



**Morris Soccer Association  
Fall Festival Soccer Tournament  
October 23<sup>rd</sup> and October 24<sup>th</sup>  
Championships October 30th**

**TO REGISTER PLEASE GO ONLINE TO:**

**Tournament Rules:**

Tournament games will be played in accordance with the Laws of the Game as issued by IYSA, unless modified herein. The following statements are supplements and clarifications to the Laws of the Game.

**Morris Soccer Association is the contracted caretaker of District 54 property. All rules pertaining to school property apply, including but not limited to smoking, alcohol, pets, no grills, and no open flames of any kind.**

**Age and Eligibility:**

Competition is open to invited recreational teams only. Teams from Coal City, Morris, Ottawa, Seneca, Streator, Reed Custer and Wilmington are welcomed. Age cutoff by division is as follows: **U14 9/1/2007 or younger in 8<sup>th</sup> grade.**

Division	U6	U8	U10	U12	U14/U15	
Birth Year Restrictions	2016-17	2014-15	2012-13	2010-11	2007-09	
Maximum Roster Size	10	12	14	16	18	
Players on the field	5	6	7	9	11	

Teams must submit their team rosters **Oct 10th, 2021.**

Players must have played for your organization in Fall of 2021. All submitted rosters will be sent for approval by the following individuals: (Coal City- Sal Arteaga)( Morris –Zac Bailey)( Ottawa – Bud Niles)( Seneca – Jim McAndrews) (Streator – Brenda Gardner)( Reed Custer – Aaron Vasil)(Wilmington – Kevin Canenaille)

**Duration of Play:**

Duration of play for tournament games will be as follows, unless otherwise specified before game play:

Division	U6	U8	U10	U12	U14	
Preliminary Rounds	20 mins	25 mins	20 min 1/2	20 min 1/2	25 min 1/2	
Half Time	N/A	N/A	5 min.	5 min.	5 min.	
Final Rounds	N/A	20 min 1/2	20 min 1/2	20 min 1/2	N/A	
Half Time	N/A	10 min.	10 min.	10 min.	N/A	
COST PER TEAM	\$100	\$200	\$250	\$300	\$350	

**U6, U8 preliminary rounds, the game will have no half time.**

**U6 Saturday (10/23 only), Round Robin Awards Saturday.**

**U8, U10, U12 Play Saturday and/or Sunday. Top 4 teams play 10/30 Championship**

**U14 TBD based on registration.**

**Players Equipment:**

Soccer equipment must meet IYSA specifications. The home team is the team listed first on the schedule, in the event of a color conflict; the home team will wear pennies or alternate jerseys.

Sports goggles must be worn in place of glasses, no form of prescription or casual glasses are allowed. No jewelry may be worn during play. This includes, but is not limited to earrings or visible piercings of any kind, watches, necklaces, bracelets and rings.

Any braces or casts must be inspected by the referee prior to the start of the tournament. Braces must not have metal or hard plastic supports of any kind, with the exception of plastic eyelets for Velcro strapping. Casts must be completely wrapped in foam padding. If the referee feels at any point that the brace or cast is being used in any way as a weapon, they will remove the player from the game.

### **Code of Conduct:**

Players and coaches are expected to conduct themselves within the spirit of the game, as well as, to the letter of the law. Players and coaches ejected from a match (red card) will sit out the remainder of the match that they are ejected from, as well as, the following game. No substitutions may be made for the ejected player during the same game as the ejection occurred. Additionally, any red card ejections will cost the offending team in the form of one point being deducted from their overall point total (unless in a semi-final or championship game).

All other rules pertaining to yellow and red cards will be determined by the head official during game play and the head official and Tournament Director afterward.

**Substitutions:** Substitutions for all ages U6, U8, U10, U12, levels is sub on the fly. U14 Natural stoppage. U6 and U8, all kicks are indirect, no throw-ins will be rethrows at any age level. U10, U12, U14 all rules of soccer apply.

### **Tournament Cancellation Policy and General Info:**

The Tournament Committee will make every possible effort to get all games played and completed. Game dates and times may change due to inclement weather conditions or as deemed necessary by the Tournament Committee. All Decisions of the referee and Tournament Committee are final.

### **Ties:**

During preliminary rounds, ties will stand at the end of regulation play. For semifinals or championship matches, teams will be given a 5 minute rest period before proceeding with two successive 5 minute periods, with teams alternating sides after each 5 minute period. No Golden Goal.

If still tied, teams will proceed to a penalty kick shootout. 5 attempts per round. If a round is completed with no determined winner, one shooter for each team will alternate until a winner is determined. No player will take a second penalty kick until every member of their team has taken one. All rules governing the penalty kick process are to be determined by the head official in accordance with FIFA rules.

### **Weather Delays:**

Regardless of weather conditions, coaches and players must report to the field of play as scheduled, ready to play, unless otherwise notified by a member of the Tournament Committee. Failure to appear (including a 5 minute grace period) will result in forfeiture of the match. The winning team will be awarded a 1-0 victory. Delays and cancellations can only be determined by the head official and the Tournament Director.

*The Tournament Committee reserves the right to modify game schedules and procedures throughout the tournament weekend based on weather conditions. This includes loss of light due to cloud cover.*

### **Procedure for Determining Placement into Championship Rounds:**

Each team U8 to U12 will be placed in a bracket and play a minimum of three preliminary round matches. At the conclusion of these matches they will be ranked according to results. This ranking will determine the teams which meet in the championship rounds. The top 4 teams will advance to the semi-finals and final rounds.

*The point system for determining ranking is as follows:*

- ~ 6 points for a win.
- ~ 3 points for a tie.
- ~ 1 point for a shutout.
- ~ 1 point for each goal scored, up to 3 goals, for both the winning and losing team.

(In the event that a team is not found to the fill a "TBD" game, the winning team is awarded points in accordance with a 1-0 victory or 8 points) The 3 goal rule is not in effect during tournament play.

*Tie-breaker rules are as follows:*

1. Most wins in preliminary rounds.
2. Winner of head-to-head competition.
3. Goal differential (total goals scored minus total goals allowed)
4. Least goals allowed during preliminary rounds.
5. PK's