

Illinois Fusion Powerhouse Soccer Tournament Rules & Regulations

LAWS OF THE GAME

All games will be played under international rules (FIFA)

TEAM ELIGIBILITY

All teams outside of the state of Illinois must file travel permission forms. Teams may carry a roster of no more than 18 players for U12-19 (3 guest players) and will play 11 v 11. U10 and U11 rosters will have no more than 14 players (3 guest players), and will play 8 v 8. U8 and U9 rosters will have no more than 10 players (3 guest players) and will play 6 v 6. No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be currently registered with their State or National Association. No special formed all-star teams will be permitted. Up to 3 guest players may be added to a team roster. Each player must have a valid USSF/USYSA ID card.

DURATION OF GAME

AGE DIV. PRELIMINARIES SEMI'S & FINALS BALL SIZE

U17	2 – 35 minute halves	2 - 35 min. halves	5
U15	2 – 35 minute halves	2- 35 min. halves	5
U14	2 – 35 minute halves	2 - 35 min. halves	5
U13	2 – 30 minute halves	2 - 30 min. halves	5
U12	2 – 30 minute halves	2 – 30 min. halves	4
U11	2 – 30 minute halves	2 – 30 min. halves	4
U10	2 – 25 minute halves	2 – 25 min. halves	4
U9	2 – 25 minute halves	2 – 25 min. halves	4
U8	2 – 25 minute halves	2 – 25 min. halves	4

AGE DIVISIONS

PLAYERS MUST BE BORN ON OR AFTER AUGUST 1 OF THEIR RESPECTIVE YEAR.

U20 – 87/88	U16 – 91/92	U12 – 95/96
U19 – 88/89	U15 – 92/93	U11 – 96/97
U18 – 89/90	U14 – 93/94	U10– 97/98
U17 – 90/91	U13 – 94/95	U09– 98/99
		U08– 97/98

UNIFORMS AND EQUIPMENT

Each player must wear shinguards and an official uniform with a number on the back. Where uniform color is similar the designated home team will change colors. Home team is listed first.

START OF THE GAME

The home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game.

SUFSTITUTION (UNLIMITED)

- (a) After a goal by either team
- (b) Before a goal kick for either team

- (c) Before a throw-in in your favor
- (d) At half-time, or before the start of any overtime period
- (e) In case of injury or any stoppage of play with referee's permission

EJECTION

Any player or coach ejected from a game will be ineligible to participate in 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 will be retained by the tournament and returned to the coach of the team after the player has set out their suspension. The coach is responsible for picking up the players pass after their suspension is completed.

FAILURE TO SHOW – FORFEITS

A minimum of seven players constitutes a team. A five 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 will 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 will be awarded a score of 3-0 and will receive 3 points for that score.

PROTESTS

Any protest must be presented in writing to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$100 bond, which will be returned only if the protest is upheld. Referees judgment will not be a basis for protests.

SCORING FORMAT

Three points will be awarded for a win, one point for a tie, and zero points for a loss. In the event of ties in total point standings, the following sequences will be used.

1. Head to head competition between teams that are tied.
2. Best goal difference for all games – up to 3 per game
3. Fewest goals allowed
4. Penalty kick shoot out – 5 players per team; if still tied sudden victory penalty kick shoot out

INCLEMENT WEATHER/CANCELLATIONS

The tournament committee has the right to shorten and or cancel matches due to climatic conditions or other acts of nature, which are beyond our control.

CANCELLATION POLICY

The Illinois Fusion Tournament Committee agrees to provide the guaranteed number of games or refund tournament application fees based on games not played to total games planned.

TIE BREAKER, SEMI-FINALS 7 FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. If a semi-final or final game is tied at the end of regulation, two 5-minute overtime period will be played with a goal ending the game. Teams will switch ends to begin each overtime period. If the game is still tied after the overtime periods, penalty kicks will be taken as listed below to determine a winner.

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:

- (a) Each team will select (5) players to kick – only players on the field at the end of the game may be selected
- (b) Team will alternate kicks – first team to kick will be determined by the referee's coin flip
- (c) If the score remains tied after five kicks, teams will alternate kicks one at a time until a winner is determined
- (d) Only players on the field at the end of the game may take kicks. All players on the field must kick before a player may repeat

Goalies may be changed after any shot.