

SPRING "KICK-OFF" SOCCER TOURNAMENT

APRIL 6-7, 2007

RULES & REGULATIONS

LAWS OF THE GAME

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

TEAM ELIGIBILITY

Teams should check in one hour before their first match. A registration tent will be set up at each venue. Each team must check in to let us know that you have arrived and to provide us a copy of your official roster. Please also have with you at all times:

- a copy of your US Club Soccer or USYS official roster
- a US Club Soccer or USYS player pass for each player,
- a US Club Soccer or USYS medical release form for each player

Note: The Chicago Magic Spring Kick-Off Invitational tournament is a US Club Soccer sanctioned event. For teams that are not members of US Club Soccer:

- Please bring a completed permission to travel form if required by your state association.
- Please be aware that your state association may not provide insurance coverage for your participation in the tournament.

Your state association can tell you their policy. For teams who are not covered, US Club Soccer provides an option for you to purchase tournament coverage. The cost is \$50/team and may be applied for through an online form. For more information, please visit the US Club Soccer web site at:

http://www.usclubsoccer.org/main.aspx?sec_id=15&guid=cf36f6e1-7a42-4a4d-b04f-5c42893cade3

DURATION OF GAME

<u>AGE DIVISION</u>	<u>PRELIMINARIES</u>	<u>SEMI'S & FINALS</u>	<u>BALL SIZE</u>
U19	2 - 40 minute halves	2 - 40 minute halves	5
U18	2 - 40 minute halves	2 - 40 minute halves	5
U17	2 - 40 minute halves	2 - 40 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

AGE DIVISIONS

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

U19 - 87/88	U18 - 88/89	U17 - 89/90	U16 - 90/91
U15 - 91/92	U14 - 92/93	U13 - 93/94	

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 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. 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 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.