

Palatine Celtic Cup Tournament Rules ~ 2010

Laws of the Game

All games shall be played in accordance with the Laws observed by the USYSA/FIFA with the following exceptions:

A. Eligibility

- Age: Players must have been born on or after August 1 of the following years: U9-2001, U10-2000, U11-1999, U12-1998, U13-1997, U14-1996, U15-1995, U16-1994 U17-1993 U18-1992, U19-1991.
- Team Composition:
 - Players will be allowed to register with only one team and will not be allowed to switch from one team to another.
 - Up to 3 guest players may be added to a team roster. Each player must have a valid USSF /USYSA ID card.
 - Teams may carry a roster of no more than 14 players for U9, U10, 11, no and no more than 18 players for U12-16. U17-19 may roster up to 22 payers, with a maximum of 18 players dressed and eligible for each match.
- All teams must present medical/liability authorizations for each player, on the IYSA forms provided, before being allowed to participate. No other forms will be accepted.**
- Teams from outside of Illinois must present an approved "Application to Travel" form from their home state's USYSA affiliate.
- Each player must present a picture player pass before being allowed to participate. No other form of identification will be accepted.
- All teams will be required to provide a legible copy of their state roster with state add/drop forms at the time of registration.
- No roster changes will be permitted after a team roster has been approved at tournament registration.

Refunds are given to teams who withdraw, in writing, before acceptance into tournament.

Compensation due to game cancellations will be administered in the following manner: 80% refund for 0 games played, 40 % refund for 1 game played, 15 % refund for 2 games played

B. Player Equipment- All Age Groups

- Team members must wear the same uniform. All players must wear numbers on the back of their jerseys. Each field player shall have a different number from his or her teammates.
- In the event team colors clash in preliminary rounds, the team listed first on the schedule shall change. In semifinal and championship games, the team with lower team number shall change.
- All players' equipment is subject to referee approval.
- Casts will not be permitted (even if padded)
- Only sport eyeglasses are permitted (no regular/plastic eyeglasses)
- No metal cleats
- No jewelry

C. Substitution - There is no limit to the number of substitutions that can be made during a game. Substitutions must be made only at times allowable under USYSA/FIFA rules with the following exceptions:

- After a goal by either team
- At half-time, or before the start of any overtime period
- Before a goal kick for either team
- Before a throw-in in your favor
- In case of injury or any stoppage of play-with referee's permission. If a team representative enters the field of play to check injured player, player must leave field of play.

D. U9 - U11 Amendments

- U9 and U10 will play 7 v 7. U11 and U12 will play 9 v 9.

E. Duration of Game

- All teams must report to field at least 20 minutes before start of game for check in by Field Marshal.
- All games will be played with a running clock.
- The referee may stop the clock for serious injuries or other incidents.
- The referee is the official timekeeper, and therefore all decisions of this nature made by the referee are final. The Tournament committee may: relocate, cancel or shorten any game.

Age	Game length	Half time
U9-12 Preliminary	2 x 25	3 minutes
U13-14 Preliminary	2 x 30	3 minutes
U15-19 Preliminary	2 x 40	5 minutes
U11-14 Semi & Finals	2 x 30	5 minutes
U15-19 Semi & Finals	2 x 40	5 minutes

Game Result	Points Awarded
Win	3 points
Tie	1 points
Loss	0 points

reschedule,

F. Scoring - Any game that has completed one half of play is considered an official game.

G. Group winners - The following criteria will be used sequentially in order to determine group winners:

- Team with most points awarded
- Most games won
- Head-to-head
- Goal Differential (Maximum 4 per game)
- Fewest goals allowed
- Most goals for
- Penalty kicks

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H. Wildcard - In those divisions having 3 groups, a wildcard also advances to playoffs. The wildcard will be determined using the following criteria sequentially:

1. Team with the most points awarded
2. Most games won
3. Head to head
4. Goal Differential (Maximum 4 per game)
5. Fewest goals allowed
6. Most goals for
7. Penalty kicks

In the case that 3 or more teams tie in total points the tie breaker will be determined as follows:

The above criteria will be used sequentially, eliminating the head to head criteria. Once a team has been removed from consideration on the basis of one criterion, it will not be considered on subsequent criteria.

I. Overtime: Semi final & Championship Games - In the event of a tie in a *semi-final or championship game*:

1. Teams will play 2 x 5 minute overtime. Not sudden victory.
2. If still a tie, each team will designate 5 players to take alternate kicks: best of five is the winner.
3. Only those players on the field of play at the end of overtime are eligible to take penalty kicks.
4. The team with the higher tournament team number will start the shoot-out kicks.
5. If still tied, alternate penalty kicks by remaining players until winner is decided.

J. Awards

1. 1st -2nd place awards will be presented.
2. Individual participation awards will be given to U9 and U10 teams.
3. No placement trophies will be awarded.
4. Any team forfeiting a semi-final or championship game will not be entitled to individual trophies or team awards.

K. Forfeits

1. For U12-19, a minimum of 7 players constitutes a team at start of game. For U9-U11, 5 players
2. In the event of a forfeit, the winning team will be awarded 3 points for the win. The victory will be recorded as a 3-0 score.
3. No team having a forfeit loss may advance as a group winner or wildcard.

L. Failure to show

1. Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament and the game will be considered a forfeit.
2. Any team, having accepted entry to the tournament, failing to appear as scheduled, will cause all teams from its club to be banned from the Palatine Celtic Cup for a minimum of 3 years. In addition, the team's state association will be informed of the team's misconduct, with a recommendation for further action.
3. Any team failing to appear will forfeit its Tournament entry fee. Its fee will be used to reimburse opponents not played, or to pay the fee for a replacement team if one is available.
4. Upon a team's acceptance to the tournament, the application fee becomes non-refundable.

M. Behavior

1. All yellow and red cards issued during the Tournament will be reported to the Executive Committee.
2. Any player or coach receiving a red card will be banned from, at the least, the next scheduled game for that particular team. No substitutions will be permitted for an ejected player.
3. Any team or club receiving a disproportionate number of yellow and or red cards will be banned from the Tournament for a minimum of three years.
4. Any player or coach ejected from a game will be ineligible to participate in the team's next game. Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and returned to the coach of the team after the player has sat out their suspension.
5. Coaches will be held responsible for the behavior of their supporters.
6. Artificial noise making devices are strictly prohibited.

N. Protests

1. Protests must be made in writing by the team's coach and submitted to the Tournament Committee within 1 hour after completion of game.
2. A \$50.01 fee must accompany any protest. The fee will be returned only if the protest is allowed.
3. The tournament committee interpretation of tournament rules and protests shall be final.
4. All referee decisions are final regarding FIFA game rules and regulations.