



# Reed-Custer Soccer Club Mud, Blood, and Tears Spring Soccer Tournament May 20<sup>th</sup>, 21<sup>st</sup>, and 22<sup>nd</sup> 2016

## Tournament Rules:

Tournament games will be played in accordance with the Laws of the Game as issued by IYSA, unless modified herein. The following statements are supplements and clarifications to the Laws of the Game.

Reed-Custer Soccer is the contracted caretaker of District 255U property. All rules pertaining to school property apply, including but not limited to smoking, alcohol, pets, and no open flames of any kind. Absolutely no vehicles are allowed in the bus barn parking lot, except individuals with a handicap sticker.

## Age and Eligibility:

Competition is open to invited recreational teams only (unless prearranged and made known to all participating teams in advance by the Tournament Director.) Age cutoff by division is as follows:

Division	U6	U8	U10	U12	U14	U19
Maximum age as of 8/1/2015	6	8	10	12	14	19
Maximum Roster Size	10	14	16	18	18	18
Players on the field	6	7	9	11	11	11

Teams must submit their team rosters with payment no later than **May 1st, 2016**. Each organization's president and coach of each team must sign the roster ensuring each player was a rostered spring player. If efforts to bring full teams, teams are allowed to add 2015 fall players to the roster as long as they have played in fall of 2015 for your organization.

## Players Equipment:

Soccer equipment must meet IYSA specifications. All players are required to wear individually numbered jerseys. The number must coincide with the players name and number on the official team roster provided at registration. No two players on the same team wearing the same number may play on the field at the same time. If such a situation occurs, both players will be sent off the field and a substitution will be permitted until verification from a tournament official is made.

The home team is the team listed first on the schedule, in the event of a color conflict; the home team will wear pennies or alternate jerseys.

Sports goggles must be worn in place of glasses, no form of prescription or casual glasses are allowed. No jewelry may be worn during play. This includes, but is not limited to earrings or visible piercings of any kind, watches, necklaces, bracelets and rings.

Any braces or casts must be inspected by the referee prior to the start of the tournament. Braces must not have metal or hard plastic supports of any kind, with the exception of plastic eyelets for Velcro strapping. Casts must be completely wrapped in foam padding. If the referee feels at any point that the brace or cast is being used in any way as a weapon, they will remove the player from the game.

## Code of Conduct:

Players and coaches are expected to conduct themselves within the spirit of the game, as well as, to the letter of the law. Players and coaches ejected from a match (red card) will sit out the remainder of the match that they are ejected from, as well as, the following game. No substitutions may be made for the ejected player during the same game as the ejection occurred. Additionally, any red card ejections will cost the offending team in the form of one point being deducted from their overall point total (unless in a semi-final or championship game).

All other rules pertaining to yellow and red cards will be determined by the head official during game play and the head official and Tournament Director afterward.

**Substitutions:**

Substitutions are determined by the head official. All subsequent rules governing substitutions will be determined by head official accordingly.

**Tournament Cancellation Policy and General Info:**

The Tournament Committee will make every possible effort to get all games played and completed. Game dates and times may change due to inclement weather conditions or as deemed necessary by the Tournament Committee. All Decisions of the referee and Tournament Committee are final.

**Duration of Play:**

Duration of play for tournament games will be as follows, unless otherwise specified before game play:

Division	U6	U8	U10	U12	U14	U19
Preliminary Rounds	15 min	25 mins	20 min 1/2	25 min 1/2	30 min 1/2	30 min 1/2
Final Rounds	N/A	20 min 1/2	25 min 1/2	30 min 1/2	35 min 1/2	40 min 1/2
Half Time	N/A	6 min.	8 min.	8 min.	8 min.	8 min.

For U6 and U8 preliminary rounds, the game will have no half time.

**Ties:**

During preliminary rounds, ties will stand at the end of regulation play. For semifinals or championship matches, teams will be given a 5 minute rest period before proceeding with two successive 5 minute "sudden victory" or "golden goal" periods, with teams alternating sides after each 5 minute period.

If still tied, teams will proceed to a penalty kick shootout. 5 attempts per round. If a round is completed with no determined winner, one shooter for each team will alternate until a winner is determined. No player will take a second penalty kick until every member of their team has taken one. All rules governing the penalty kick process are to be determined by the head official in accordance with FIFA rules.

**Weather Delays:**

Regardless of weather conditions, coaches and players must report to the field of play as scheduled, ready to play, unless otherwise notified by a member of the Tournament Committee. Failure to appear (including a 5 minute grace period) will result in forfeiture of the match. The winning team will be awarded a 1-0 victory. Delays and cancellations can only be determined by the head official and the Tournament Director.

*The Tournament Committee reserves the right to modify game schedules and procedures throughout the tournament weekend based on weather conditions. This includes loss of light due to cloud cover.*

**Procedure for Determining Placement into Championship Rounds:**

Each team U8 to U19, will be placed in a bracket and play a minimum of three preliminary round matches. At the conclusion of these matches they will be ranked according to results. This ranking will determine the teams which meet in the championship rounds. The top 4 teams will advance to the semi-finals and final rounds.

*The point system for determining ranking is as follows:*

~ 6 points for a win.

~ 3 points for a tie.

~ 1 point for a shutout.

~ 1 point for each goal scored, up to 3 goals, for both the winning and losing team.

(In the event that a team is not found to the fill a "TBD" game, the winning team is awarded points in accordance with a 1-0 victory or 8 points) The 3 goal rule is not in effect during tournament play.

*Tie-breaker rules are as follows:*

1. Most wins in preliminary rounds.
2. Winner of head-to-head competition.
3. Goal differential (total goals scored minus total goals allowed)
4. Least goals allowed during preliminary rounds.
5. PK's

Cancellations will be allowed until May 15<sup>th</sup>; at this point no refunds will be given. All awards and supplies for the tournament will be ordered at this point.

**U6 Tournament Format:**

U6 teams will be placed in a 5 team round robin format. Each round robin will play 4 - 15 minute games over a 6 hour period. 1<sup>st</sup> to 5<sup>th</sup> place metals will be awarded to each group of 5 teams. Metals will all be the same, the ribbons will say 1<sup>st</sup> to 5<sup>th</sup> place in different colors, and no one will be left out. Adjustments may be made based on registration numbers. Based on registration we will run 1 to 4 fields on Saturday, and add additional round robins on Sunday if needed.

Please try to send rostered teams. Due to this age group, combining a few players from multiple teams from your organization to send a complete team is more acceptable. Please send teams in matching uniforms or pennies if needed. A child may only play on one roster. The scoring point system will be consistent with U8 to U19.

After all games are over, in the case of a tie, at any place, each child will get to dribble from midfield stop and shoot at the top of the goal box. Teams with different number of players will assign additional shooters. . If a round is completed with no determined winner, one shooter for each team will alternate until a winner is determined.

Example of Round Robin Schedule:

Field A

U6 Round Robin

9:00	Team A	Team B
9:15		
9:30	Team C	Team D
9:45		
10:00	Team A	Team E
10:15		
10:30	Team C	Team B
10:45		
11:00	Team E	Team D
11:15		
11:30	Team A	Team C
11:45		
12:00	Team B	Team D
12:15		
12:30	Team E	Team C
12:45		
1:00	Team A	Team D
1:15		
1:30	Team E	Team B
1:45		
2:00	Shootout if needed	

Awards

Field B

U6 Round Robin

9:00	Team A	Team B
9:15		
9:30	Team C	Team D
9:45		
10:00	Team A	Team E
10:15		
10:30	Team C	Team B
10:45		
11:00	Team E	Team D
11:15		
11:30	Team A	Team C
11:45		
12:00	Team B	Team D
12:15		
12:30	Team E	Team C
12:45		
1:00	Team A	Team D
1:15		
1:30	Team E	Team B
1:45		
2:00	Shootout if needed	

Awards





# Reed-Custer Soccer Club

## Mud, Blood, and Tears Spring Tournament



### Team Registration & Roster Form

#### Team Information:

Organization: \_\_\_\_\_

Team Name: \_\_\_\_\_

Gender: \_\_\_\_\_ Age Group (Circle One) U6 U8 U10 U12 U14 U19

Coach's Name: \_\_\_\_\_

Coach's Email: \_\_\_\_\_ Coach's Phone #: \_\_\_\_\_

Team Jersey Color: \_\_\_\_\_

#### Player Information:

**Note: Each player must check-in with a valid birth certificate or passport on each day of the tournament.**

Roster Maximums: U6 = 10 U8 = 14 U10 = 16 U12 = 18 U14 = 18 U19 = 18

	Player's Name	Date of Birth	Uniform #	
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				

**Cost:** U6 (\$3 per Player) – (U8 \$150 per team) – (U10 \$250 per team) – (U12 \$300 per team) – (U14 & U19 \$350 per team)

Awards for 1<sup>st</sup> through 4<sup>th</sup> place at all age groups; all other players will receive a participation metal for the memory of attending.

Younger players may double roster at older age levels, but the tournament board will make no adjustments to game times for any individual. Conflicting game schedules will result in a double rostered player having to choose between games.

This roster must be turned in to the Reed-Custer Board no later than May 1<sup>st</sup>, enclosed with payment and copy of player's birth certificates. Teams must still check-in 30 minutes before their first games. Mail to 239 Harbor Landing Braidwood, IL 60408

I acknowledge that all the players listed above are part of our organization.

President \_\_\_\_\_ Coach \_\_\_\_\_ Club Name \_\_\_\_\_

The Reed-Custer Board and Tournament Director has the final say in all off field disputes or questions. Kankakee Valley Referee Association has the final say in all pre or post game safety concerns; as well as all calls, decisions and disputes during actual play. The Reed-Custer Board will stand behind the decision of the contracted referee company. Opponents will be drawn at random, if we need to have games on preliminary games on Friday night or Sunday morning local opponents will be paired to reduce travel for teams located farther away.