

DANNY CUNNIFF SOCCER CLASSIC
AUGUST 26 - 28, 2016
TOURNAMENT RULES

LAWS OF THE GAME

All games shall be played in accordance with the Laws of the Game as issued by FIFA/USYSA and Illinois Youth Soccer Association. The following rules supplement the Laws of the Game.

REGISTRATION

- All teams are required to have approved US Youth Soccer laminated player passes with pictures and birth dates.
- Registration will be at The Danny Cuniff Fieldhouse, 3000 Trailway, Highland Park, IL 60035
- You are required to have a liability and medical release form filled out for each player on your roster.
- All out of state teams must have a travel permit.
- All teams with guest players must have a signed USYSA tournament guest player roster form.
- At the time of registration, you must submit your final tournament roster, which cannot be changed during the course of the tournament.
- All rostered players must check in with the Field Marshal fifteen (15) minutes before the scheduled game times.

ELIGIBILITY

All players are born in the year of their age group classification or in a later group, based on an August 1st cut-off date. Each player must possess a valid USYSA player pass and a current medical release form. Each team is allowed five (5) guest players. Maximum roster size is 14 players for U8-U10, 16 players for U11-U12 and 18 players for U13-U14.

LENGTH OF GAMES

- All preliminary, semifinal and final games will play 2 x 25 minute halves. • There will be a five-minute half-time.
- The tournament does not require the referee to add time for substitutions. The game clock will not stop for any reason, unless in the judgment of the referee.

The tournament committee reserves the right to:

1. Reschedule, relocate or terminate games due to weather conditions. If 1/2 of the game has been played before termination for weather conditions or tournament director decision, the game stands as a completed match and is scored accordingly. NOTE: the referee or Tournament Director may suspend a game without it necessarily being terminated.
2. Reduce by up to half, the duration of the game.
3. Cancel a preliminary game that has no bearing in deciding the group winner.
4. Decide the final tournament standings, trophy winners.
5. Move penalty kicks to another field or area in order to avoid holding hold up other games. The tournament director has the right to change any of these rules or make a decision that would be in the best interest of the participants.

GAME PROCEDURES

- All parents and spectators are required to sit on one side of the field opposite the players. No spectators may sit with the players with the exception of up to three passed coaches.
- Home team: First team listed, provides game ball, kicks off to start game, switches in case of jersey conflict.
- Away team: Second team listed, picks side of field to defend to start game, switch at half. Teams must have an alternative set of jerseys. Teams should be prepared to provide a "club linesman" if necessary.
- U8 - U12 divisions shall use a size #4 ball. U13 & U14 must use a size #5 ball.

Boys and Girls — U8, U9 and U10 will play 7 v 7.

Boys and Girls — U11 and U12 will play 9 v 9.

Boys and Girls — U13 and U14 will play 11 v 11.

TOURNAMENT SCORING and TIE BREAKERS

Games in the preliminary rounds will be scored using a 10 point system as follows:

- Win 6 points -- Tie 3 points -- Loss 0 points -- Goal 1 point (Limit 3 goals) -- Shut out 1 point (0-0 tie is not considered a shut out)
- No overtime will be played. Only if the Championship game ends in a tie will teams go to penalty kicks.
- Each team will designate five players to take alternate penalty kicks; the best of five is the winner.
- Only those players on the field at the end of the game are eligible to take penalty kicks. • If still tied, the remaining players will take alternate penalty kicks until there is a winner. In the event of a tie, the following criteria will be used to break the tie:
 1. Head to head competition, if applicable
 2. Goal differential up to 3 per game, only in games played against common opponents.
 3. Fewest goals allowed
 4. Most games won
 5. Penalty kicks

PLAYERS EQUIPMENT

- Only sports eyeglasses are permitted. In accordance with the IYSA, Rule 002, which endorses FIFA Law 4, "A player must not use equipment or wear anything which is dangerous to himself or another player." **NO EXCEPTIONS.**
- In accordance with the IYSA, casts are not permitted, even if padded.
- No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- Shin guards must be worn by all players at all times.
- All players must have an individual number on their jersey, no duplicate numbers.
- In case of a jersey color conflict, the designated home team will change.
- All players' equipment is subject to referee approval.

FORFEITS

- Five players constitute a team for U8-U10, six players for U11 and U12, and seven players for U11- U14. Games will commence on time if the minimum numbers of players present. A forfeit shall be awarded if a team is not present and prepared to play with ten minutes of the scheduled time.
- In the event of a forfeit, the winning team will be awarded 10 points and the forfeiting team will get 0 points. The score will be recorded as 3-0.
- Any team that forfeits a game may not advance to the semifinal or final round.

SUBSTITUTIONS

- Substitutes shall be unlimited, but made only at the following times: Goal kick ... after a goal ... halftime ... throw-in by team in possession ... after a yellow card, for carded player
- An injured player may be substituted for at the discretion of referee. If a substitution is made for the injured player, the opposing team may also make a "one-for-one" substitution.

PROTESTS

- All referee decisions are final. No protests will be heard on any judgment calls by the referee.
- All protests must be filed within one hour of the completion of the game in protest.
- The decisions of the Tournament Committee are final.

EJECTIONS

- A player who receives a red card will receive a minimum of a one-game suspension. The tournament committee can increase that suspension if it is warranted.
- The throwing of a punch is an automatic removal from the tournament.
- A coach who receives a red card will receive a minimum of a one game suspension plus possible intervention by the tournament committee and their state association.
- No substitution can be made for a disqualified player for the game.

DISCLAIMER

The Tournament Committee and sponsors are not responsible for any expenses incurred by any team in the event games are discontinued or cancelled due to inclement weather or adverse field conditions. No refunds will be made unless the tournament is cancelled, in which case refunds will be distributed on a pro-rate basis with a full refund if the event is cancelled before it starts. The Tournament Director may suspend, without recourse or appeal, any players, coaches or spectators with poor sportsmanship to the detriment of soccer.