

Illinois Fire 2019 Fall Tournament Rules & Regulations

LAWS OF THE GAME

All games will be played in accordance with the laws observed by USYSA/FIFA with the exceptions below.

TEAM ELIGIBILITY

Teams will be organized by the new US Soccer standard of birth year. All teams outside of the state of Illinois must file travel permission forms.

Teams U15-U19 may have a 22 player roster (4 guest players), but only 18 may dress for the game and will play 11v11 on full sided fields. The U13/U14 and U12 teams playing 11v11 may roster no more than 18 (4 guest players) and will play 11v11 on full sided fields. U11 & U12 will play 9v9 with no more the 16 players on their rosters. U8-U10 (7v7) teams will have no more than 14 players (4 guest players) and will play 7v7. U8 have an option to play 4v4. 4v4 rosters will have no more than 10 players (4 guest players). No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be currently registered with their State or National Association. No special formed all-star teams will be permitted. Up to 4 guest players may be added to a team roster. Each player must have a valid USSF/USYSA ID card.

DURATION OF GAME

AGE DIV.		
U8 4v4	Four 10 min quarters	Size 4 Ball
U8-10 7v7	Two 25 min halves	Size 4 Ball
U11-U12	Two 25 min halves	Size 4 Ball
U12(11v11)	Two 30 min halves	Size 5 Ball
U13-U14	Two 30 min halves	Size 5 Ball
U15-U19	Two 35 min halves	Size 5 Ball

All games will be running time. There will be 5 minutes between halves. U8 4v4 teams will have 2 minutes between quarters and five minutes for half time. The referee will not stop the clock except for serious injury. The tournament committee reserves the right to alter game length due to weather, injuries, or other delays. The first team on the schedule is the home team.

AGE DIVISIONS

Divisions will be organized by the new US Soccer standard of birth year.

HEADING

In accordance with US Soccer and the Illinois Youth Soccer Association, purposefully heading the ball in any U11 and under age group will result in an indirect free kick awarded to the opposing team. Please note that if you have a player, playing on an older team who is an under eleven player. Then that player is not allowed to head the ball. It is your responsibility to inform the player, the parent of that child and the referee prior to kick off. If such player heads the ball. Then it will be an indirect freekick to the other team.

BUILD OUT LINE U8-U10

Per US Soccer's recommendations. The build out line is used to promote playing the ball out of the back in an unpressured setting. The half way line will act as the build out line for our tournament.

When the goalkeeper has the ball, either during play in their hands or from a goal kick, the opposing team should move behind the halfway line. Once the opposing team is behind the half way line, the goalkeeper can pass or throw/roll the ball to a teammate **(No punting)**.

Once a player has received a ball, the opposing team can cross the halfway line and play resumes as normal.

In 4v4 players will retreat behind the half way line on goal kicks. Once a player has received a pass from the goal kick, normal play resumes. However, the team in possession of the ball can play the ball quicker if they so desire. In this situation, the referee will allow the game to flow as normal and not require the defending team to retreat behind the build outline.

PUNTING/THROWING U8-U10

No punting is allowed at the U8-U10 level of play. If a goalkeeper punts the ball. The referee will give the ball back to the goalkeeper and ask them to throw or drop to their feet and pass. In addition, no long throws past the halfway line are allowed. If this happens, then the goalkeeper will be allowed a redo. if it continues to happen then the referee will award an indirect freekick at the point the ball crossed the half way line

U8 4V4 RULES

Players should try not to enter the goal arc areas. If a defending player enters goal arc area & blocks a shot. Then a goal will be awarded.

Players running through the goal box without touching the ball will not be penalized. If a defending player continually stands in the goal box (even if not touching the ball) they will be penalized for acting as a goalkeeper/goaltender & a penalty kick is awarded. This helps with goaltending attacking and sitting defenders back in the goal, which are both contradictory to development of players.

Penalty Kicks are taken from the half way line and all players must be behind the ball before the kick is taken.

Please note that goal kicks will be taken from the top of the goal arc. On this occasion, a player is allowed to stand in the box to take the kick.

If a shot is taken & stops in the box it is NOT considered a goal. A goal kick will be awarded. If the defending team touches the ball outside the box & it comes to a complete stop in their own penalty box, play will restart with a corner kick.

Players will retreat to half way line on opposing goal kicks. As the ball is passed out on goal kicks, the opposing players may not advance until the next outfield player has taken their first touch.

No offside

UNIFORMS AND EQUIPMENT

Each player must wear shin-guards and an official uniform with a number on the back. Where uniform color is similar the designated home team will change colors. Home team is listed first.

START OF THE GAME

The home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game. There will be no coin toss.

SUBSTITUTION (UNLIMITED) (a)

At any stoppage in play.

(b) At half-time, or before the start of any overtime period

(c) In case of injury or any stoppage of play with referee's permission

EJECTION

Any player or coach ejected from a game will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. 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. The coach is responsible for picking up the players pass after their suspension is completed.

FAILURE TO SHOW - FORFEITS

11v11 games -a minimum of seven players constitutes a team.

9v9 games- a minimum of six players constitutes a team.

7v7 games- a minimum of four players constitutes a team.

4v4 games-a minimum of three players constitutes a team.

A five minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit will be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 3-0 and will receive 3 points for that score.

OFFSIDE (U8 & U9)

We have adopted a gentle offside law for the U8/U9 age group playing 7v7. There is no offside for U8 4v4. The aim of this law is to eliminate players who are clearly gaining an advantage by being in an offside position. In addition this is to eliminate teams using the lack of an offside law in this age group as a tactic to gain an advantage in the game. We will only have one referee for these games and it is not our aim to call fractional offsides. The referee will have clear discretion on the application of this law and what constitutes a clear offside. We look for your help in keeping these young games a positive experience and one that is played in the true spirit of the game.

SCORING FORMAT

Three points will be awarded for a win, one point for a tie, and zero points for a loss. In the event of ties in total point standings, the following sequences will be used.

1. Head to head competition between teams that are tied.
2. Best goal difference for all games - up to 4 per game.
3. Fewest goals allowed.
4. Penalty kick shoot out - 5 players per team; if still tied sudden victory penalty kick shoot out.

In the U8 4v4 group the same scoring format will be used, three points for a win, one point for a tie, and zero points for a loss. After points are tallied, if two teams are tied the following will be use.

1. Head to head competition between teams that are tied.
2. Best goal differential up to 4 per game; if two teams are still even at this point we will flip a coin to determine the winner.

******In the event that of a three team tie or teams playing in a “crossover” flight, head to head competition will be eliminated if a winner cannot be decided. The following tie breaker sequence will be used:

1. Best goal difference for all games - up to 4 per game
2. Fewest goals allowed
3. Penalty shootout - 5 players per team;
4. If a penalty kick competition cannot be completed for some reason, then a coin toss will be used to determine the winner..

AWARDS

Team awards for U8-U19 will be given to teams who place first or second.

INCLEMENT WEATHER

If there is severe weather, only the Referee Assignor or the Tournament Director may halt matches. **If fields must be cleared, one long blast of the air horn means “clear the fields” and three short blasts means “all clear; return to fields”.** If we halt a match, then the following rules will be in effect.

1. If the weather delay is from 1 to 15 minutes:
 - a. All games will resume from point of stoppage. However if there is less than 5 minutes to completion of the match, then the Referee will declare the game complete.
 - b. If the game is a tie with less than 5 minutes to go, then the Referee will call the game a tie. However, if the game is a semi-final or final game, then the game will resume with a shoot-out.
2. If the weather delay is from 15 to 30 minutes:
 - a. If the match is in the first half, the match will begin with the second half and the second half will be 15 minutes.
 - b. If the match is in the second half with less than 15 minutes played, the match will continue with 10 minutes remaining.
 - c. If the match is in the second half with more than 15 minutes completed, then the Referee shall declare the game complete. If a semi-final or final game is tied then the match will go directly to a shoot-out.
3. If the weather delay is more than 30 minutes:
 - a. If the match is in the first half, the match will begin with the second half and the second half will be 15 minutes in length.
 - b. If the match is in the second half, then the Referee shall declare the game complete. If a semifinal or final game is a tie, then the match will go directly to a shoot-out.
 - c. The Tournament Director will make every effort to complete games. This may mean moving a game to another field or shortening the duration of all remaining games.
4. Team Coaches or Managers must check with the Official’s Tent to Receive Final Instructions.
 - a. Do not leave the playing area unless told to do so by the Referee Assignor or the Tournament Director. Do not take the word of the Field Marshall. Stop by the Referee’s tent before dismissing your players.
 - b. If your team is not present at the resumption of play, your team will forfeit the match.

CANCELLATION POLICY / GUARANTEED NUMBER OF GAMES

The Illinois Fire Tournament Committee and Director have the authority to make changes in games including duration, location, schedule, and length in order for all teams to be able to complete their current or remaining games. The Tournament Committee agrees to provide the guaranteed number of

games or refund tournament application fees based on games not played to total games played, less unrecoverable expenses. All decisions and /or interpretations made by the Tournament Director and Tournament Officials are final.

TIE BREAKER, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. If a semi-final or final game is tied at the end of regulation, two 5-minute overtime periods will be played. Teams will switch ends to begin each overtime period. If the game is still tied after the overtime periods, penalty kicks will be taken as listed below to determine a winner. No Golden or Silver Goal.

TIE BREAKERS - PENALTY KICKS

In the event that penalty kicks must be issued to determine a winner in the semi-finals or finals, the format will be as follows:

1. Each team will select (5) players to kick - only players on the field at the end of the game may be selected.
2. Team will alternate kicks - first team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five kicks, teams will alternate kicks one at a time until a winner is determined.
4. Only players on the field at the end of the game may take kicks. All players on the field must kick before a player may repeat.
5. Goalies may be changed after any shot.

In the U8 4v4 group final game, to break a tie there will be two 5 minute overtimes. If the teams are still tied there will be a modified PK shootout. Each team will use the 4 players on the field at the end of the overtime shoot at the goal from the halfway point. The referee will place the ball and the teams will alternate. If after the 4 players from each team shoot they are still tied, the next 4 players will have a chance. If they are still tied, we will flip a coin to determine 1st and 2nd place.

PROTESTS

Any protest must be presented in writing to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$100 bond, which will be returned only if the protest is upheld. Referees' judgment will not be a basis for protests. The Tournament Director's decisions and/or interpretations are final.

ADDITIONAL RULES, REGULATIONS AND CONDUCT:

No pets, smoking, drones or alcoholic beverages are permitted on Community Fields. Parking is allowed only in designated areas. Arguments between parents/spectators or with the referee will not be tolerated. Derogatory remarks about or to the opposing team, players or coaches, the referee, the parents or spectators are not appropriate. Team coaches and/or managers are responsible for the conduct of players, parents, coaches and spectators for the duration of the tournament and may result in removal from the tournament grounds.