



SEG Official Fall Tournament Rules (2023)

All games must be played in accordance with FIFA Laws of the Game as listed below.

ROSTER

No roster changes will be approved during the course of the tournament.

Maximum roster sizes:

U8-U10 (7v7): 14 players

U11-U12 (9v9): 16 players

U13-U14 (11v11): 18 players

U15-U19 (11v11): 22 players (18 may dress per game)

Minimum number of players required:

U8-U10 (7v7): 5 players

U11-U12 (9v9): 6 players

U13-U19 (11v11): 7 players

GUEST PLAYERS

All guest players must be the same age or younger than the team they are playing for. Each team is allowed an unlimited number of guest players from within their own club.

Maximum number of guest players who are not rostered with a team on the borrowing team's club: U8-U19: 5

No player may be rostered on more than one team in the tournament. In other words, no player sharing will be allowed, unless granted permission on an individual basis by the Tournament Director.

LENGTH OF GAMES

Game duration:

U8-U10: 2 x 25 min

U11-U12: 2 x 30 min

U13-U14: 2 x 35 min

U15-U19: 2 x 40 min

There will be a five minute halftime.

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.

GAME PROCEDURES

All parents and spectators are required to sit on one side of the field opposite the players and no spectators or coaches are allowed behind the goals.

Player and coach picture identification cards will be checked by field marshals at all games.

Teams are allowed up to 3 active coaches on the sidelines with their team. All coaches on the bench area must be licensed and passed. Coaches are not allowed to coach from the spectator's side of the field. Any team not having a passing coach at the beginning of the game will forfeit the game (see forfeit section for impact of forfeiting a game).

Every coach must have the Completion Certificate from the Centers for Disease Control Heads Up Concussion in Youth Sports.

Home teams will be listed second on the schedule and wear their light color. Teams must have an alternative set of jerseys. In the event of a uniform color conflict, the home team changes jerseys. The home team sits on the north/west bench, defends the north/west goal and has a kick off in the first half.

The shirt number of each player must be the same as the player's shirt number on the team's roster. If the numbers are not the same, the referee is not to allow the player to take part in the game until the numbers are the same.

The offside rule will be enforced at the midfield line for all ages.

The Chicago Cup will provide the game ball.

U8 - U12: #4 ball

U13 - U19: #5 ball

FIELD SIZE

U9-U10: 7v7 on small fields

U11-U12: 9v9 on intermediate fields

U13-U19: 11 v 11 on full size fields

Additional rules for U8, U9 and U10 include:

- Goalies are not allowed to punt the ball.
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, 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.
- Substitutions are "on the fly".
- Offside begins at the build out line instead of the center line.

All games will be officiated by a referee certified by IYSA/USSF.

NO HEADING FOR U11 AND YOUNGER

Boys Division U10/U11 is allowed to head the ball.

When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

TOURNAMENT SCORING/TIE BREAKING

Games in the preliminary rounds will be scored as follows:

Win - 3 points

Tie - 1 points

Loss - 0 points

A forfeited game will be scored as a 4-0 win for the winning team. A forfeited game will count as one of the minimum number of games guaranteed to each team.

Game scores will be entered into the official records with a maximum of a 4-point discrepancy. For example – If a game ends in a score of 7 – 1, the score will be entered 5 – 1. If a game ends in a score 10 – 3, the score will be entered as 7 – 3.

In the event of a tie in deciding group positions, the following criteria will be used to break the

tie: 1. Head to head competition

2. Goal differential (Goals scored minus goals allowed, max 4 per game)

3. Goals scored (max 4 per game)

4. Fewest goals allowed (max 4 per game)

5. Most wins

6. Coin Toss

In the event that 3 or more teams are tied, the tiebreaker rules will be applied until one team has won the tie (starting with goal differential). In order to break the tie with the remaining teams, the tiebreaker rules will be applied again, starting with goal differential. Once there are only 2 teams left, tiebreakers will start again, this time starting with head to head.

At the conclusion of each game, the referee will sign off on the score at the field table, including the match results, cautions, and ejections.

A team will forfeit a game if they fail to arrive to a game 15 minutes prior to the scheduled start or if a team fails to have the minimum number of players as required above. A team that forfeits a game will not be allowed to participate in any championship match.

OVERTIME PERIODS

During preliminary round competition, no overtime will be played.

In the event of a tie in a play-in, semifinal or championship game, the game will go straight to a shootout (i.e. no overtime). Each team will designate five players to take alternate penalty kicks: the best of five is the winner.

Only those players on the field of play at the end of the second half are eligible to take penalty kicks. If teams are still tied after 5 kicks, the remaining six players will take alternate penalty kicks in sudden death fashion to determine a winner.

EQUIPMENT

In accordance with FIFA Law 4, "A player must not use equipment or wear anything which is dangerous to himself or another player." Therefore, no prescription glasses are permitted, only sports goggles.

- Hard casts are not permitted. Soft casts are permitted with a medical release from the player's doctor and the permission of the referee.
- No metal cleats.
- 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.

SUBSTITUTIONS

There is no limit to the number of substitutions that can be made during a game.

For U8-U12 substitutions shall be allowed "on the fly". The player leaving the field must meet the player coming onto the field within ten yards of the touch-line and exchange a "high-five".

For U13-U19 substitutions must be made only on a dead ball or at the referee's discretion.

GENERAL RULES AND CODE OF CONDUCT

Artificial noise making devices are strictly prohibited.

No animals are allowed.

No alcoholic beverages or smoking is permitted.

No verbal abuse of anyone is allowed including but not limited to, tournament officials, referees, and players.

DISCIPLINARY ACTION

All red cards issued during the Tournament will be reported to the Tournament Director.

Any player or coach receiving a red card will be banned from the current game, and at the least, the next scheduled game for that particular team. No substitutions will be permitted for an ejected player during that game.

A team found to be using an ineligible player will forfeit the game and may be removed from the tournament without refund.

Anyone fighting or verbally abusing anyone can be subjected to ejection from further tournament participation.

Passes will be retained by the tournament director and returned to the coach of the team after the player has sat out their suspension.

Coaches will be held responsible for the behavior of their players, parents, and supporters.

The issuance of all yellow cards and red cards and other matters involving the conduct of a team, its players, coaches, and supporters will be recorded by our organization and the home club/league of the player, coach, team or supporters involved.

The home state association and home club/league of the player, coach, team, or supporters (except in the case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from the tournament.

The Tournament Director reserves the right to eject anyone (including players, coaches, and supporters) from further tournament participation and/or from the tournament grounds if they fail to abide by the tournament's Code of Conduct.

For CONCACAF teams outside of the United States, the tournament committee will notify the US Soccer Federation of disciplinary action taken, and that the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.

PROTESTS

Protests must be made in writing by the team's coach and submitted to the Tournament Director within 1 hour after completion of the game. Protests may only involve non-referee decisions regarding player eligibility and tournament rules.

A \$200 fee must accompany any protest. The fee will be returned only if the protest is allowed.

After a protest is made, the Tournament Director will review the written protest with the tournament committee within two hours of the protest being made. The Tournament Director must provide quick due process. The tournament committee, at its discretion, may ask that evidence be presented by the parties involved in the protest. Based upon the written protest and the evidence presented by the parties involved, the tournament committee will then make its

decision as to whether or not to uphold the protest. A minimum of three tournament committee members, including the Tournament Director, must review each written protest.

The Tournament Director and tournament committee's interpretation of tournament rules and protests shall be final and may not be appealed.

All decisions by referees may not be appealed.

Note that the Tournament Director has the right to relocate, reschedule, cancel or shorten any game. Shortened games, relocated and rescheduled games will constitute a played game, and the tournament will not refund any money for them. Changes to game locations and schedules will be posted on the tournament app and on the tournament website.