



## **2019 Memorial Cup Tournament Rules**

LAWS OF THE GAME All - games shall be played in accordance with the laws observed by the USYSA/FIFA/IYSA with the exceptions noted herein.

### **ROSTER SIZES & ELIGIBILITY**

- 15U- (11v11) Roster Size Maximum (22) Only (18) May dress per game.
- 13U-14U (11v11) Roster Size Maximum (22) Only (18) May Dress per Game.
- 11U-12U- (9v9) Maximum Roster (16)
- 8U-10U (7v7) Roster Size Maximum (14)
- 8U (5V5) Roster Size Maximum (12)
- Five (5) guest players will be allowed in all age divisions if they are registered with the USYSA or US Clubs, have a current USYSA or US Clubs player pass, and have a tournament guest player form on file with the tournament register.
- No roster changes will be approved during the tournament.

### **2018/2019 AGE DIVISIONS:**

- 15U: Born 2004
- 14U: Born 2005
- 13U: Born 2006
- 12U: Born 2007
- 11U: Born 2008
- 10U: Born 2009
- 09U: Born 2010
- 08U: Born 2011/12

### **LENGTH OF GAMES/GAME PROCEDURES**

Home team is listed first on the schedule and will be required to change uniforms in the event of a color conflict.

- Referees shall have final approval of all equipment.
- 8U-12U- teams shall use size 4 ball, 13U-15U teams shall use size 5 ball.
- Players are to be on one side of the playing field and spectators on the opposite side.
- 8U have two options 5v5 or 7v7 please make sure to select which option you would like to play. 8U (5v5) will be on small field 30 yds x 20 yds. They will play 50-minute games, with a 5-minute halftime. 8U-10U- all games will be 7v7, 60 Minute Games 2x30, with a 5-minute halftime. 6 Field Players + 1 GK Total of 7 Players
- 11U-12U (9v9) will be 60 minutes in length 2x30, with a 5-minute halftime. 8 Field Players + GK 12U

can also register for 11v11 format which would be the same as the U13-U14 rules

- 12U-15U (11v11)- all games will be 70 minutes in length 2x35, with a 5 minute halftime.
- The schedule is subject to change at any time up until the start of the tournament, please review your schedules regularly.
- Schedule changes will be posted at [www.chicagointersoccer.com](http://www.chicagointersoccer.com) please check site.
- All games will end no later than 5 minutes prior to the starting time of the next scheduled game.
- The only exception to this rule is for playoff games.

### **Tournament committee reserves the right to:**

1. Reschedule, relocate, or terminate games due to weather conditions.
2. If half of the game has been played before the termination for weather conditions or tournament director decisions, the game stands as a completed match and will be scored accordingly.
3. Reduce the duration of the game.
4. Cancel a preliminary game that has no bearing in deciding the group winner.
5. Decide the final tournament standings, trophy winners.
6. Cancel the tournament due to weather or other unforeseen conditions, which are not conducive to tournament play.
7. Once a team has been accepted into the Memorial Cup Tournament, no refunds will be issued to the teams unless the tournament is cancelled. If the tournament is cancelled due to an "act of nature", the tournament may retain 25% of the advertised team entry fee to cover non-refundable expenditures for the tournament. The committee will decide if or any prorated fees will be refunded.

### **SUBSTITUTIONS may be made, with the consent of the referee, at the following times:**

- May Sub on either Teams Throw In
- On Either Teams Corner Kick
- After a goal is scored
- Prior to restarting the game with a goal kick
- During any Dead Ball Situation
- Half-time
- For an injured player
- Note: Players must leave and enter the field at the half line.

### **TOURNAMENT SCORING/ TIE BREAKING/ADVANCEMENT to FINALS.**

- Note: If you are playing in a group of 5 Teams, no Championship game will be played. The team with the most points determines the Champion. Games in the preliminary rounds will be scored as follows:
- Win 6 Points
- Tie 3 Point
- Loss 0 Points
- 1 point per goal scored maximum of 4 per game
- 1 bonus point for a shutout
- Forfeit 10 Points (The Maximum Points that can be awarded)

In the event of a tie in deciding final game positions, the following criteria will be used to break the tie: Once a tie-breaker is used it is eliminated and you move to the next on the list. Example: 3 Teams tie in

points in the group stage. Each has 2 wins & 1 Loss, Head to Head is eliminated since they all have 1 loss, and each has beaten the other in some way. You have now moved on the Goal Differential; 1 team is eliminated but 2 are still tied. At this point you can not go back to head to head, But instead you move on to The next tie breaker which is fewest goals allowed, Etc...

Points are always the first criteria for any Division,

- #1 Head to head Competition (If applicable)
- #2 Goal Differential (Goals scored minus goals allowed), Maximum 4 per game.
- #3 Fewest Goals allowed, Maximum 4 per game
- #4 Most Goals Scored Maximum 4 per game
- #5 Most Wins
- Penalty Kicks

Note: No Overtime Periods will be played - Teams will go Directly to Penalty Kicks

1. Each team will designate five (5) players to take alternate penalty kicks; the best of five is the winner.
2. If still tied, the remaining players will take alternate penalty kicks until the tie is broken & there is a winner. Note: Only those players on the field at the end of the game are eligible to take penalty kicks.

**AWARDS:** Team awards will be given for First and Second place finishers in all divisions.

**FORFEITS:** A game will be forfeited if a team is more than 10 minutes late to a scheduled match. A minimum of 7 players is required to start a game; a Forfeit of a game will be scored a 4-0 for a total of 11 points. The tournament officials have absolute discretion to resolve all matters concerning forfeitures, as well as advancement of teams who have forfeited any games in group play.

**PROTESTS:** All referee decisions are final. No protest will be heard on any judgment calls by the referee. All Protests must be submitted in writing to the tournament director within one hour after the completion of the game, along with the check for \$100.00. If the protest is not upheld, the protest fee will not be refunded.

**EJECTIONS:** Any player or coach that receives a red card will be disqualified for the next game of the tournament. Any player or coach that receives a second red card will be disqualified for the remainder of the tournament.

**GENERAL:** The tournament committee interpretation of the rules will be final. The tournament committee and sponsors, IYSA, and the Chicago Inter Soccer shall not be responsible for any expenses incurred by any team or individual if the tournament is cancelled in whole or in part.