



KICK OR TREAT

SOCCER TOURNAMENT

TOURNAMENT RULES & POLICIES

Chicago Soccer Academy

A clear, fair, and safe competition for every team.

Please retain this guide throughout the event.

Quick Reference. TEAM READINESS

Use this page as a pre-tournament checklist. Detailed requirements and procedures are provided in the sections that follow.

Before Arrival	At Check-In	During the Event
Confirm your official roster, player and coach passes, waivers, and any required guest-player or travel documents.	Arrive at least 20 minutes before kickoff with player identification cards and equipment available for inspection.	Follow referee, Field Marshal, Tournament Director, and weather-safety instructions at all times.

Guide to This Document

Section	Topic	What It Covers
1	Match Rules & Game Format	Laws, kickoff, uniforms, young-player development rules
2	Eligibility, Registration & Check-In	Rosters, guest players, travel documents, Field Marshals
3	Participation, Equipment & Substitutions	Forfeits, balls, equipment, substitution procedures
4	Standings, Playoffs & Awards	Points, tie-breakers, showcase format, awards
5	Sidelines, Conduct & Discipline	Spectators, prohibited items, misconduct, send-offs
6	Weather, Cancellations & Final Authority	Emergency procedures, refunds, referees, disclaimer

1. MATCH RULES & GAME FORMAT

Laws of the Game

All matches are played in accordance with the Laws of the Game observed by Illinois Youth Soccer Association (IYSA), US Youth Soccer, US Club Soccer, and FIFA, except where the tournament rules below provide a specific exception.

Age-Group Game Format

The following table establishes the competition format, match duration, roster limits, and minimum-player requirements for each age group.

Age Group	Format	Ball	Maximum Roster	Match Length	Half-Time	Buffer	Minimum Players	Maximum Guest Players
7U–8U	5v5	3	10	2 × 25 min	5 min	5 min	4	3
9U	7v7	4	14	2 × 25 min	5 min	5 min	5	3
10U	7v7	4	14	2 × 25 min	5 min	5 min	5	3
11U–12U	9v9	4	16	2 × 30 min	5 min	5 min	6	3
13U–14U	11v11	5	18	2 × 35 min	5 min	5 min	7	3
15U–16U	11v11	5	22	2 × 35 min	5 min	5 min	7	3
17U–19U	11v11	5	22	2 × 35 min	5 min	5 min	7	3

ROSTER NOTE The maximum number of guest players from outside the team’s club is three (3). Guest players from within the same club are unlimited, subject to the registration requirements in Section 2.

Tied Playoff & Championship Matches

If a playoff or championship match is tied at the end of regulation time, the winner is determined by kicks from the penalty mark in accordance with FIFA procedures. Each team designates five (5) players to take alternating kicks. If the score remains tied after five kicks per team, the remaining eligible players take alternating kicks until the tie is broken. Kicks are taken as directed by the referee.

ELIGIBILITY FOR KICKS Only players on the field at the end of regulation time may participate in kicks from the penalty mark.

Home Team, Uniforms & Kickoff

- The first team listed on the schedule is the home team.
- The home team wears light-colored uniforms; the visiting team wears dark-colored uniforms.
- If there is a color conflict, the team wearing the incorrect uniform must change. Jerseys must be numbered, and the goalkeeper’s uniform must be distinct from teammates’ uniforms.
- The home team occupies the north/west bench and takes the kickoff.



Youth Development Rules: 10U and Younger

No Heading or Keeper Punting. Heading and goalkeeper punting/drop kicking are not permitted for 10U and younger. If either occurs, an indirect free kick is awarded to the opposing team at the location of the offense. If the offense occurs within the goal area, the kick is taken on the goal-area line parallel to the goal line at the nearest point to the infringement.

9U/10U Build-Out Line

The build-out line is intended to encourage play out of the back in a less-pressured setting. The following procedures apply.

- When the goalkeeper has the ball in hand from an opponent during play, the opposing team must retreat behind the build-out line until the ball is put into play.
- Once opponents have retreated, the goalkeeper may pass, throw, roll, or dribble the ball into play. Punts and drop kicks are not permitted.
- After the goalkeeper puts the ball into play, the opposing team may cross the build-out line and normal play resumes.
- If the goalkeeper picks up the ball after putting it into play, an indirect free kick is awarded to the opposing team from the location of the offense.
- If a punt or drop kick occurs, an indirect free kick is awarded to the opposing team from the location of the offense. If it occurs within the goal area, the kick is taken on the goal-area line parallel to the goal line at the nearest point to the infringement.
- On a goal kick, the opposing team must remain behind the build-out line until the ball is put into play.

Practical application. Goalkeepers should ideally wait until opponents have retreated before restarting play. Referees and coaches should manage intentional delay or early encroachment in the spirit of the development rule. Referees may address misconduct when appropriate and should apply the six-second count flexibly until opponents have moved behind the build-out line.

2. ELIGIBILITY, REGISTRATION & CHECK-IN

Team Eligibility & Guest Players

- Each participating team must be registered with its US Youth Soccer state association or US Club Soccer
- No player may register or play for more than one (1) team in the tournament, unless approved by the tournament director
- No roster changes are permitted during the tournament or after the first game.
- Guest players from outside the team's club require guest-player permits. The maximum number is three (3) per team; guest players from within the same club are unlimited.
- Max teams coachable for this tournament is 3. If you have a coach that needs to coach more than 3 teams, please contact the tournament director before registering a team.

Required Registration Documents

Each team must present the following materials to the Tournament Committee for verification: an official state roster, IYSA Tournament Roster, player passes, coach passes, IYSA Emergency Medical Release and Waiver for every player, and Form NT for US Club Soccer teams only. Guest-player permits are required for guest players outside the club.

Teams from outside Illinois must also present a state-association-approved permission-to-travel form and their designated host hotel information.

Field Marshal Procedures

- A tournament Field Marshal may check player passes before each match and will turn in the signed game card to the scoring tent.
- Player photo-identification cards must be present and available at every match.
- Teams must report at least 20 minutes before kickoff for check-in. The Field Marshal may inspect player identification cards, coach passes, and player equipment.
- Following check-in, the Field Marshal assigned to the field may retain player identification cards and coach passes until the end of the match.

3. PARTICIPATION, EQUIPMENT & SUBSTITUTIONS

Forfeits, Disqualification & Failure to Show

- A team may be disqualified if it does not have the official state roster, IYSA Tournament Roster, player passes, coach passes, IYSA Emergency Medical Waivers, guest-player permits, or required travel permit.
- A team that has fewer than the minimum required players to start a match receives a five (5)-minute grace period before forfeiting.
- For a forfeit, the opposing team receives three (3) standings points and a 3–0 result.
- A team that cancels after the acceptance date forfeits its entry fee (1 week before first kick)
- Any team that leaves the field before the conclusion of a match is automatically disqualified; the match is recorded as a forfeit.
- A team that forfeits because it cannot advance, or forfeits a non-essential match to rest players, will not be accepted in future tournaments and may be disqualified.
- Teams that forfeit a match are not eligible to advance to the playoff rounds.

Player Equipment & Game Balls

Referees have final authority over the safety of player equipment. In accordance with FIFA Law 4, a player may not wear equipment or anything that is dangerous to the player or another participant, including jewelry. Medical bracelets or necklaces must be taped or otherwise secured so they do not present a hazard while the medical information remains clearly visible.

Game balls. Home team must provide a game ball. If no balls are found to be adequate, they will use ball from other team.

REFEREE'S TIME The referee's time is final. Match time will not be stopped for injuries.



Substitutions

U8–U10: On-the-fly substitutions. Players may substitute during the run of play without stopping the game, provided that the referee determines the substitution is appropriate and within the spirit of the game. No more than three (3) players may substitute at one time, and changes must occur at the halfway line.

U11–U12. Substitutions are unlimited on any dead ball, with the referee's permission.

U13–U19. Substitutions are unlimited on any dead ball, with the referee's permission.

Dismissed goalkeeper. If a goalkeeper is dismissed, the referee may permit a player from the bench to replace the goalkeeper. The team must still play short, with another player leaving the field of play.

4. STANDINGS, PLAYOFFS & AWARDS

Preliminary-Round Scoring

For U14 and younger divisions, preliminary-round standings are calculated as follows: three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. U15–U19 divisions use a college showcase format; there are no finals or awards for those divisions.

Result	Points
Win	3
Tie	1
Loss	0

Tie-Breakers

When teams are tied in group standings, the applicable sequence below is used.

Two Teams Tied	Three Teams Tied
1. Head-to-head result	1. No Head to Head
2. Goal differential (maximum four per game)	2. Goal Differential (maximum four per game)
3. Fewest goals against	3. Fewest goals against
4. Most goals for	4. Most goals for
5. Most Wins	5. Removing most wins and PKS from Left column
6. Kicks from the penalty mark	6. If two teams remain tied, use the two-team procedure
	7. Double Elimination Coin toss until one team is eliminated - goal is to eliminate one team and then reset tiebreaker

Awards

Team and individual player awards are presented to first- and second-place teams in divisions that award places.

5. SIDELINES, CONDUCT & DISCIPLINE

Team & Spectator Location

Players and coaches from both teams occupy the same side of the field. Spectators must use the opposite sideline, across from the bench of the team they support. Spectators are confined to the sidelines; spectators are not permitted on the end lines.

Officiating & Protests

All referee decisions are final. No protests are accepted regarding officiating decisions. The Tournament Director reserves the right to modify tournament rules or regulations at any time, with or without notice, when necessary for the orderly progression of the event.



Spectator, Parent & Team-Official Conduct

Coaches, team officials, relatives, spectators, and other individuals reasonably associated with a team are subject to the jurisdiction and authority of Chicago Soccer Academy and Illinois Youth Soccer and US Club Soccer. They may be disciplined, including ejection, for misconduct. Coaches and team officials are responsible for the conduct of individuals whom the referee reasonably considers supporters of their team.

Red Cards & Send-Offs

- Any player or coach who receives a red card (send-off) during the tournament is ineligible for the next scheduled match. A coach is responsible for their own conduct and the conduct of players and spectators reasonably associated with the team.
- A coach or team official sent off from the technical area is prohibited from participating in the team's next immediately following match and may receive a suspension longer than one match.
- If a coach who owes a red-card suspension is on the sideline for a match, the result of the match is a forfeit for the offending team.
- Dismissed coaches and team officials must leave the vicinity of the field before play restarts. During a suspension, they may attend team activities only as a spectator and may not communicate with players or team management during the suspended match or matches.

Event Policies & Prohibited Conduct

Policy	Requirement
Flyers & Materials	Distribution or display of flyers, recruitment information, club promotions, solicitations, camps, tournaments, or other materials at CSA events, facilities, or parking lots is prohibited without prior written consent from CSA and/or Illinois Youth Soccer. Violators may be charged a minimum \$1,000 clean-up fine.
Drones	Unmanned aircraft systems (drones) are strictly prohibited at all tournament matches.
Clean-Up	Teams must clean their bench, technical area, spectator side, and other areas used before or after matches. A clean-up fee of up to \$500 may be assessed.
Noise, Signs & Animals	Noisemakers are permitted only when in good taste and not offensive. Banners and team-support materials are permitted when appropriate and when they do not obstruct viewing or access.
Pets	Where a host facility permits pets, all pets must be leashed, kept off playing fields, and kept out of player, coach, and technical areas. Pet owners must clean up after their pets.
Alcohol & Smoking	Alcohol is not permitted at Kick or Treat. Smoking is permitted only in designated areas and is prohibited on spectator sidelines and in technical areas. Violators may be removed from the sideline and subject to club sanctions.
Trainers	A team may use its own athletic trainer as one of its three (3) team officials on the sideline. Tournament athletic trainers have primary authority; team trainers are secondary.
Weapons	Weapons and firearms are not permitted at this event.
Match Manipulation	Teams that fail to compete in the spirit of the competition or manipulate a result are subject to forfeiture and disqualification. The competition authority will provide notice of observed and confirmed conduct; failure to take corrective action may result in disqualification.
Cameras	Cameras must be set up on the spectator side and must be weighted/spiked into the ground.
Casts	A player may participate while wearing a hard cast applied by a medical professional, the cast must be padded by half inch foam.
Turf Fields	See complex rules for this tournament.
Head, Back & Neck Injuries	An athlete with a concussion, neck injury, or back injury may not return to play until the tournament receives a signed return-to-play form from a medical doctor or doctor of osteopathy trained in concussion treatment and management. A team that uses an uncleared player may forfeit the player's next match. The team coach is responsible for submitting clearance before the player returns. Onsite trainer will take the player cards card if, in their discretion, they are not eligible to return.



6. WEATHER, CANCELLATIONS & FINAL AUTHORITY

Weather & Emergency Authority

When weather or another emergency requires it, the Tournament Committee may relocate or reschedule a match, reduce match duration by up to one-half, cancel preliminary matches that do not affect the group winner, determine final standings and trophy winners, or cancel a match because of weather or player/spectator safety concerns.

If a match is canceled for a reason other than forfeit, it is recorded as a tie for group-standings purposes. If a penalty-kick procedure must be moved to another field to avoid delaying the next match, the match is treated as completed and the score at stoppage is recorded as final.

The Tournament Committee decides circumstances not covered by these rules. Its decisions are final.

Lightning & Severe Weather Procedures

Team coaches and officials are responsible for their players' safety and for ensuring that all associated individuals follow safety and weather instructions issued by CSA or IYSA officials, tournament or site officials, and referees. No person may return to the fields until the all-clear signal is issued. Ignoring safety instructions may result in removal from the remainder of the tournament.

Only the Referee Assignor or Tournament Director may halt matches for severe weather. The delay procedures below apply when a match is halted.

Weather Delay	Procedure
1–15 minutes	All matches resume from the point of stoppage. If fewer than five minutes remain, the referee declares the match complete. A tied match with fewer than five minutes remaining is recorded as a tie, except that a semifinal or final proceeds to a shoot-out.
15–30 minutes	If the match is in the first half, restart with a 15-minute second half. If in the second half with fewer than 15 minutes played, continue with 10 minutes remaining. If more than 15 minutes of the second half have been completed, the referee declares the match complete; a tied semifinal or final proceeds directly to a shoot-out.
More than 30 minutes	If the match is in the first half, restart with a 15-minute second half. If in the second half, the referee declares the match complete; a tied semifinal or final proceeds directly to a shoot-out. The Tournament Director may move matches, alter the field, or shorten remaining matches to complete the schedule.

TEAM RESPONSIBILITY DURING A DELAY Coaches and managers must check with tournament headquarters for final instructions. Do not leave the playing area unless directed by the Referee Assignor or Tournament Director. Confirm instructions with the referee's tent before dismissing players. A team that is not present when play resumes forfeits the match.

Cancellations & Refunds

Chicago Soccer Academy and the Tournament Committee are not responsible for expenses incurred by a team when matches are discontinued or canceled because of inclement weather or adverse field conditions. If the tournament is canceled, refunds are determined on a pro-rata basis after tournament expenses; a full refund is issued when the event is canceled before it begins. If the tournament has already begun, any refund is prorated based on the number of matches completed after incurred expenses.

Referees & Matters Not Provided

The tournament provides US Soccer-certified referees. Teams should be prepared to provide a club linesperson if necessary.

For any matter provided for or not provided for in these rules, the decisions of the Tournament Director, Tournament Committee, and Chicago Soccer Academy are final and binding. They may address breaches of policy and modify procedures as necessary to ensure the orderly progression of the event.

Disclaimer

TOURNAMENT COMMITMENT Chicago Soccer Academy is dedicated to the development of all participating young men and women, good sportsmanship, inclusion, respect, and the good of soccer. The Tournament Director may suspend, without recourse or appeal, any player, coach, or spectator whose conduct falls short of these expectations.

This tournament is a ZERO tolerance Racial or Referee Abuse tournament and point will be deducted and potential of



removal from the tournament.

All participants must comply with applicable State of Illinois, Illinois Youth Soccer, and health-related guidelines in effect during the event.



Synthetic Turf Field Use Guidelines

Protecting the Field for All Users

Our synthetic turf fields are designed to provide a safe, durable, and high-quality playing surface for athletes and visitors. To ensure the field remains in excellent condition and continues to serve the community for years to come, all guests must follow the rules listed below. These guidelines help prevent damage, reduce maintenance costs, and keep the facility safe and enjoyable for everyone.

Field Rules

No Dogs or Pets

To protect the turf from damage and contamination, pets and other animals are not allowed on synthetic turf fields. Animals may only accompany visitors in designated natural grass areas.

No Food, Gum, Seeds, or Tobacco Products

Food debris, gum, seeds, and tobacco products can embed themselves into the turf and cause long-term harm. Additionally, substances such as suntan lotions, oils, and athletic creams may stain or degrade the turf fibers. Please refrain from bringing any of these items onto the field.

No Flavored Drinks

Only water in non-breakable containers is allowed on the turf.

Flavored beverages—including soda, juice, sports drinks, coffee, and energy drinks—can cause staining and attract pests. Help us keep the turf clean and safe by bringing only water onto the playing surface.

No Vehicles

For safety and to prevent structural damage to the turf, vehicles of any kind are prohibited on the field. This includes:

- Automobiles
- Bicycles
- Scooters
- Skateboards
- Remote-controlled cars
- Drones
- Model planes
- Fuel-powered toys

Keeping non-athletic equipment off the turf ensures a smooth, predictable playing surface for athletes.

No Metal Cleats

Metal cleats can puncture or tear synthetic turf fibers.

All athletic footwear must:

- Use rubber cleats
- Be less than 2 inches in length
- Be clean and free of mud

These requirements help maintain field safety and longevity.

No Equipment with Sharp or Narrow Legs

Only benches, chairs, or tables with sled-style bases may be used on the turf. To avoid punctures or indentations, the following items are not permitted:

- Flags
- Shade structures
- Tents
- Stakes
- Umbrellas

This rule helps prevent structural damage beneath the turf system.