



## Rules and Regulations

All games shall be played in accordance with the Laws of the Game as issued by FIFA/USYSA and Illinois Youth Soccer Association. The following rules supplement the Laws of the Game:

### Registration and Eligibility

All teams are required to check-in online before the start of the event. Teams not properly checked-in may receive a 1-point deduction from their standings per game until they have complied with the tournament rules.

#### All IYSA registered teams must have the following:

1. IYSA Tournament Roster with all players
2. State Roster for each participating player
3. IYSA Medical Release forms (must be in possession of coaches at all games)
4. State issued player pass cards (one file)
5. IYSA Risk Management Certification Form for each team
6. Guest player documentation (if applicable)
  - a. No mixed-association guest players are allowed.
  - b. Guest players from within the same club do not count towards the maximum guest player limit. However, for guest players from within the same club, the player pass card and a copy of the player's state roster must still be included.
  - c. For guest players from outside the club – the player pass card, a copy of the player's state roster, and a completed guest form from the club's association must be included.
7. Club IYSA Communicable Disease Release of Liability

#### All Non-IYSA registered teams must have the following:

1. IYSA Tournament Roster with all players listed.
2. State Roster for each player participating.
3. IYSA Medical Release form for all participants (one file)
4. State issued player pass cards (one file)
5. IYSA Risk Management Certification Form for each team
6. Guest player documentation (if applicable)
  - a. No mixed-association guest players are allowed.



- b. Guest players from within the same club do not count towards the maximum guest player limit. However, for guest players from within the same club, the player pass card and a copy of the player's state roster must still be included.
  - c. For guest players from outside the club – the player pass card, a copy of the player's state roster, and a completed guest form from the club's association must be included.
7. Club IYSA Communicable Disease Release of Liability (specific to non-IYSA teams)
8. IYSA Form NT
9. Permission to Travel Permit for out of state teams.

### Length of Game and Roster Size

Age Group	Format	Game Length	Ball Size	Max Roster Size	Min Roster Size	Guest Players
U7/U8	5v5	2x20	3	10	5	3
U8/U9/U10	7v7	2x25	4	14	7	3
U11/U12	9v9	2x30	4	16	9	3
U13+	11v11	2x35	5	22 (18 per game)	11	5

### Game Procedures

1. All parents and spectators are required to sit on one side of the field opposite their players.
2. Teams are allowed 3 passed coaches on the bench. Each coach in the bench area must be licensed and passed and is responsible for his/her team and spectators at each game.
3. The team listed first in the GotSport schedule is the home team. The home team will wear their light colored jersey. Away team will wear their dark colored jersey. In the event of a color conflict, as deemed by the referee, the conflicting team must change.
4. No coin toss – Home team sits on north/west bench, defends north/west goal and has kick off in the first half, teams switch at half-time.
5. For U8, U9 and U10, buildout lines will be used, the attacking team may enter the build out zone when the ball is released. The build out lines will also be used as the off-sides line.
6. If an Official Tournament Ball is not present, the home team is responsible for providing a game ball.
7. Substitutions will be on the fly at the half line for U12 and younger games. Substitutions can take place at any dead ball at that referee's discretion for U13 and older. A referee can deny a substitution at any time, if deemed to not be in the spirit of competition or to slow the game down.



## Tournament Scoring and Tie Breakers

Games in the group play rounds will be scored as follows:

Win – 3 Points, Draw – 1 Point, Loss - 0 Point

In the event of a tie in deciding group positions, the following criteria will be used to break the tie:

1. Head-to-Head result (not used when more than 2 teams are tied)
2. Most wins
3. Goal differential (Max of 4)
4. Fewest goals allowed
5. Kicks from the Mark at the Tournament Director's discretion

### OVERTIME PERIODS

During group competition, no overtime will be played. In the event of a tie in semi-final, third place and championship games, the following will occur:

The game will be decided by Kicks from the Mark

- a. Only players on the field at the end of regulation will be allowed to participate.
- b. Each team will shoot 5 times in a pre-determined order.
- c. If still tied after 5 shots, teams will take alternating shots in sudden death fashion to determine the winner.

## Equipment

1. No jewelry is allowed including watches, earrings, necklaces, bracelets.
2. Casts must be properly protected to prevent danger to an opponent. No metal can be shown. This decision is at the final discretion of the on-field head referee.
3. Shin guards must be worn by all players at all times.
4. All players must have an individual number on their jersey, no duplicate numbers.
5. All players' equipment is subject to referee approval.

The final decision on proper equipment lies with the on-field head referee. Protests will not be heard beyond this.

## Forfeits

1. Five players constitute a team for U9-U10, six players for U11-U12, and seven players for U13-19. Games will commence on time if the minimum numbers of players are present. A forfeit shall be



awarded if a team is not present and prepared to play within five minutes of the scheduled start time.

2. In the event of a forfeit, the winning team will be awarded a 4-0 win.
3. Any team that forfeits a game may not advance to the semi-final or final round.

### Protests

1. All referee decisions are final. No protests will be heard on any judgment calls by the referee.
2. All other types of protests must be written to the tournament committee within one hour after completion of the game, along with a check for \$100. If the protest is not upheld, the protest fee will not be refunded.

### Ejections

1. Any player that receives a red card, will receive a minimum of a one game suspension. The tournament committee can increase that suspension if deemed necessary.
2. The throwing of a punch is an automatic removal from the tournament.
3. A coach who receives a red card will receive a minimum of one game suspension plus possible intervention by the tournament committee and their state association.
4. No substitution can be made for an ejected player for that game.
5. If a coach is removed from the game and no passed coach is available, the game will end as a forfeit to the offending team.

### Referee Abuse

Referee abuse will not be tolerated during the tournament. Team officials are responsible for the actions of their players, staff, and fans. If a fan is ejected from a game, they must leave the facility immediately. A fan refusing to leave may result in action from the tournament committee including forfeiture of current or subsequent games and possible expulsion from the event.

### Disclaimer

The tournament committee reserves the right to:

1. Reschedule, relocate or terminate games due to weather conditions. If  $\frac{1}{2}$  of the game has been played before termination for weather conditions or tournament director decision, the game stands as a completed match and is scored accordingly. NOTE: the Referee or Tournament Director may suspend a game without necessarily being terminated.
2. Reduce, by up to half, the duration of the game.
3. Cancel a preliminary game that has no bearing in deciding the group winner.
4. Decide the final tournament standings, trophy winners.
5. Move penalty kicks to another field or area in order not to hold up other games.



The tournament director has the right to change any of these rules or make a decision that would be in the best interest of the participants. Neither the Tournament Committee nor Synergy SC are responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather or adverse field conditions. If the tournament is canceled due to an “act of nature”, the tournament has the option of retaining 20% of the team entry fee. No refunds will be made unless the tournament is canceled, in which case refunds will be disbursed on a pro-rata basis with a full refund (less 20%) if the event is canceled before it starts. The tournament Committee reserves the right to decide all matters pertaining to the tournament, and the judgment is final. The Tournament Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate abuse or unsporting behavior, or are acting in a manner that does not promote the positive spirit of competition.