



Tournament - Rules & Regulations – Key Information

Regulation ball size, game times & Scoring

- 5v5: Two (2) halves of 25 minutes each (size 4 ball)
 - 7v7 & 9v9: Two (2) halves of 30 minutes each (size 4 ball)
 - 11v11: Two (2) halves of 35 minutes each (size 5 ball)
 - Halftime: 5 minutes
 - Only (5) points will be counted toward goal differential results. Example: 10 to 0 result will only reflect 5 to 0 in your “GD” standings.
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Uniform & Balls

The home team must wear a light color and the away team will be dark. Not having two kits is not an appropriate excuse. At the referees discretion, if a team must change it will have to be the home team.

The home team must provide an appropriate sized ball for each game.

Finals & Championship Format

Group of Four Teams:

Played as a single round-robin bracket of four teams. The top two teams with the highest point totals advance to the Championship Final on Monday to determine the champion.

Group of Five Teams:

Played as a single round-robin bracket of five (5) teams. The team with the most points at the conclusion of group play is declared the champion.

Group of Six Teams:

Divided into two brackets of three teams each. Every team will cross over to play all three teams from the opposite bracket. Once all crossover games are complete, the two teams with the highest point totals across the six-team pool advance to the Championship Final (Wildcard 1 vs. Wildcard 2). Note: It is possible that the finalists may have already faced each other during crossover play.

Group of Eight Teams:

Divided into two brackets of four teams. Each bracket plays a round-robin format. The winner of each bracket advances to the Championship Final to determine the champion and finalist.

Championship Rule:

There is no overtime. If the final match is tied at the end of regulation, the winner will be determined by five (5) penalty kicks.

Standings & Point System

- Win: 3 points
 - Tie: 1 point
 - Loss: 0 points
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Tiebreaker Rules

In the event two teams are tied in points at the conclusion of bracket play, advancement will be determined in the following order:

1. Head-to-Head Result
 2. Goal Differential
 3. Goals Against
 4. Goals For
 5. Penalty Kicks (if two teams remain tied after applying all criteria above)
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3 Team Tiebreaker Rules

In the event three or more teams are tied in points at the conclusion of bracket play, advancement will be determined in the following order:

1. Goal Differential

2. Goals Against
 3. Goals For
 4. Penalty Kicks (if two teams remain tied after applying all criteria above)
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Forfeits

- The Tournament Director has the final authority in determining a forfeit.
 - Teams will be granted a 5-minute grace period to arrive.
 - The Director reserves the right to extend this period in the case of extenuating circumstances.
 - A forfeit will result in 3 points awarded to the team present.
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Red Cards

- Any player or coach receiving a red card must report to Tournament Headquarters immediately after the match.
 - A red card results in a minimum one-game suspension, with the possibility of additional sanctions depending on the severity of the incident.
 - If a red card is issued in the final match, the suspension will carry over into the following year's event.
 - Red card decisions are final—no appeals, complaints, or disputes will be considered.
 - A red-carded player must sit out the remainder of the match in which the card was issued, as well as the entirety of the next scheduled game.
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Referee Abuse

Referee abuse in any form will not be tolerated. Any abuse by a player, coach, or spectator will be documented and reported to the individual's home state association within 48 hours of the match. Offending individuals will be removed from the complex immediately and will not be permitted to return for the remainder of the tournament.

Team Discipline

Coaches are held accountable for the behavior of their players and spectators. Verbal abuse or misconduct directed at opponents or referees by players, coaches, or fans will not be permitted under any circumstances. Violations may result in forfeiture of the match and/or dismissal from the tournament. **Zero tolerance for racial slurs and**

profanity.

Appeals

All referee decisions are final and binding. No protests will be accepted. The Tournament Director reserves full authority over competition-related matters during the event. The Director's decisions are final and not subject to appeal.

Substitutions

8U–10U: Substitutions are allowed on the fly during the natural flow of the match.

11U–19U: Unlimited substitutions are permitted with referee approval in the following situations:

- After a goal has been scored
- At the start of the second half
- On a goal kick by either team
- On a throw-in by the team in possession

Note: A referee reserves the right to add additional time or cards if they feel substitutions are being abused for game delay purposes.

Pre-Match Check-In

- Rosters must be uploaded in Gotsport
 - Field Marshals or tournament officials will confirm player identities against passes, while referees will check all equipment for compliance.
 - Any player arriving late may not enter the match until their pass and equipment are verified by the referee or assistant referee.
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Start of the Game

- The home team will select which side of the field to defend.
 - The away team will take the opening kick-off.
 - The home team must provide the proper game ball (correct size for the age group).
 - No coin toss will be conducted
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Clock Stoppages

- All matches will be played with a running clock.
 - The clock will not stop for injuries unless, at the referee's discretion, medical personnel must enter the field and remove the injured player.
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Build-Out Line (U8–U10, if applicable)

- Build-out lines will be used at the 8U–10U levels.
 - Opponents must remain behind the build-out line until the ball is first touched by a teammate after the goalkeeper's release.
 - The build-out line will be placed midway between the halfway line and the penalty area.
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US Soccer Heading Mandate (if applicable)

- No heading is permitted at the U8–U11 levels.
 - In accordance with US Soccer and Illinois Youth Soccer Association guidelines, any purposeful header at U11 or below will result in an indirect free kick awarded to the opposing team.
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Punting/Throwing Restrictions (U8–U10, if applicable)

- Goalkeepers may not punt or throw the ball beyond the halfway line at the U8–U10 levels.
 - If a goalkeeper punts or throws beyond midfield, the referee will return the ball to the goalkeeper to restart play with either a throw, roll, or pass from their feet.
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Inclement Weather / Field Conditions

- The tournament will proceed in almost all weather conditions. Teams are expected to play according to the published schedule regardless of weather.
 - Only the Tournament Director has the authority to reschedule games or modify the competition format due to weather or other just cause.
 - A match will be considered official and complete if at least one half has been played before being stopped by the referee, referee assignor, or Tournament Director.
 - When necessary, the Tournament Director may alter the format (e.g., shorten games, move directly to penalty kicks).
 - In the case of extreme heat or humidity, water breaks may be added.
 - If lightning is detected, play will be immediately suspended and fields cleared. Teams must remain nearby for possible resumption. Play may restart only after 30 consecutive minutes without lightning.
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Awards

8U–19U (non-showcase): Teams finishing first and second place will receive individual awards.

Uniforms & Equipment

- All players must wear matching uniforms (jersey/shirt, socks, shin guards, and suitable footwear).
 - Jerseys must be numbered, and numbers must correspond with the official roster.
 - Goalkeepers must wear uniforms distinctly different from both teams.
 - In the event of a color conflict, the home team (listed first on the schedule) must change jerseys.
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Casts

- Players with casts may be permitted if:
- The cast is fully covered with at least 2 inches of foam padding and completely wrapped in elastic bandage.
- The referee of the match approves the cast before play.
- The referee has final discretion on all cast approvals.

Game Reports

- Field Marshals are responsible for submitting official game scores.
 - Report sheets must be signed by one representative from each team and the referee immediately following the match
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Refunds

The official refund policy will be published on the tournament website prior to the start of the event.

Alcohol Policy

This policy is in place to ensure the safety, well-being, and sportsmanship of all players, coaches, referees, and spectators. Re-entry will not be permitted for any individual removed for alcohol-related violations.

- Alcohol is prohibited at all youth soccer matches, fields, and tournament venues in accordance with Illinois state law and local park district regulations.
 - Any individual found to be in possession of or consuming alcohol on the premises will be subject to the following actions:
 1. Immediate removal from the facility.
 2. Notification of local law enforcement, as possession or consumption of alcohol at a youth sporting event violates state and municipal codes.
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Medical Trainer Policy

A certified medical trainer will be available on-site throughout the tournament. The trainer's role is limited to providing care for injuries that occur during tournament play.

- The trainer will not tape, pre-wrap, or treat pre-existing injuries.

- Players are responsible for handling their own taping or pre-wrap prior to arrival and must bring any necessary supplies.

Tournament Director
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Text is best