



Midwest Cup Soccer Tournament 2023 Rules

(Updated 1/17/24)

Eligibility:

All teams and players must be registered and in good standing with their local USYS/USSF/FIFA organizations. All teams registered and in good standing with their National Organizations, including USYS State Associations and US Club Soccer, are eligible to play.

Roster Sizes and Game Lengths:

- U8 division maximum roster size of 12 and games will be 2 x 25 minutes.
 - Will play 5v5 with # 4 size ball
 - U8 teams wishing to play 7v7 should apply at U9 and choose lowest competition level
- U9 & U10 divisions maximum roster size of 14 and games will be 2 x 25 minutes.
 - Will play 7v7 with # 4 size ball
- U11 divisions maximum roster size of 16 and games will be 2 x 30 minutes
 - Will play 9v9 with # 4 size ball
- U12 divisions maximum roster size 16 and games will be 2 x 30 minutes
 - Will play 9v9 with # 4 size ball
- U13 & U14 divisions maximum roster size of 18 and games will be 2 x 35 minutes
 - Will play 11v11 with # 5 size ball
- U15, U16 & U17 divisions maximum roster size of 22 and games will be 2 x 35 minutes
 - Will play 11v11 with # 5 size ball
 - Only 18 players may dress per game
- U18/U19 divisions maximum roster size of 22 and games will be 2 x 35 minutes
 - Will play 11v11 with # 5 size ball
 - Only 18 players may dress per game

Age Divisions:

Birth Year/Soccer Season Fall 2023 - Spring '23

2016 - 8U (5v5 & 7v7)

2015 - 9U

2014 - 10U

2013 - 11U

2012 - 12U

2011 - 13U

2010 - 14U

2009 - 15U

2008 - 16U

2007 - 17U

2006 - 18U

2005 - 19U

Registration:

- All teams are required to have USYS, or US Club player passes. No other form of identification will be accepted.
- All teams will be required to provide their State Roster approved by their state association.
- All teams are required to provide IYSA Emergency Medical Release & Liability Waiver for each player. This form must be completed and signed prior to registration and will be kept on file with the tournament registrar.
- All Non-IYSA/USYS Teams (US Club other non-USYS affiliates) need to fill out the Non-IYSA/US Youth Soccer & Foreign Team Agreement. They also need to provide Proof of Insurance.
- Teams from outside of Illinois must present an approved Application to Travel from their home state's USYS affiliate. US Club teams do not need to provide this form.
- All teams will be required to provide signed Tournament Roster at registration.
- Each team will be allowed to have a maximum of 5 guest players on their roster. For USYS teams, a complete State Guest player form is needed. If a guest player is from the same club, no form is needed, and the player must only be added to the Tournament Roster. Each player must have a valid USYS or US Club player pass. **Guest players must come from the same sanctioning body. US Club players may only guest play with US Club teams and USYS (IYSA) players may only guest play with USYS (IYSA) teams.**
- No roster changes will be permitted after a team roster has been approved at the tournament registration.
- Per IYSA Regulations, players are only allowed to play on one team for the duration of the tournament.
- All team members must wear the same uniform.

Player Equipment-All Age Groups:

1. Every player must have the basic compulsory equipment: two jerseys, shorts, socks, shin guards, and cleats. Cleats will not have any sharp edges that may injure another player.

2. Any appliances such as knee braces must be worn in such a way that they do not pose a threat of injury to other players. All casts and splints must be padded to protect other players from injury.

- The decision of the Referee on the field about equipment will be final.
- Only sport eyeglasses are permitted.
- No jewelry.

Laws of the Game:

All games shall be played in accordance with the laws observed by the USYS/FIFA/IYSA with the exceptions noted herein.

U8 Amendments:

- NO OFFSIDES
- Fouls committed inside the 18-yard box will result in a penalty kick.

HEADING BAN Amendment (U11 Bracket and Lower):

In accordance with US Soccer, Illinois Youth Soccer and US Club Soccer US Clubs the regulations regarding heading have been modified. Regulations for player's U11 and younger for all Illinois Youth.

Soccer Member League play, practices, and tournaments are below:

- When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.
- If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- If a player does not deliberately head the ball, then play should continue.

Substitutions:

There is no limit to the number of substitutions that can be made during a game. **Substitutions may be made at any stoppage of play with the referee's discretion**, as allowable under FIFA rules. The following modifications will be made for substitutions in small-sided games 5v5, 7v7 and 9v9.

5v5, 7v7, and 9v9 Games:

- Substitutions shall be limited to a maximum of three players at a time (re-entry permitted).
- Substitutions can be made without the consent of the referee under the following circumstance: The players being substituted for must have left the field of play at the touchline directly in front of the team's technical area (bench). The referee will not stop play for substitutions, only for serious injury or wasting time.
- All substitutions must take place on the touchline at the half field mark.

- The player entering the field cannot enter until the exiting player has left the field or the referee has signaled otherwise.
- **Players may substitute in at any dead ball situation with the referee's approval.**

Game Procedures:

- All teams must report to the field 30 minutes before start of game for check in by Referees or Field Marshall.
- Home team is listed first on the schedule and will be required to change uniforms in the event of a color conflict.
- All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper, and therefore all decisions of this nature made by the referee are final.
- Players are to be on one side of the playing field and spectators on the opposite side.
- The Tournament Director may relocate, reschedule, cancel, or shorten any game.
- Any game that has completed one-half of play is considered an official game.

Scoring:

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Goals: 1 point per goal to a maximum of three.
- Shut out: 1 point (games ending in a 0-0 tie, no point will be awarded to either team)

Tie Breaking Procedures:

Tie Breaking-Group Play:

- In the event of a tie deciding group winners, the following criteria will be used:
 - Head-to-Head
 - Goal differential +/-, up to 4 per game.
 - Fewest goals against.
 - Most goals for, up to 4 per game.
 - Penalty kicks.

Tie Breaking-Semi Final and Championship Games:

- In the event of a tie in a semi-final or championship game:
 - Teams will play 2 full 5-minute overtimes.
 - No Golden Goal Rules apply.
 - If still a tie, each team will designate 5 players to take alternate kicks: best of five is the winner. Only those players on the field of play at the end of the overtime are eligible to take penalty kicks.
 - If still tied, alternate penalty kicks by remaining players until winner is decided.

Wild-Card:

- In those divisions having three groups, a wild card also advances to playoffs. The wild card will be determined by:
 - Team with most points.
 - Head-to-Head.
 - Goal differential +/-, up to 4 per game.
 - Fewest goals against.
 - Most goals for, up to 4 per game.
 - Penalty kicks.
- If a wild-card team is scheduled to play a semi-final match against a team from the same bracket, the tournament director may change the match ups for the semifinals so that teams may see a different opponent.

Awards:

1st and 2nd place team and individual awards will be presented to teams in championship games. Placement trophies will be presented to U8 teams. All other U8 teams will be presented with participation awards.

Forfeits:

- The tournament Director will have the final decision as to whether a forfeit shall be allowed.
- For U8-U9, a minimum of 5 players constitutes a team at start of game. For U10-11: 6 players and for U12-U19: 7 players.
- In the event of a forfeit, the winning team will be awarded 10 points for the win. The victory will be recorded as a 3-0 win.
- No team having a forfeit loss may advance as a group winner or wild card.
- Refunds will not be issued when a team has forfeited a match.

Failure To Show:

- Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament and the game will be considered a forfeit.
- Any team having accepted entry to the tournament, failing to appear as scheduled, will cause all teams from its club to be banned from The Midwest Cup for a minimum of 3 years. In addition, the team's state association will be informed of the team's misconduct, with a recommendation for further action.
- Any team failing to appear will forfeit its tournament entry fee.
- Upon a team's acceptance to the tournament, the application fee becomes non-refundable.

Behavior:

- All yellow and red cards issued during the tournament will be reported to the Tournament Director.
- Any player or coach receiving a red card will be banned from, at the least, the next scheduled game for that team. No substitutions will be permitted for an ejected player.
- Any team or club receiving a disproportionate number of yellow or red cards will be banned from the Tournament for a minimum of three years.

- Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and returned to the coach of the team after the player has sat out their suspension.
- Coaches will be held responsible for the behavior of their supporters.
- In accordance with the USYSA regulations, the issuance of all yellow and red cards and other matters involving the conduct of a team, its players, coaches, and supporters will be recorded by our organization and this information will be reported to the IYSA, the home club/league of the player, coach, team, or supporters involved. All matters involving referee assault shall, in accordance with the USSF rule 3042 be referred immediately to the IYSA.
- The home state association and home club/league of the player, coach, team or supporters (except in the case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from the tournament.
- Removal of jersey will result in a caution.

Refund Policy:

Once a team has been accepted into the Midwest Cup tournament, no refunds will be issued to teams unless the tournament is cancelled. At that point refunds will be disbursed on a pro-rata basis. If the tournament is cancelled due to an “act of nature”, the tournament may retain 25% of the team entry fee to cover non-refundable expenditures for the tournament. Note that the tournament committee has the right to relocate, reschedule, cancel, or shorten any game. Shortened games, relocated, and rescheduled games will constitute a played game, and the tournament will not refund any money for forfeited games.

Cancellation Policy:

- Campton United Soccer Club or any of its entities will not be 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 canceled prior to starting, in which case a 25% out of pocket expense fee shall be maintained by the tournament.
- Partial refunds will be issued on a pro-rated basis if games cannot be played due to severe weather conditions. This fee shall not exceed 75% of the tournament entry fee.
- All decisions and/or interpretations made by the tournament committee are final.

Protests:

All referee decisions are final. There will be no protests allowed.

Lightning Prediction and Protection:

- Prediction System
- Lightning is one of nature’s most deadly forces. People can’t predict lightning’s likelihood. Unfortunately, the most dangerous locations are by water and open areas, which are areas where you are most vulnerable.
- The St. Charles Park District has installed the THOR GUARD Lightning Prediction System and Voice- of-THOR horn warning system at James O. Breen Community Park. Although each one of us is responsible for our own safety, we utilize this sophisticated computer system to provide additional warning when dangerous conditions are detected.
- The system consists of sensors placed at the park site that measure electrostatic charges at ground level and in the atmosphere. When conditions indicate that lightning occurrence is

probable, a signal is sent to an alarm horn. The signal provides an 8-to12 minute warning that allows one to clear the area and seek shelter.

- To minimize the potential for lightning related injuries, it is recommended that when the warning system is activated (15-second horn blast), the park sites are to be cleared and activities not resumed until the all-clear signal is given (3 short horn blasts).
- These alarm tones are distinctly different from any current public alarm tones. It is recommended that park patrons and staff immediately seek shelter in their vehicles. If such shelter is unavailable, patrons should avoid areas that are higher than the surrounding landscapes, not to use a tree for shelter, and keep away from metal objects such as bicycles, golf carts, umbrellas, etc. If it is the opinion of the park staff, teacher, coach, referee, or the public that the weather situation is not safe, do not wait for horns to activate – CLEAR THE AREA! Take shelter in your vehicles anytime lightning is seen, or thunder is heard.

Recognizing the threat:

- Apply the 30-30 rule. When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. Wait 30 minutes or more after hearing the last thunder before leaving shelter.
- Obey the rules established by the community park lightning detection and warning systems.
- Minimize the risk of being struck. Protect the safety of all participants by stopping activities quickly, so that participants and spectators may retire to a safer place. If you can hear the thunder, you are within reach of lightning.
- Remain calm to prevent panic by young players.

Seeking Proper Shelter:

- No place outside is safe near thunderstorms.
- Do not stay under a tent or under the concession stand roof.
- The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.

Most Dangerous Locations:

- Higher elevations
- Wide open areas, including fields
- Tall, isolated objects, such as trees, poles, or light posts
- Unprotected open buildings
- Rain shelters
- Bus stops
- Metal fences and metal bleachers

James O. Breen Community Park is a non-smoking, drug, and alcohol-free facility. Open fires and BBQs are not permitted. Team tents must be always staked securely.