



## 2024 SHOOT FOR A CURE RULES FORT WAYNE UNITED FUTBOL CLUB

**TIME ZONE NOTE:** All games are scheduled on Eastern Standard Time

**TOURNAMENT HEADQUARTERS-** Tournament headquarters will be located at

The Plex  
1807 East California Road  
Fort Wayne, IN 46825

### ELIGIBILITY

This tournament is an US Youth Soccer Unrestricted Tournament. US Youth Soccer and US Club Soccer teams may apply.

### TEAM CHECK-IN/REGISTRATION:

Registration for the 2024 SHOOT FOR A CURE Tournament is recommended to be completed electronically through *GotSoccer* or mailed in. If you are submitting your check-in documents electronically, all information must be received no later than midnight on **April 19th**.

THERE WILL BE NO TEAM CHECK-IN/REGISTRATION AT THE FIELDS.

**Non-Indiana Teams:** Non-Indiana teams must check with their state association and present a proper permission to travel form at registration if required for out-of-state play.

**MEDICAL RELEASE FORMS-** Each team must have the tournament medical release form for each player rostered, including guest players, at registration.

### ROSTERS:

A roster must be on file with tournament headquarters prior to competition and it must be a team roster for the present season. A player can only play on one team per age division and no more than two teams per tournament.

For example: A player can play in the U11 Gold division and the U12 Gold division. However a player CANNOT play in the U11 Gold division and the U11 Silver. If a player is to be doubled roster this player will be considered one of the 5 guest players allowed for your team. All rosters and cards will be checked before the game by the opposing team's manager. Only the tournament committee can approve a change in the ruling prior to the event and only for reasons of lack of numbers.

All Indiana Soccer U9/U10 Academy teams must have an official tournament roster. Indiana Soccer teams must submit their lists to the state office in order to obtain a tournament roster prior to registering for the tournament.

Guest Players: In all age divisions, a team may bring up to Five (5) guest players unless granted more by the tournament director. The total number of players may not exceed the maximum roster size for the age group. All guest players are required to possess a valid player pass from their state association and must be placed on the guest player roster form.

**PLAYER PASS REQUIREMENTS:**

Teams must have players possessing either all USYSA player passes or all US Club player passes. All player passes must include a player photo and be laminated.

**COACH IDENTIFICATION REQUIREMENTS:**

- Coaches must adhere to the following identification requirements to be eligible to participate in the tournament. Team coaches **MUST** be on the tournament roster; Team coaches **MUST** have a governing body coaching card; Club coaches may coach a team, but must have their club coaching card Indiana Soccer (Indiana only) club coaches may coach a team, but must have their club coaching card or valid Indiana driver’s license. This applies to Indiana coaches only.
- All teams will be required to present risk management cards for coaches, assistant coaches and team managers.

**MAXIMUM ROSTER SIZE PER AGE GROUP:**

- 7v7: 12 players maximum (9U and 10U)
- 9v9: 16 players maximum (11U and 12U)
- 11v11: 18 players maximum (13U and older)

**GAME FORMAT:** FIFA RULES APPLY, UNLESS LISTED DIFFERENTLY IN TOURNAMENT RULES.

Indiana Soccer adopted the US Soccer recommendations for small sided play in 2016. Please note, that there are no exceptions to these policies. Teams must play in the format for their team age group.

Age Group	Format	Game Length*	Ball Size
9U-10U	7v7	2 periods – 25 min each	4
11U-12U	9v9	2 periods – 30 min each	4
13U and Older	11v11	2 periods – 35 min each	5

\*No additional time will be added to matches except for finals and then only at the discretion of the referee.

**HOME TEAM** will be the FIRST team listed on schedule. In the case of similar color uniforms, the home team will wear the lighter jersey color. The home team will be responsible for using alternate color uniform if necessary. Game Ball shall be provided by the team listed as HOME.

**SUBSTITUTIONS:** Unlimited substitutions may be made with referee’s approval only. Substitution requests may be given at these times:

- Before a goal kick
- Before a throw-in for possessing team
- After a goal
- At halftime
- After an injury (one for one)
- After a yellow card has been issued (one for one)

#### **PLAYER EQUIPMENT:**

- Shin guards are mandatory and must be covered by socks.
- Shirt/jerseys will be tucked into player's shorts at all times.
- Hard cast are not permitted. Soft cast will only be allowed upon approval of referee.

#### **8U-12U RULES:**

The 8U-12U Age Groups will follow the rules and guidelines below as adopted by Indiana Soccer:

**Heading:** Deliberate heading is not allowed in 12U or younger games.

- If a player deliberately heads the ball in a 12U or younger game, the referee will award an Indirect Free Kick (IFK) to the opposing team from the spot of the offense.
- If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

**Build Out Line:** This line is only on the 10U (7v7) fields.

- The build out line is halfway between the top of the penalty area and the midline, parallel to the midline.
- When there is a goal kick or the goalkeeper has possession in their hands, the opponents must drop behind the build out line until the ball is distributed into play.
- The build out line is also used for the offside area. Only players between the build out line and their attacking goal may be in an offside position.

#### **REPORTING SCORES**

Scores will be reported by Score Card, filled out by Referee, verified by Coaches, and returned by manager of the winning team to the Headquarters as soon as possible after completion of the game. | Scores and updates can be found online.

#### **DIVISION STANDINGS**

Win = 3 pts. Tie = 1 pt. Loss = 0 pt.

In the event of a tie at the end of regulation time during the round robin portion of the event, there will be no overtime or shoot-outs, and the match will end in a tie. In a playoff, semi-final or championship game, up to two 5 minute overtime periods may be played and golden goal will apply, meaning the first team to score wins. If neither team scores during the two overtime periods and the game remains tied, a penalty kick shoot-out shall take place according to FIFA guidelines.

#### **TIE BREAKER STEPS TO DETERMINE WHICH TEAMS ADVANCE TO FINALS**

1. Head to Head (skip if more than two teams are tied)
2. Net score- Goals scored less goals allowed (max. 4 per game)
3. Least goals against
4. Most goals scored (max. 4 per game)
5. Kicks from the Mark: 5 per team, alternating. If tied after 5 each, 1 per team will be selected until the tie is broken. (The kickers can be anyone who is dressed to play and rostered).
6. All Division winners are set, and then the wildcard process takes place.
7. The Selection of a Wild Card Team, if required, shall be determined by:
  - a. Non-group winner with the most total points.
  - b. Non group winner with the most wins.
  - c. Winner of the game, if applicable, played between the tied teams.
  - d. Goal differential limit 4
  - e. Fewest total goals allowed. Penalty kicks. If both teams advance, the tournament committee will decide the opponents at the next level of play.
  - g. Wildcard teams may be changed if the two teams played each other in preliminary rounds.
  - h. (PLACEMENT OF THE WILD CARD TEAMS IS AT THE DISCRETION OF THE TOURNAMENT COMMITTEE)

#### **OVERTIME** (Only during semi-finals or final matches)

1. Two 5 min overtime periods (golden goal). Switch halves after first 5 minute period
2. Penalty kick elimination: When semi-final and final matches are still tied after overtime the FIFA laws of the game for Kicks from the Mark apply. Only players on the field at the end of the second overtime period are eligible for penalty kicks. Coin flip will determine who goes first (visiting team calls). Only five penalty kickers per team are allowed. The team with the most goals scored after five kicks will win the game. If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams. After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order.

\* The Tournament Committee reserves the right to shorten or eliminate overtime periods in order to keep games on time.

#### **EJECTIONS**

Any player, coach, assistant coach or manager receiving a red card will not be permitted to participate in the remainder of the game and the following game in this event. Suspension from

additional games will be contingent upon a review of the violation after receipt of the referee report. A second red card results in suspension from the remainder of the tournament.

#### **FORFEITS**

If a forfeit is determined, the winning team will be awarded a score of 1-0 and will receive only 3 points for the win. In the event of a forfeit in a group, all teams in the group will be awarded the same points. No team that has forfeited a game will be declared a group or division winner.

#### **AWARDS**

- All 8U, 9U, and 10U age groups will receive participation awards.
- 11U and Older age groups will receive champion and finalist individual awards and team trophies.
- Awards will be given at your field at the end of your game. You will not need to walk to Head Quarters.

#### **REFEREES**

- USSF Referees will be provided for all games.
- REFEREES DECISIONS ARE FINAL, NO PROTESTS. NO APPEALS.

#### **INCLEMENT WEATHER**

- The tournament committee and/or director have the right to stop games due to weather.
- Games interrupted in the first half will continue if time permits. If time does not permit, a 0-0 tie will be awarded.
- Games interrupted after the completion of the first half will continue if time permits. If time does not permit, the score of the game will stand.

#### **INJURIES AND MEDICAL STAFF**

- Medical staff will be available at all tournament sites to provide first aid, and will be notified as required by the field marshal.
- Any player who is found to be bleeding or to have blood on his/her uniform shall be asked to leave the field. The player may return only after demonstrating to the assistant referee that the bleeding has stopped and that all blood has been removed from the uniform.

#### **RISK MANAGEMENT**

The Fort Wayne United Futbol Club and Fort Wayne United FC Tournament adhere to the Indiana Soccer Association Risk Management policies: These can be found at:

[https://www.soccerindiana.org/assets/58/6/riskmanagementfinal\\_\(4\).pdf](https://www.soccerindiana.org/assets/58/6/riskmanagementfinal_(4).pdf)

#### **COVID POLICIES:**

The Fort Wayne United Futbol Club and Fort wayne United Shoot for a Cure tournament will adhere to Indiana Youth Soccer policies and guidelines regarding Co-Vid 19.

## **DISPUTES**

Any disagreement which cannot be resolved by the listed rules will be settled by the Tournament Committee.

## **FACILITY**

All Hefner Field rules must be obeyed while on premises. VIOLATORS WILL BE ASKED TO LEAVE.

## **CANCELLATION POLICY**

- If a minimum of half of one game is played, no refunds will be issued. Should the tournament need to be canceled prior to the start of any tournament games, the tournament committee will determine the percentage of registration fees to be refunded if any.
- DUE TO CIRCUMSTANCES OR CONDITIONS BEYOND OUR CONTROL, FW UNITED WILL NOT BE RESPONSIBLE FOR ANY REFUNDS.