

2008 LISC Fall Cup Tournament Rules

1. LAWS OF THE GAME: All games will be played in accordance with the Laws of the Game as issued by FIFA/USYSA and the Illinois Youth Soccer Association. The following rules supplement the laws of the game.

2. TEAM AND PLAYER ELIGIBILITY: The U9 age bracket will play 6v6 on a small sized field, with a maximum roster size of 14. U10-U12 brackets will play 8v8 on intermediate sized fields, with a maximum roster size of 14. U13-U19 will play 11v11 on full sized fields, with a maximum roster size of 18 players (U15-U19 may have 22 players on the roster, but only 18 can dress for any game.) U9-U11 must have at least 5 players on the field, and U12-U19 teams must have at least 7 players on the field.

Each team is allowed up to 4 guest players. Official State Rosters with ID/Player Pass Cards, Medical Release Forms (IYSA), Tournament Roster (IYSA) and approved Travel Permits Forms (for out of state teams only) are required of all teams at registration. No player may register with more than one team. No roster changes will be approved during the course of the tournament following registration. Players must be born within the August 1st-July31st time frame established by USYSA for the division in which they participate. No exception will be made regardless of league or state rulings to the contrary. Each team must have a designated coach.

3. GAME LENGTH AND BALL SIZE:

U9 - U12	Two 25 Minute Halves	Size 4 Ball
U13 - U14	Two 30 Minute Halves	Size 5 Ball
U15 - U19	Two 35 Minute Halves	Size 5 Ball

All games will be running time. There will be 5 minutes between halves. 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. The visitor will call the coin toss.

4. SUBSTITUTIONS: Teams may substitute without limitation during the game at times allowed under FIFA rules, with the following exceptions:

Substitutions may take place:

- Prior to a throw-in (only the team in possession, unless both teams are there)
- Prior to a goal kick for either team
- At the beginning of any period of play
- After a goal by either team
- After an injury to either team when the referee stops play

A player must be removed when blood is present.

5. EJECTIONS AND CAUTIONS: Any player or coach ejected from a game will be ineligible to participate in the team's next tournament game, with additional penalties possible as determined by the tournament director. Anyone ejected for violent conduct will be subject to ejection from further tournament participation. No substitution will be permitted for an ejected player.

6. FORFEITS: A game will be declared as a “forfeit” if a team cannot begin play within 5 minutes of the scheduled start of the game. A team must begin play if 7 or more players (5 or more for U9-U11) are present at game time. Any team dropping below the minimum of 7 players (5 for U9-U11) during the course of the game will be forced to forfeit. Forfeited games are scored 1-0.

7. UNIFORMS, EQUIPMENT, AND GAME RULES: All players must wear shin guards with socks completely covering them. Each player must have the same uniform, each with an individual number. No jewelry is permitted with the exception of medical alert bracelets or necklaces. Both teams must report to the field marshal 30 minutes prior to game time for equipment and player ID check. Game balls will be provided, and must be left at the field after each game. The home team on the schedule will be responsible for changing colors in the event of a conflict. Referees have final approval on all uniform and equipment issues. After each game, the winning coach must return the game card to the scorer’s area.

8. PROTESTS AND FINAL ARBITRATION: The Tournament Director is the final interpreter of the rules and reserves the right to issue final decisions on all matters pertaining to the tournament. To protest a tournament situation, a team must present its protest in writing to the Tournament Headquarters within one hour of the completion of the game. A protest bond of \$100.00 must accompany the protest. If the Tournament Director upholds the protest, the entire protest bond will be returned. If the Tournament Director denies the protest, then the bond will be forfeited. A referee’s judgment is not a basis for protest. The Tournament Director’s decisions and/or interpretations are final.

9. ADDITIONAL RULES AND REGULATIONS: No pets, smoking, or alcoholic beverages are permitted on the University of Illinois Sports Complexes. Parking is allowed only in designated areas.

10. BRACKETING, SCORING AND STANDINGS: Teams will be placed into brackets based on the number of teams accepted in each age group. Some brackets will play a “round-robin” style tournament, while others will have a preliminary round followed by a championship round.

Each team will be awarded points as follows: Win = 3 points; Tie = 1 point; Loss = 0 points

Trophies will be awarded to Championship and Runner-up teams, and all U9 and U10 players will be given participation awards.

The following procedure will be used to determine winners and/or advancement:

- Most points
- Winner in head to head competition between tied teams
- Goal differential (goals scored minus goals allowed, maximum of 4 per game)
- Fewest goals allowed
- FIFA “Kicks from the spot,” time and location determined by the tournament director following all matches in the division.

If more than 2 teams are tied, the above tie-breaking procedures will remain in effect (i.e. teams WILL NOT go back to the beginning of the tie-breaking procedures after 1 team is eliminated.)

11. OVERTIME: If there is a tie at the end of regulation time in a semifinal or final round game, then the teams will determine the winner as follows:

- The teams will play 2 complete overtime periods of 5-minutes each. There will be no coaching time between periods.
- If still tied, then the teams will employ FIFA “kicks from the spot” to determine a winner.

12. PLAYER, COACH, PARENT, AND SPECTATOR CONDUCT:

Both teams and their coaches shall be on the same side of the field. Each team and their coaches shall remain between the midfield and the 18-yard marking (penalty area) on their designated half. All spectators and parents will remain on the opposite side of the field. All players, coaches and spectators except those players waiting to be substituted will remain 2 yards from the touchline. No one will be permitted to stand at the goal ends of the field.

Coaching is not permitted from the spectator side of the field. Coaching must be in accordance with FIFA rules and thus limited to designated technical 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 at the field, hotel, or other locations for the duration of the tournament. If LISC receives complaints regarding the misconduct of any player or person associated with the teams, the Tournament Director or Committee may ask any and all individuals to leave the tournament.

13. INCLEMENT WEATHER:

If there is severe weather, only the Referee Assignor or the Tournament Director may halt matches. If we halt a match, then the following rules will be in effect.

- If the weather delay is from 1 to 15 minutes
 - 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.
 - 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 semifinal or final game, then the game will resume with a shoot-out.
- If the weather delay is from 15 to 30 minutes:
 - 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.
 - If the match is in the second half with less than 15 minutes played, the match will continue with 10 minutes remaining.
 - If the match is in the second half with more than 15 minutes completed, then the Referee shall declare the game complete. If a semifinal or final game is tied then the match will go directly to a shoot-out.
- If the weather delay is more than 30 minutes:
 - 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.
 - 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.
 - The Tournament Director will adjust times so that all teams will be able to complete their games. This may mean moving a game to another field or shortening the duration of all remaining games.
- Team Coaches or Managers must check with the Official's Tent to Receive Final Instructions.
 - 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.
 - If your team is not present at the resumption of play, your team will forfeit the match.

14. GUARANTEED NUMBER OF GAMES: The Tournament Director and Committee 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.