

Rules and Regulations

Kixx September Showdown

September 16-18 2016

O'Fallon Family Sports Park, O'Fallon, IL

Law of the Game

All games will be played under the FIFA Laws of the Game, Except the changes to the substitution rules.

Team Eligibility

The following items must be presented at check-in to participate in the tournament:

Illinois USYSA Teams

1. IYSA Sanctioned Tournament Roster including any Guest Players, COMPLETED
(Form found on Tournament website)
2. IYSA Emergency Medical Release and Liability Waiver
(One copy, to be retained by Tournament)
3. IYSA Background Check and Concussion Awareness Certification Form
(Form found on Tournament website)
4. USYSA Player and Coach Passes
5. Copy of official State Roster
6. Guest Player Permit

USYSA Teams (from outside Illinois)

1. IYSA Sanctioned Tournament Roster including any Guest Players, COMPLETED
(Form found on Tournament website)
2. IYSA Emergency Medical Release and Liability Waiver
All teams must have TWO (2) copies of this form for each player. The tournament will retain one copy at check in. Coaches must keep a copy in their possession at all times during the tournament. (Form found on Tournament website.)
3. IYSA Background Check and Concussion Awareness Certification Form
(Form found on Tournament website)
4. USYSA Player and Coach Passes
5. Copy of official State Roster
6. Travel Permit
7. Guest Player Permit

US Club Soccer Teams

1. IYSA Sanctioned Tournament Roster including any Guest Players, COMPLETED
(Form found on Tournament website)
2. IYSA Emergency Medical Release and Liability Waiver
All teams must have TWO (2) copies of this form for each player. The tournament will retain one copy at check in. Coaches must keep a copy in their possession at all times during the tournament. (Form found on Tournament website)
3. IYSA Background Check and Concussion Awareness Certification Form
(Form found on Tournament website)
4. Form NT (Form found on Tournament website)
5. US Club Player and Coach Passes
6. Copy of official State Roster
7. Travel Permit
8. Guest Player permit

Teams may carry a roster of no more than 12 for U8-U10 7v7, no more than 16 for U11-12 9v9 and no more than 20 (Dressing 18) for U13-U19 11v11. No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be registered with their State, National or Provincial Association. Up to four guest players will be allowed for teams playing 7v7 or 9v9. Up to six guest players will allowed for teams playing 11v11. Each player must have a valid US Club/USYS ID card. Based on the rules established by USYSA, USSF and IYSA we do not allow for players to play for more than one team in our event at the same time. This rule is subject to contestation only in cases of immediate and dire need based on injuries or illnesses. Any consideration of allowing players to play for more than one team must be approved by the tournament director. The minimum number of games is three. No player may play on more than one team in the tournament.

Duration of the Game

<u>Age Division</u>	<u>Game Time</u>	<u>Ball Size</u>
U1811v11 (Girls)	2, 35 Minute Halves	5
U17 11v11 (Girls)	2, 35 Minute Halves	5
U16 11v11 (Girls)	2, 35 Minute Halves	5
U15 11v11 (Girls)	2, 30 Minute Halves	5
U14 11v11 (Boys & Girls)	2, 30 Minute Halves	5
U13 11v11 (Boys & Girls)	2, 30 Minute Halves	5
U12 9v9 (Boys & Girls)	2, 25 Minute Halves	4
U11 9v9 (Boys & Girls)	2, 25 Minute Halves	4
U10 7v7 (Boys & Girls)	2, 25 Minute Halves	4
U9 7v7 (Boys & Girls)	2, 25 Minute Halves	4
U8 7v7 (Boys & Girls)	2, 25 Minute Halves	4

Rules of Play

7v7 and the "Build out Line":

- Once the goalkeeper processes the ball during play in their hands or for a goal kick by them or a field player, the opposing team must move behind the build out line.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate (no punting).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

Awards

Awards will be given to the 1st and 2nd place teams for each age bracket.

Uniforms and Equipment

Each player must wear shin guards and an official uniform with a number on the back. If uniform colors are similar for both teams within a game, then the visiting will change colors. The Home team should wear a white or their lighter colored jersey. Home team will provide the game ball if the Tournament does not.

Start of the Game

A referee's coin toss will determine direction and which team possesses the ball.

Substitution

Unlimited substitution is allowed for all ages and divisions. Substitutions will be in accordance with USSF rules. Players can sub on the other team's possession/throw if they have a player up as a substitute as well.

Ejection

Any player or coach ejected from a game will be ineligible for the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. Passes/Player Cards will be retained by the tournament and will be returned to the coach of the team after the player has sat out their suspension.

Failure to Show-Forfeits

A minimum of seven players constitutes a team. A ten (10) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team shall be awarded a score of 2-0 and will receive the points for that score.

Protests

Any protest must be presented in writing to the tournament headquarters within one (1) hour of the completion of the game, and must be accompanied by a \$100 bond. This bond will only be returned if the protest is upheld. Referee judgment calls will not be a basis for protests.

Scoring Format

Three (3) points will be awarded for each win

One (1) point will be awarded for each tie

One (1) point will be awarded for each shutout

Zero (0) points will be awarded for each loss

In the event of a tie in total points in the standings, the following sequence will be used:

1. Head to Head competition between the teams that are tied
2. Best Goal Differential for all games- up to Four (6) per game
3. Fewest Goals Allowed
4. Most Goals Scored, up to four (4) per game
5. Most Wins
6. Most Shutouts
7. Penalty Kick Shootout- Five (5) players per team; if still tied, sudden victory penalty kick shootout will be implemented.

In the event that two or more teams are tied after all tie breakers are exhausted then a penalty shootout will be performed to determine a winner to move to the next round.

(In case of 3 way tie we will go through tie breakers until we have a winner, the process does not eliminate a team and the restart the tie breaker list)

Tie Break-Semifinals and Finals

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semifinal or final game; the game will continue with two five (5) minute overtime periods after which penalty kicks will be taken as listed below to determine a winner. We will be using the "Golden Goal" format which ends the game in overtime once the first goal is scored. If no goals are score then the teams will advance to a shootout after the two 5 minute overtime periods.

Tie Breakers-Penalty Kicks

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

Procedure: Penalty Kicks will be taken in accordance with the Laws of the Game

Eligible Players: Only players on the field at the end of the match are eligible to participate

1. Each team will select five (5) players to kick
2. Teams will alternate kicks- First team to kick will be determined by the referee's coin flip

3. If the score remains tied after five (5) kicks, teams will alternate kicks until a winner is determined
4. All eligible players must kick before any eligible player can repeat

Playoffs

Some brackets may be played as a true Round Robin. In the event that a bracket contains a "Final Game", a few different formats may be employed. For instance, in a two bracket group with 8 teams the Winner of Bracket 1 will play the Winner of Bracket 2. If the group is constructed to play a crossover pool play (six team bracket) the two highest seeded teams would be chosen to play in the final. If the amount of teams participating is of a level that requires a third bracket, we will employ a system including a Wild Card team. This team will have the next most points of the teams that don't win their bracket. In the event that the wild card system is employed, we will make every effort to not have teams play a team they have already played in the division games. In the event that there are seven or nine teams in an age group/division, the round robin format will be employed. The winner of the age group/division will be the team with the most points following the three or four preliminary games.

Inclement Weather

If there is any type of inclement weather including lightening or damaging winds, all players, parents, coaches, etc. are required to leave the fields at the direction of the Tournament Directors. Individuals should find shelter in available standing structures other than tents and temporary structures or in their personal vehicles. If inclement weather occurs for an extended period of time the Tournament Directors will make every effort to maintain the playing of all games. Games may be shortened to accommodate for the lack of time. If weather is persistent only final games will be played to determine a champion.

Refunds

If the event is canceled entirely because of weather, Kixx Soccer Club of O'Fallon will refund 80% of the application fee. This would be the case if a team does not play any games as well. If a team plays one (1) game, Kixx Soccer Club of O'Fallon will refund 50% of the entry fee. If teams play two games, the refund will be 25%. **No refunds will be given for teams that drop out after August 31, 2016 or after they have been accepted.**

Pets

No pets are allowed at the fields