

2010 Libertyville Cup - Rules and Regulations

Memorial Day Weekend, May 28-31, 2010

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 & ELIGIBILITY

- All teams are required to check in at the registration site, Libertyville Indoor Sports Complex, either, Thursday Night, May 27, 3pm - 9pm or Friday Night, May 28, 3pm - 9pm. There will be no on-site check-in.
- All IYSA registered teams shall have a Medical Release form for each participant and do not need to produce a copy at registration. All non-IYSA registered teams must present a completed form for each participant at Registration, which will be returned to the team. In the event of an injury, the Tournament Host is required to keep a copy of the medical release form and submit a copy to the IYSA.
- All out of state teams must have a travel permit.
- All teams with guest players must have a USYSA tournament guest player roster form. Intra-club Guest Players need only their player pass to suffice.
- Tournament Rosters may be changed up to the point of registration, at which point it is frozen and cannot be altered for the tournament.
- AYSO or recreational teams must register with the IYSA as a tournament team in order to participate.
- All rostered players must have a current laminated player pass card.
- No player shall be allowed to register for more than one team or switch from one team to another during the course of the tournament.
- Each team is allowed three (3) guest players. Any player not on the League Roster is considered a Guest Player.

LENGTH OF GAMES & ROSTER SIZE

- Game duration: U8-U12 - 2 x 25 min, U13-U19 - 2 x 30 min. There will be a five-minute halftime.
- The tournament does not require the referee to add time to any game. Referee or Tournament Staff decisions in these matters are final.
- Roster Size - u8-u10 - 14 players, u11-u12 - 16 players, u13-u14 - 18 players, u15-u19 - 22 players (18 may dress)

GAME PROCEDURES

- All parents and spectators are required to sit on one side of the field opposite the players.
- Teams are allowed 3 passed coaches on bench. Each coach in the bench area must be licensed and passed, and is responsible for his/her team and spectators at each game. In the event a coach with a valid pass is not available to start a game, GLSA will provide a passed coach (for a fee - to be charged to the team/club). Any team not having a passed coach at the beginning of the game will have until the end of halftime to provide a passed coach or the game at hand will be forfeited (see Forfeit section for impact of forfeiting a game). The appointed GLSA coach will stay with the team through the second half to allow the players to complete the game.
- In the event of a uniform color conflict, the home team changes jerseys.
- 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.
- Teams must have an alternative set of jerseys.

- Teams should be prepared to provide a “club linesman” if necessary.
- Off-sides rule will be enforced at all ages.
- If an Official Tournament Ball is not present, the home team is responsible to provide a game ball.
- U8 - U12 divisions shall use a #4 ball. U13 - U19 divisions shall use a #5 ball.
- U8-U10 games will be played 7v7 on small fields; U11-U12 games will be played 9v9 on intermediate size fields, and U13-U19 will be played 11v11 on full size fields.
- Field Marshals will not return player passes after a game if bench area is not clean.

TOURNAMENT SCORING/TIE BREAKING

Games in the preliminary 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 competition
2. Goal Differential (max 4 per game)
3. Most goal scored (max 4 per game)
4. Fewest goals allowed
5. Penalty kicks

In the event 3 teams are tied, the tie-breakers will be applied until one team is eliminated. We will then go back to the first tie-breaker and apply the rules again with the two remaining teams in sequence until a winner can be determined, The tournament staff may change the semi-final bracketing of teams, so that two teams that have already played will not have to play again until the final.

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:

- Teams will play two 5 minute overtime periods (no golden goal).
- If still tied after overtime periods, teams will designate five players to take alternate penalty kicks: the best of five is the winner. Only those players on the field of play at the end of the second overtime period are eligible to take penalty kicks.
- If teams are still tied after 5 kicks, the remaining players will take alternate penalty kicks in sudden death fashion to determine a winner.

EQUIPMENT

- In accordance with the IYSA, Rule 007, which endorses FIFA Law 4, “A player must not use equipment or wear anything which is dangerous to himself or another player.” Therefore, no prescription glasses are permitted, only sports goggles.
- Casts are not permitted, even if padded. **NO EXCEPTIONS.** Orthopedic devices may be worn only if fully covered by foam and elastic bandage, and the player is allowed to play with the consent of the referee and Tournament Committee. No metal parts may be exposed. Devices designed for sport play only may be worn.
- No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- Shin guards must be worn by all players at all times.
- All players must have an individual number on their jersey, no duplicate numbers.
- In case of a jersey color conflict, the designated home team will change.
- All players’ equipment is subject to referee approval.

FORFEITS

- Five players constitute a team for U8-U12, seven players for U13-U19. 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 with five minutes of the scheduled start time.
- In the event of a forfeit, the winning team will be awarded a 3-0 win.
- Any team that forfeits a game may not advance to the semi-final or final round.
- Any team that forfeits a game may receive up to a three-year ban from GLSA events, and may incur club repercussions, as well.

SUBSTITUTIONS

- U8-U12 substitution is on the fly.
- U13 and older, substitutions shall be unlimited, but made only at the following times:
 - Goal Kick – both teams.
 - After a goal – both teams.
 - Half time – both teams.
 - At the beginning of an overtime period – both team.
 - Throw – in, both teams may sub if the team in possession of the throw is subbing.
 - After a yellow card, for carded player only.
 - An injured player may be substituted for at the discretion of referee. If a substitution is made for the injured player, the opposing team may also make a “one-for-one” substitution.

PROTESTS

- All referee decisions are final. No protests will be heard on any judgment calls by the referee.
- All 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

- A player, who receives a red card, will receive a minimum of a one game suspension. The tournament committee can increase that suspension if it is warranted.
- The throwing of a punch is an automatic removal from the tournament.
- A coach who receives a red card will receive a minimum of a one game suspension plus possible intervention by the tournament committee and their state association.
- No substitution can be made for a disqualified player for that game.

DISCLAIMER

The tournament committee reserves the right to:

1. Reschedule, relocate or terminate games due to weather conditions. If ½ 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 the GLSA 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. No refunds will be made unless the tournament is cancelled, in which case refunds will be disbursed on a pro-rata basis with a full refund if the event is cancelled before it starts. If the tournament is cancelled due to an "act of nature", the tournament has the option of retaining 20% of the team entry fee. The tournament Committee reserves the right to decide all matters pertaining to the tournament, and the judgment is final.

Please remember that the Libertyville Cup is dedicated to the development of all the young men and women participating in the tournament, to good sportsmanship and to the "good of soccer." The Tournament Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate anything less.