any team not having a passed coach at the beginning of the game will have until the end of halftime to provide a passed coach or the game at hand will be forfeited (see Forfeit section for impact of forfeiting a game). The appointed GLSA coach will stay with the team through the second half to allow the players to complete the game.

- Home teams wear **light** colored jerseys, Away teams wear **dark** colored jerseys. ***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.
- Teams should be prepared to provide a “club linesman” if required by the referee.
- Off-sides rule will be enforced at all ages.
- For U8, U9 and U10, buildout lines will be used, the attacking team may enter the build out zone when the ball is released. The build out lines will also be used as the off-sides line.
- If an Official Tournament Ball is not present, the home team is responsible to provide a game ball.
- All U8 - U12 divisions shall use a #4 ball. U13 - U19 divisions shall use a #5 ball.
- U8-U10 games will be played 7v7 on small fields; U11-U12 games will be played 9v9 on intermediate size fields, and U13-U19 will be played 11v11 on full size fields.
- Field Marshals will not return player passes after a game if the bench area is not clean.

TOURNAMENT SCORING/TIE BREAKING

Games in the preliminary rounds will be scored as follows: Win – 3 Points, Draw – 1 Point, Loss - 0 Point
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 (criteria not used if more than two teams are tied)
2. Winner of most games
3. Goal Differential (max 4 per game)
4. Fewest goals allowed
5. Most goals scored
6. Penalty kicks In the event 3 teams are tied, the tie-breakers will be applied until one team is eliminated. We will then go back to the #2 tie-breaker and apply the rules again with the two remaining teams in sequence until a winner can be determined. The tournament staff may change the semi-final bracketing of teams, so that two teams that have already played will not have to play again until the final.



Determining a Winner in a Semi Final/Final

During group competition, games can result in a tie. In the event of a tie in semi-final, third place and championship games, the following will occur:

- Teams will designate five players to take alternate penalty kicks: the best of five is the winner. Only those players on the field of play at the end of the match are eligible to take 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

- 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.)

FORFEITS

- Five players constitute a team for U8-U10, six players for U11-U12, and seven players for U13-U19. 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 within five minutes of the scheduled start time.
- In the event of a forfeit, the winning team will be awarded a 4-0 win.
- Any team that forfeits a game may not advance to the semi-final or final round.



SUBSTITUTIONS

- U8-U12 substitution is on the fly.
- U13 and older, substitutions shall be unlimited, but made only at the following times:
- At any stoppage, as allowed by the referee.
- An injured player may be substituted at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make a “one-for-one” substitution.
- The referee has the right to not allow a substitution in the final 5 minutes of the 2nd half, if, in the referee's opinion, a team is using the substitution to waste time.

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.

REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by a player, a coach or a fan will be reported to the home state association within 48 hours of the end of the game. The player, coach, or fan will be removed from the soccer complex and will not be allowed to return.



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TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches, or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

DISCLAIMER

The tournament committee reserves the right to:

1. Reschedule, relocate or terminate games due to weather conditions. If $\frac{1}{2}$ 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.
3. Cancel a preliminary game that has no bearing in deciding the group winner.
4. Decide the final tournament standings, trophy winners.
5. 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.

