

KOHL'S FALL "BEST OF THE MIDWEST" SOCCER TOURNAMENTS RULES & REGULATIONS

LAWS OF THE GAME

All games will be played under international rules (FIFA).

TEAM ELIGIBILITY

All USYSA teams outside of the state of Indiana must file travel permission forms. Teams may carry a roster of no more than 12 players for U9 - U10 boys and girls, no more than 14 for U11 boys and girls, and no more than 18 players for U12-16 boys and girls and no more than 22 for U17-19 girls. U9 and U10 will play 6 v 6, U11 will play 8 v 8 and U12-U19 will play 11 v 11. 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 5 guest players may be added to a team roster. Each player must have a valid USSF/USYS ID card. A player shall only play for one team during the course of the tournament. (Trapped players are allowed)

DURATION OF GAME

<u>AGE DIVISION</u>	<u>PRELIMINARIES</u>	<u>SEMI'S & FINALS</u>	<u>BALL SIZE</u>
U19	2 - 35 minute halves	2 - 35 minute halves	5
U18	2 - 35 minute halves	2 - 35 minute halves	5
U17	2 - 35 minute halves	2 - 35 minute halves	5
U16	2 - 35 minute halves	2 - 35 minute halves	5
U15	2 - 35 minute halves	2 - 35 minute halves	5
U14	2 - 30 minute halves	2 - 30 minute halves	5
U13	2 - 30 minute halves	2 - 30 minute halves	5
U12*	2 - 30 minute halves	2 - 30 minute halves	4
U11	2 - 30 minute halves	2 - 30 minute halves	4
U10	2 - 30 minute halves	2 - 30 minute halves	4
U9	2 - 30 minute halves	2 - 30 minute halves	4

*U12 (8v8) will abide by U11 rules *U12 (11v11) will abide by U12 rules

AGE DIVISIONS

PLAYERS MUST BE BORN ON OR AFTER AUGUST 1 OF THEIR RESPECTIVE YEAR.

U19 - 89/90	U16 - 92/93	U13 - 95/96	U10 - 98/99
U18 - 90/91	U15 - 93/94	U12 - 96/97	U9 - 00/01
U17 - 91/92	U14 - 94/95	U11 - 97/98	

UNIFORMS AND EQUIPMENT

Each player must wear shinguards 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 on the schedule.

Casts and braces: The referee for each match will be the sole judge as to whether a player wearing an orthopedic cast or braces shall be eligible to participate.

Eyewear: Players with prescription glasses must wear sport goggles while participating in our event.

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. Home team is listed first on the schedule.

SUBSTITUTION (UNLIMITED)

- | | |
|--|---|
| (a) After a goal by either team | (d) At half-time, or before the start of any overtime period |
| (b) Before a goal kick for either team | (e) In case of injury or any stoppage of play - with referee's permission |
| (c) Before a throw-in in your favor | |

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 as determined by the tournament director. 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 player pass after the suspension is completed.

FAILURE TO SHOW - FORFEITS

A minimum of seven players constitutes a team. A five (5) 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 shall be declared 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 4-0 and will receive the appropriate points for that score.

PROTESTS

Any protest must be presented in writing by the head coach to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$100.00 bond, which will be returned only if the protest is upheld. Referees judgment will not be a basis for protests.

SCORING FORMAT

Three (3) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. In the event of ties in total point standings, the following sequence 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. Most goals scored – up to 4 per game
5. Penalty kick shoot out - 5 players per team; if still tied, sudden victory penalty kick shoot out

INCLEMENT WEATHER/CANCELLATIONS

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond the control of the tournament.

CANCELLATION POLICY

The Wild Cats Futbol Club & Chicago Magic Soccer Club will not be responsible for any expenses incurred by any team in the event games are discontinued or cancelled due to inclement weather or adverse field conditions. No refunds will be made unless the tournament is cancelled, in which case refunds will be refunded at a prorated amount of the entry fee based on the number of games played. All decisions and/or interpretations made by the Tournament Committee 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. In the event of a tie in a semi-final or final game, up to 2 – 5 minute overtimes will be played, with the winner being determined by “golden goal”. In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken as listed below to determine a winner.

The Tournament Director reserves the right to realign the playoff brackets; this includes but is not limited to the wild card coming out of the same pool play bracket.

TIE BREAKERS - PENALTY KICKS

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

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

AWARDS – SPECIAL NOTE

Awards will be provided to first and second place teams for U11 & above age groups. U9 & U10 age groups will receive participation awards (no scores or standings will be kept for U9 & U10 games).