

## Gateway Rush Halloween Havoc- Rules of the Game

APPLICATION OF RULES: The following rules apply to the Halloween Havoc. Any ruling not covered by FIFA will be in accordance with the Illinois Youth Soccer Association (IYSA) and U.S. Youth Soccer (USYSA). Each team and team official is expected to know the rules as they apply to this competition and ignorance of the rules is not just cause for not applying or abiding by them.

Tournament dates are October 25-27, 2019 (all local teams should be prepared for a Friday night game). All teams should be prepared for games beginning at 7:30am on Saturday. **Out of town teams should plan on traveling on Friday so they are ready for early games on Saturday.** Eligible age groups are Boys 2014(U6) – 2005(U15), Girls 2014(U6) – 2001(U19), adjustments may be made to best assure proper competition. Tournament will be played with a three game minimum in a round robin type format for 4 and 5 team flights. Playoffs will follow round robin for 6, 8, and 10 team flights. If there is a wild card team in the playoffs we will adjust playoffs if needed to ensure the wildcard team does not play the group winner from the same group. There will be team and individual awards for first and second place for 2014(U6) to 2005(U15) divisions. All 2004(U16)-2001(U19) will be a Showcase. Each team will play 3 games with no playoffs.

1. Player Eligibility – All players must be registered with U.S. Soccer affiliate and their respective State Associations or Governing Body. Valid player passes will be required. These passes must contain a picture and be fully laminated. Every team for each player must have a current State Player Pass (or other approved organization of which the team is a member) with a player picture. Birth certificates are NOT acceptable as proof of age. Cards will be matched against submitted roster. This tournament is for teams registering for the 2019/2020 seasons that are playing in a sanctioned US Soccer league. All teams from outside Illinois must have proof of Permission to Travel duly authorized by your governing organization where applicable.

Players may only play for ONE TEAM in this tournament. Guest players may only play for one team in the tournament. No player may be added to a roster once the team has started playing their first game.

Trapped players will be allowed to play in the tournament. Max # of trapped players will be 4 per team.

Each coach must have a coach's pass to be on the player/coach bench, to be on a bench or in the player/coach area without proper credentials shall cause the team to forfeit. If a coach is ejected, he/she must immediately leave the field area and sit out a minimum of remainder of the current game and one additional game.

Coaches must have in their possession medical authorization forms for all players on the roster including guest players. All required documentation must be available immediately upon request by the tournament staff. NO EXCEPTIONS!!

## 2. Rosters, balls, game times:

Age	Ball Size	Players on the field	Maximum Roster	Length of Halves	Length of Halftime
2014, 2013, 2012 (4v4) (U6-U8)	3	4	12	4 x 10min.	5
2011, 2010 (U9-U10)	4	7	12	25	5
2009, 2008 (U11-U12)	4	9	16	30	5
2007, 2006, 2005 (U13-U15)	5	11	18	35	5
2004, 2003, 2002, 2001 (U16-U19)	5	11	22	35	5

a) Game is a forfeit if the team is not present at scheduled start time. Games shall be considered complete if half of the game has been played. Game length may be shortened due to conditions beyond tournament control.

b) The tournament director and their deputy shall have the sole authority to cancel games or change game durations in the event of conditions beyond their control. In the event of conditions beyond their control, the Tournament Committee reserves the right to change the Tournament Format as follows:

1. Delay, relocate, reschedule, or consider complete any games.
2. Shorten game times.
3. Cancel any games during round robin, bracket play, which have no bearing on pool winners.
4. Modify rules for tiebreakers in case all games cannot be played in full.
5. Cancel a championship game and apply tiebreaker rules to determine winner.
6. Forfeiture rules will apply to teams that leave the site without permission of the tournament director after a weather delay and do not field a team at the restart.

c) Games where the score differential is 5 or greater at the start of the 2nd half will only be shortened if both coaches agree. **If both coaches agree**, the following will apply:

2011-2005 - the second half will be shortened by 10 minutes. 2004-2001 – the second half will be shortened by 15 minutes.

d) In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament.

### 3. 4v4 Rules

- a) All kicks are indirect
- b) Kick-ins are okay from the sidelines
- c) The defending team must retreat to midfield on all goal kicks.
- d) No offside
- e) Goal Box – No players will be allowed to defend inside the box outlined just outside both goals. Players can move through the box without the ball, but may not make a play on the ball (offense or defense). If a defensive player plays the ball inside the goal box, the opposing team will be awarded a penalty kick from the halfway line. If the offensive team plays the ball inside the goal box, the result will be a goal kick to the defending team.
- f) Substitutions - Players may be substituted for and return to the game as often as desired. Substitutions will be allowed during the following:
  - A) Halftime
  - B) After a goal is scored
  - C) In case of injury, opposing team may substitute like number
  - D) Any dead ball with the referee's approval

4. Player Equipment will be in accordance with FIFA – all players will wear shin guards and nothing that can be deemed dangerous to another player by the referee.

5. Scheduling: the scheduling will be the responsibility of the tournament director and staff. The team listed first is the home team and shall wear light colors. Away teams will wear dark colors. The team not following the above rule will change colors in the event of a color conflict. The player's bench for both teams is on one side of the field all spectators will be located on the opposite side of the field during the match. Requests for game conflicts may be considered but are not guaranteed, no conflicts will be recognized for playoffs or finals scheduling.

6. Substitution: Players may be substituted for and return to the game as often as desired. Substitutions will be allowed during the following:

A) Halftime B) After a goal is scored C) In case of injury, opposing team may substitute like number D) Any dead ball with the referee's approval

7. Protests: There will be no protests, decisions of the tournament directors is final.

8. The build out line will be used for all 7v7 games. The rule interpretation is the same as SLYSA. No off sides will be called for 7v7 games.

9. Qualifiers for finals: All round robin games must be played before any team advances to finals regardless of points and or advancement possibilities. No finals will be held until all round robin play is complete. Three points will be awarded for a win, 1 for a tie and 0 for a loss. In the event of tie in round robin play the tie breakers are as follows:

1) Head to Head \* 2) Goal differential (accumulative total of per game differential – goals scored minus goals allowed – with a max differential of 4 per game) 3) Most goals scored (max of 4 per game) 4) Fewest goals allowed 5) Most shut outs 6) Kicks from the Mark (as defined by FIFA laws)

In the event of severe weather and games are cancelled winners will not be selected unless the bracket and playoff are complete. In Divisions where a wild card team advances, the wild card team will not play a team from their same bracket. The wild card team will play the highest seeded team (out of bracket play). If the highest seeded team is a team from their original bracket, they will play the second seeded team.

\* When a tie occurs in round robin divisions, in some cases the head to head results cannot be used to determine a winner. In these cases, the next listed tie breaker under the rules will become the first tiebreaker.

10. Overtime rules there will be no overtime periods for all tournament play, ties shall be allowed in round robin play. All semi and final matches that are tied at the end of regulation shall proceed immediately to kicks which will be taken from the mark as per FIFA laws of the game. NOTE: players eligible for kicks from the mark are those players on the field at the end of regulation.

**4 v 4 formats**, if there is a tie at the end of regulation time in a semifinal or final round game, then the teams will determine the winner as follows:

1. Teams will go through one round of regular penalty shot procedures with five (5) players shooting for each team. The penalty shot will be taken from the center mark at midfield. All players can participate in the penalty shots.
2. If the game is still tied at the conclusion of the first round of penalty kicks, then the teams will go to sudden victory penalty shot procedures.

11. Forfeited Games are recorded as 0-4 losses for the forfeiting team. Any team leaving the field prior to the end of the game is subject to forfeiting the game. Teams that forfeit are subject to disqualification from the tournament without reimbursement. If the referee terminates the game before the conclusion, the tournament director will determine the outcome and notify the teams.

12. Sportsmanship: Foul language, harassment or acts of aggression towards others by coaches, players and or spectators will not be tolerated. Offenders will be dismissed from tournament grounds and the game may forfeit at the discretion of the referee and tournament officials. Flagrant or repeated violations may result in the team being disqualified from the tournament with no refund at the sole discretion of the tournament officials. All decisions shall be final. If a coach is dismissed from a game he/she must sit out a minimum of the next tournament game and up to the rest of the remaining tournament at the discretion of tournament officials.

13. Red Card: Any Red Card issued to a player/coach, the player/coach will be required to leave the bench area and return to the parking lot for the remainder of the game. The ejection of the player or coach will result in a one-game suspension for the next tournament game subject to the review of the Tournament Director. Any Red Card or ejection for "Violent Conduct", "Abusive Language" or "Spitting" will result in a suspension for the remainder of the tournament subject to the review of the Tournament Director. The passes of an ejected player or coach will be retained at the tournament headquarters until their suspension has been served.

14. Refund policy: Teams will not be considered until payment is received. Teams will be notified via email of acceptance. If a team withdraws after the tournament deadline, their fee is forfeited. Should a team not be accepted, the fee will be returned. There will be a \$75 refund for any games not played due to any reason beyond our control including, but not limited to, weather, field conditions, or player safety issues (maximum refund of \$225). If the tournament is canceled in its entirety then each team will receive a refund with a minimum amount of \$250 guaranteed.

**\*\*NO DOGS ARE ALLOWED AT ANY GAMES DURING THE TOURNAMENT\*\***