

**Jr. Irish Memorial Day Invitational (MDI)**  
**Friday May 22 – Sunday May 24, 2026**  
**RULES AND REGULATIONS**

**Registration and Check in**

All accepted teams MUST be paid in full by May 4, 2026. Any team that is not paid in full may be dropped from the event.

All teams must submit the following materials by May 21, 2026 for certification purposes

- 1) Certified State Roster
- 2) Copy of all player cards (No Virtual Cards permitted)
- 3) Permission to Travel (teams outside of Indiana)

**LAWS OF THE GAME**

All games will be played under FIFA international rules as modified below.

**UNIFORM SPECIFICS**

Home team will wear a light colored jersey, Away team will wear a dark colored jersey. If there is a conflict the AWAY team will change.

**TEAM ELIGIBILITY**

7U-8U teams may have up to 8 players on their roster, this includes no more than 2 guest players 9U-10U teams may have up to 12 players on their roster, this includes no more than 5 guest players 11U-12U rosters may have up to 16 players on their roster, this includes no more than 5 guest players 13U-19U may have up to 18 players on their roster, this includes no more than 5 guest players

**INDIVIDUAL PLAYER ELIGIBILITY**

No roster changes will be permitted after a team roster has been approved at tournament check-in. All players must be officially carded with their State Association or US Club Soccer.

**CHAMPIONSHIP GAMES**

All championship games will have the same half-length as the preliminary games. However, should the game end in a tie, there will be no extra time and the game will end with penalty kicks.

## **AWARDS**

8U – 10U teams will receive participation awards

11U – 19U teams will receive Champions and Finalists awards.

## **REFEREES**

7v7 games will be officiated by 1 center referee

9v9 and 11v11 games will be officiated by a center referee and two assistant referees

## **MAXIMUM ROSTER SIZE**

7U-8U - 8 rostered

9U & 10U - 12 rostered

11U & 12U - 16 rostered

13U to 19U - 20 rostered

## **MATCH DURATION**

7U-8U (4v4) games will have 2x20 minute halves

9U-10U (7v7) games will have 2x25 minute halves

11U and 12U (9v9) games will have 2x30 minute halves

13U through 19U games will have 2x35 minute halves

\*Only exception will be for National League games played at event

## **START OF THE GAME**

The home team will choose which side of the field they wish to defend. The away team will get kick off to start the game.

## **SUBSTITUTION**

Substitution is unlimited. However, you may only substitute on your own dead ball, unless the opposition are substituting on theirs. Any substitution is at the referee's discretion.

\*Only exception will be for League games played at the event.

## **EJECTIONS**

Any player or coach ejected will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Passes will be retained by the tournament until the player or coach has served his/her suspension. If a player or coach is ejected for fighting, they will be banned for the remainder of the event. A coach who is ejected may not coach another team until he/she has served the suspension with the team they were ejected from. The team coach will be responsible for collecting passes of players/coaches from tournament HQ once a suspension has been served.

## **FORFEITS**

A five-minute grace period will be extended beyond the kick off time before a forfeit will be declared. In extenuating circumstances, the tournament director will have the final decision on any forfeit. If a forfeit is declared the winning team will be awarded a 1-0 win and 3 points in a preliminary situation. A team that forfeits a game in round robin play may not qualify for championship rounds.

## **PROTESTS**

Any protest must be presented in writing to the tournament headquarters within an hour of the completion of the game and must be accompanied with a \$500 bond, which will be returned only if the protest is successful. Referees judgment will not be the basis for any protest.

## **SCORING FORMAT**

3 points will be awarded for a win

1 point for a tie

0 for a loss

If the standings are tied the following tie-breakers will be used:

- 1) Head to Head result between the teams that are tied.
- 2) Goal differential (up to 4 per game)
- 3) Fewest goals allowed
- 4) Most Shutouts
- 4) Penalty kick shoot out

In the event of a three-team tie, head to head competition will be eliminated and the following tie-breakers will be used:

- 1) Goal differential (up to 4 per game)
- 2) Fewest goals allowed
- 3) Most Shutouts
- 3) Penalty kick shoot out

## **CHAMPIONSHIP GAME TIE-BREAKERS**

In the event that a championship game is tied at the end of regulation, penalty kicks will be used to determine the winner.

Each team will choose 10 players to kick – Any player on the roster is eligible as long as they are eligible to play in that game. Each team will select the first 5 kickers. If tied after 5 kicks, the teams will alternate using the remaining 5 players in a sudden death format. A coin flip will determine who shoots first. All eligible players must kick before any eligible player can repeat. Keepers may be changed after any shot.

## **HEADING RULES AND REGULATIONS**

Compliance with the rule changes outlined below is required by all member clubs, teams, coaches and referees not later than September 1, 2016.

All players, 12U and younger shall not engage in intentional heading during games. Referees will enforce the no intentional heading restrictions as per the age-level of the contest.

Individual player compliance with the aforementioned heading restrictions is the coach's responsibility.

If a player, who is competing in 12U games or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense. If the deliberate header occurs within the penalty area, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

## **PUNTING**

Punting and drop kicks will not be allowed in any games 10U and below.

## **INCLEMENT WEATHER**

The tournament committee has the right to shorten and/or cancel matches due to climactic conditions and/or other actions that are beyond their control. In the event that severe weather delays the tournament, all games that have reached half time will be considered complete. All games that have not reached half time and cannot complete will be considered a 0-0 tie.

Coach/Manager: In the event that a game needs to be stopped due to inclement weather, lightning, etc., one or all of the following methods will instruct you:

- Notified by tournament official
- Referees on the field
- Air Horns/Police sirens
- Red Flag on flag poles.

Everyone should then go to the cars or a place of safety with a sense of urgency. In the event of Lightning Jr Irish will wait 30 minutes after lightning strike before the games will be restarted.

## **DO NOT LEAVE THE COMPLEX!**

In the event of a **Severe Thunderstorm Warning**- all fields will be cleared until the local National Weather Service lifts the warning. **DO NOT LEAVE THE COMPLEX!**

In the event of a **Tornado Warning**- all fields will be cleared until the local National Weather Service lifts the warning.

During a weather stoppage all players/families must be **completely off all fields** and in their cars. If your team/player is on the field during a weather stoppage, your team will be asked to leave the tournament and all your games will be forfeited. No refund is given.

**Re-Entry on the Fields:** The air horns/sirens will sound again or a tournament official will inform you when everything is "all clear." You should then return to the field. If it is necessary for you to check with Tournament Headquarters regarding this situation, we ask that only one team official go to the headquarters tent.

**Communication to teams:** Jr Irish will use one or all-3 ways to communicate to all teams and spectators:

- Email or text message from event via GOTSPORT System
- Social Media Update
- Website update

Should the final day of the tournament need to be cancelled, the brackets will be considered complete at the conclusion of the previous days play. The Tournament Director will determine champions and finalist award winners.

### **CANCELLATION POLICY/REFUND POLICY**

The tournament committee has the right to shorten and/or cancel matches due to climactic conditions and/or other actions that are beyond their control.

In the event of total cancellation prior to the start of the first game the tournament will refund a percentage of your registration fee up to 75%.

In the event of tournament interruption or cancellation after the first game has begun the tournament has no obligation to refund any portion of your application fee.

### **HOUSING REQUIREMENTS**

All teams that are selected for participation and are required to make hotel reservations for their entire team through the Visit South Bend Hotel reservation system. In the event that your team does not utilize our housing group, you may be expelled from the tournament.

### **GUEST PLAYING OR CLUB PASSING**

If you wish to have guest players or club pass players, please have the manager hand write in the guest player's name on the bottom of your team's state approved roster. The manager will need to upload each player card, the state approved roster from their team, and medical release.

### **SECURITY**

Safety of all players, coaches, officials, parents and spectators is the number one priority of the Jr Irish Soccer Club. Because security issues/events cannot be predicted we have developed a plan to ensure the safety of all. If at any time any participant has questions regarding this security plan, it is posted on our website at [www.jririshsoccer.org](http://www.jririshsoccer.org). The plan is also emailed to all coaches and managers prior to the event and a copy will be posted at the headquarters tent

### **Player/Coach/Parent**

- 1) Each team coach and manager will monitor their players, parents and spectators to promote a positive, friendly and incident free tournament.
- 2) Fields will have a designated Field Marshal wearing a fluorescent vest. If an incident occurs, the Field Marshal, in coordination with the referees, will attempt to resolve the issue.

3) If needed the Field Marshall will summon the Site Director/Tournament Director to resolve any incident. The Field Marshal is in contact with the Site Coordinator/Tournament Director at all times via a radio system.

4) If all above does not resolve the incident, a uniformed officer will be summoned for assistance.

5) Each MDI site will have either uniformed officers at the site or hired security on site.

6) If the uniformed officer is unable to resolve the incident additional law enforcement will be called and participants involved in the incident will be removed from the site.

7) All significant incidents will be reported by the Tournament Director to the participant's club(s) and state soccer association(s) that are involved. Additionally, the Jr Irish Insurance Risk Manager is to be duly informed of these incidents and depending on the severity of such, responsible for "Serving Notice" of a potential liability claim which will be forwarded to the Tournament's Insurance Carrier.

### **Parking**

Jr Irish Soccer Club charges a \$20 parking fee for the weekend. This "donation" directly funds the Jr Irish Financial Aid budget. Jr Irish awards \$40,000 annually to families in our club that otherwise could not afford travel soccer. The club thanks you for helping us offer an incredible soccer experience to families that otherwise may not experience travel soccer.

### **Medical**

Each site will have certified medical staff on duty.

### **Awards**

8U 5v5

All players receive a participation medal. 8 medals have been slotted per team. No team trophies awarded

9U & 10U 7v7

All these players receive a participation medal. There are 12 medals slotted per team. No team trophies awarded.

11U & 12U 9v9

First and second place medals are given and one first place team trophy. There is no team trophy for second place. There are 16 medals slotted per team.

13U – 19U 11v11

First and second place medals are given and one first place team trophy. There is no team trophy for second place. There are 20 medals slotted per team.

### **Modified Playing Ruled for small sided games.**

**5V5**

2x20 minute halves

Kick-off can go in any direction

Goal Kicks may be taken anywhere along the end line and opponents must retreat to the halfway line.

There will be throw-ins.

No Intentional Heading Allowed - If a player intentionally heads the ball, an indirect free kick will be given at the spot of the header.

No Offside

No keepers

Substitutions can be made on any stoppage of play.

### **7v7**

2x25 minute halves

Kick off can go in any direction.

Goal kick may be taken from anywhere inside the penalty area. Opposition must retreat behind the build-out line until the ball is distributed.

Off side – Off sides will be enforced for 7v7 play but players are only offside when beyond the Build-out line.

No intentional heading allowed – if called, an indirect free kick will be given from the spot of the header unless committed by the defending team inside their own penalty area. If the deliberate header occurs within the penalty area, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

Substitutions can be made on any stoppage of play.

Goal Keeper - No punting or drop kicks.

### **9v9**

2x30 minute halves

Kick off can go in any direction.

No Intentional heading allowed in all divisions- if called, an indirect free kick will be given from the spot of the header unless committed by the defending team inside their own penalty area. If the deliberate header occurs within the penalty area, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred. Substitutions can be made on any stoppage of play.