

2019 Oktoberfest Shootout Tournament Rules

Except as noted below Peoria FC United will conduct all games according to the FIFA laws of the game.

1. Player and Team Eligibility

<u>Age Groups</u>	<u>Roster Size</u>	<u>Length of Games</u>	<u>Sides</u>	<u>Ball Size</u>	<u>Offside</u>
U7 – Born in 2013	12	2 x 20 mins	4 v 4 (No GK)*	3	No
U8 – Born in 2012	12	2 x 20 mins	4 v 4 (No GK)*	3	No
U9 – Born in 2011	12	2 x 25 mins	7 v 7	4	Yes**
U10 – Born in 2010	12	2 x 25 mins	7 v 7	4	Yes**
U11 – Born in 2009	16	2 x 25 mins	9 v 9	4	Yes
U12 – Born in 2008	16	2 x 30 mins	9 v 9	4	Yes
U13 – Born in 2007	18	2 x 30 mins	11 v 11	5	Yes
U14 – Born in 2006	18	2 x 30 mins	11 v 11	5	Yes
U15 – Born in 2005	22	2 x 35 mins	11 v 11	5	Yes
U16 – Born in 2004	22	2 x 35 mins	11 v 11	5	Yes
U17 – Born in 2003	22	2 x 35 mins	11 v 11	5	Yes
U18 – Born in 2002	22	2 x 35 mins	11 v 11	5	Yes
U19 – Born in 2001	22	2 x 35 mins	11 v 11	5	Yes

*4 v 4 – U7 & U8 Age Groups

All free kicks are indirect and there are no penalty kicks. Kick offs, free kicks, throw-ins and corner kicks are used to restart play when the ball has gone out of bounds or into the goal. There will be a “no touch zone” this is a 3-yard by 3-yard box around the goal - If a defender plays the ball while he/she is in the “no touch zone” in front of his/her goal, the opposing team will be awarded a penalty kick from the mid-line. If an offensive player plays the ball while he/she is in the “no touch zone” then a goal kick will be awarded to the defending team. Players may move freely through the “no touch zone” without committing a foul as long as they are not playing the ball or obstructing the goal.

**7v7 – U9 & U10 Age Groups

Offside will only be penalized between the build-out line and the goal line.

2. Team Rosters and Guest Players:

A. Roster size:

- i. Teams competing in the U7, U8, U9 and U10 brackets: the maximum number of players on a roster is 12 including up to 3 guest players.
- ii. Teams competing U11 and U12 brackets: the maximum number of players on the roster is 16 including up to 4 guest players.
- iii. Teams competing in the U13 and U14 brackets: the maximum number of players on the roster is 18 including up to 4 guest players.
- iv. Teams competing in the U15 brackets and up: the maximum number of players on the roster is 22 with only 18 eligible to dress per game.

B. Only the number of guest players specified herein will be allowed on each team.

C. A team may not change its roster after it has registered.

D. Cost:



U7-U8	\$400.00
U9-U10	\$575.00
U11-U12	\$625.00
U13-U14	\$675.00
U15-U19	\$700.00

E. **No Player** shall be allowed to register for more than one team or switch from one team to another during the tournament even in different age brackets other than as specifically approved by the Tournament Director prior to the commencement of the tournament. Team(s) caught by a member of the Tournament Committee violating this rule will forfeit the game they are currently playing. A second offense will result in the team being removed from the tournament. The opposing team will receive the max points for a forfeit (see Rule 8(B) for explanation).

F. Only teams currently registered with and in good standing with their state associations may participate in the Oktoberfest Shootout.

G. To register, **all teams** must have the following:

- i. Current Player Passes. All players on one team must be registered under the same sanctioning body.
- ii. Copy of the team's current State Approved Roster
- iii. Copy of the US Club Tournament Roster
- iv. Copy of signed and dated Medical Waivers for each player
- v. Copy of Guest Player Forms (as applicable)
- vi. Copy of a Travel Permit (if outside Illinois)

3. Game Procedures:

- a. Both teams must check in with the Field Marshall and/or referee at the field prior to play.
- b. Both teams will be on the same sideline opposite from the spectators.
- c. **Home Team** is listed first on the schedule.
- d. The Home Team for a Championship Game will be determined by the points awarded in pool play. The team with the higher point total will be the Home Team.
- e. The Away Team will kick-off, and the Home Team has choice of side.
- f. Offside will not be enforced for U7 and U8 divisions.
- g. All matches have a continuous running clock.
- h. There will be no more than 5 minutes between halves.
- i. The Referee will not stop the clock except for a serious injury. In all other cases, the referee will keep a running clock
- j. The Tournament Director reserves the right to alter match length due to weather, for significant injury or for any other reason after consultation with the referee and the referee assignor.

4. Build Out Line:

The U7 and U8 - 4 v 4 formats will utilize a build-out/half-line. On a goal kick, all opposing players must move behind the half-line. After the ball is put into play and the player receiving the ball touches it, the opposing players can cross the half-line and play resumes as normal.

The U9 and U10 - 7 v 7 formats will utilize build-out lines. When the goalkeeper has the ball, either during play (receiving the ball from an opponent) or from a goal kick, all opposing players must move behind the build-out line. Once all opposing players are behind the build-out line, the goal keeper can pass, throw or roll the ball into play (punting or drop kicking is not allowed). After the goalkeeper puts the ball into play and the player receiving the ball touches it, the opposing players can cross the build-out line and play resumes as normal.

The goalkeeper is not allowed to punt the ball for all age groups below U10 and below. If a goalkeeper punts the ball, referees may punish the infraction with an indirect free kick to the opposing team at the spot of the offense or at a point on the 18-yard box closest to the point of infraction.

The build-out line will also be used to denote where offside can be called. In other words, a player will only be penalized for being in an offside position when between the build-out line and goal line. Players cannot be penalized for an offside between the half-line and build-out line.

5. Substitutions:

- a. Teams may substitute without limitation during the match. Teams playing in the U7 and U8 - 4 v 4 formats are allowed to substitute at any time during the game (i.e. on the fly). In all other formats, a team may only substitute under the following situations:
 - i. Restart following a goal by either team
 - ii. Goal kick by either team
 - iii. One for one on an injury substitution
 - iv. A throw-in for the team in possession of the ball
 - v. If both teams have substitutes waiting on a throw-in, both teams will be allowed to substitute regardless of possession.

6. Heading:

In accordance with US Soccer, heading the ball is now banned for players aged 10 and under. Purposefully heading the ball in all age groups U11 and below will result in an indirect free kick for the opposing team from the spot of the foul. If the infraction occurs inside the 18-yard box, the kick will be taken from the spot of the foul, unless it is within the 6-yard box, in which case, it shall be moved back to the nearest spot at the edge of the 6-yard box.

7. Player, Coach, Parent, and Spectator Conduct:

- a. Managers/ Coaches will be responsible for the behavior of their fans.
- b. **NO NOISE MAKERS OF ANY KIND (e.g. cow bells, air horns, vuvuzelas, drums, etc), drones or high-rise camera equipment** will be allowed at the tournament. Any player or fan **using or in possession** of any of the above items will be required to surrender the device or must leave the tournament grounds immediately.
- c. Any player(s) receiving a **red card** is ineligible to play for the remainder of the game (a substitute is not allowed for the ejected player) and **will not** be allowed to play in the next game. This includes semi-finals and finals.
- d. Any Coach being ejected during a game must leave the field area for the remainder of the game. If a Coach is ejected from two games, they will not be allowed to coach for the remainder of the tournament.
- e. Two **yellow cards** during one game is equivalent to a **red card**. A team **may not** substitute for an ejected player.
- f. The Head Field Official shall keep the player card of any player receiving a **red card** during or immediately following a match and turn it into the Tournament Director. The player card will be returned to the coach of the team involved after the player has sat out their suspension or at the conclusion of the tournament.
- g. **All red and yellow cards** issued during the tournament will be recorded in the tournament records and reported to the home state association for the team involved. The home state association and the home club/league have the responsibility for imposing additional sanctions, if warranted.
- h. Appeals and protests **will not** be accepted on behalf of any player or coach ejected because of flagrant misconduct.
- i. Any Player receiving **2 red cards** during the tournament will NOT be allowed to play for the remainder of the tournament.

- j. Any referee assault will be dealt with according to USSF Rule 1108.

8. Forfeits:

- a. A minimum of three players for the 4 v 4 format constitutes a team. A minimum of five players for the 7 v 7, six players for 9 v 9, and seven players for 11 v 11 formats constitutes a team. A team must begin play if the minimum number of players is present at game time.
- b. If a match is forfeited, a score of 3-0 will be recorded for the winning team.
- c. The Tournament Committee reserves the right to eliminate a team from further participation in the tournament for forfeiting a game.

9. Uniform and Equipment:

- a. All equipment must conform to USSF rules.
- b. Each player on a team must have a unique number on the back of his/her jersey (excluding Goalies).
- c. USSF guidance to referees is that a player may not use equipment or wear anything which is dangerous to themselves or another player (including any kind of jewelry). Any protective cast or other protective equipment must be approved by the tournament marshal prior to the team's first game of the tournament.
- d. All players in every age group will be required to wear FIFA approved protective shin guards at all times while actively participating in a game.
- e. In the case of similar jerseys, the referee will instruct the **HOME TEAM** to change jerseys.
- f. **HOME TEAM** will provide a game ball.

10. Brackets:

- A. The Tournament Director reserves the right to combine age groups if there are not a sufficient number of teams in any age bracket. The Tournament Director will attempt to contact all teams affected by any change in their age group, however all decisions regarding flights and brackets are FINAL.
- B. The Tournament Director will divide age divisions with six or more teams into multiple brackets.

11. Point System:

- A. In the preliminary matches, each victory is worth three (3) points, a tie is worth one (1) point and a loss is worth zero (0) points. Forfeits are scored as a 3-0 victory for the opposing team. If there is a tie in the round robin or preliminary round standings, the Tournament Committee will use the following procedures to determine group, wild card, and final standings for round robin play:
 - i. Head to Head Competition.
 - ii. Fewest Goals Allowed - Maximum of four (4) goals per game.
 - iii. Best Goals Differential for all matches - Maximum Goal Differential of five (5) per game.
 - iv. Most Goals Scored - Maximum of four (4) goals per game.
 - v. Penalty Kicks (see penalty kick rules below)

- B. The Tournament Director and/or the tournament committee will make all determinations of teams advancing.
- C. If there is a tie with multiple (three or more) teams, the above-stated criteria will be used to break the tie. If after using the above procedures one team can advance or be eliminated and the remaining teams are still tied, then the Tournament Director will start at the top of the criteria again. **This process will be repeated until a second team can advance or winner is determined.**

12. Overtime:

- a. If there is a tie at the end of regulation in a semi-final match or final match, the winner will be determined as follows:
 - i. The teams will play two (2) five (5) minute overtime periods to conclusion. No Golden Goal rule shall apply. There will be no coaching between periods.
The Home Team will kick-off, and the Away Team will choose side of field.
 - ii. If the teams are still tied, then the teams will play one (1) round of kicks from the penalty mark with five (5) players shooting for each team. These players must come from the players that are on the field at the end of the last overtime period.
 - iii. If the match is still tied at the conclusion of the first round of kicks, then the teams will select five (5) additional players to go to sudden victory kicks from the penalty mark. These players can be any player on the team except for the five (5) who took the penalty kicks in the first round.

13. Awards:

- A. All Teams
 - i. Players on the 1st and 2nd place teams will receive individual awards

14. Tournament Committee:

- A. The Tournament Committee reserves the right and authority to:
 - i. Group age divisions based on team availability.
 - ii. Relocate and/or reschedule match times.
 - iii. Reduce match duration due to inclement weather.
 - iv. Decide final standings and trophy winners.
- B. **Any protest must be presented in writing to the Tournament Committee within one (1) hour of the completion of the game, and it must be accompanied with a \$200 cash bond. This bond will only be returned if the protest is upheld.**

REFEREE JUDGMENT CALLS CANNOT BE THE BASIS FOR APPEAL.
REFEREE DECISIONS ON THE FIELD ARE FINAL

13. Weather Policy:

- A. In the event of inclement weather, the Tournament Committee reserves the right to modify any Tournament rules in order to safely and fairly end the Oktoberfest successfully. Matches may be shortened or eliminated in cases of inclement weather or unplayable field conditions. **Coaches are asked to be patient and remain flexible.** If a match is halted, the following procedures will be followed:
- B. Coaches and/or Managers must check at the registration/scoring area to receive final instructions:
 - i. **DO NOT LEAVE THE SOCCER COMPLEX** unless you have spoken with the **TOURNAMENT DIRECTOR** and/or **REFEREE ASSIGNOR**
 - ii. **PLEASE** stop by the registration / scoring tent before releasing any of your players.
 - iii. *If your team is not present at the resumption of play the match will be considered a forfeit!*

**TO SIGNAL THE OFFICIAL STOPPAGE OF PLAY AIR HORNS WILL BE SOUNDED.
PLEASE TAKE COVER IN YOUR CARS.
WHEN PLAY CAN SAFELY BE RESUMED AIR HORNS WILL SOUND TWICE.**

14. Payment & Cancellation Policy:

- A. Any team that has not paid prior to the event start date, will not be allowed to participate in the event until a credit card or cash payment (only) has been made. No checks will be accepted on the event start date.
- B. In the event matches are discontinued due to inclement weather or adverse field conditions, **Peoria FC United is not responsible for any expenses incurred by any team.** All decisions related to such are final. If matches are cancelled because of weather, the following refund policy will be in effect:
 - i. No games played – 50% Refund of Entry Fee
 - ii. 1 game played – 25% Refund of Entry Fee
 - iii. 2 games or more played – NO Refund
- C. If a team cancels after the registration deadline of September 20, 2019, there shall be no refund of any fees paid to Peoria FC United.