



Palatine Celtic Cup 2022 Youth Soccer Tournament **RULES AND REGULATIONS**

TOURNAMENT WEBSITE

<https://www.palatinecelticcup.com/>

TOURNAMENT EMAIL

celticcup@palatinecelticsc.com

MAIN HEADQUARTERS – Ron Gbur Park

1037 N. Smith Road
Palatine, IL

2ND HEADQUARTERS – Celtic Park

1351 N. Rohlwing Road
Palatine, IL

The Tournament will follow all US Youth Soccer, Illinois Youth Soccer & FIFA guidelines for formats of play and coach/player/parent conduct throughout the event. All final decisions regarding rules, formats, coach/player/parent conduct will fall solely on the events referee assignor, his/her decisions are final and cannot be argued or protested.

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except where amended by USYSA (or US Club if applicable) Rules of Play, The State Soccer Association Rules of Play, and/or the tournament rules. These rules may be modified before the beginning of tournament play.

TEAM ELIGIBILITY

Teams must be registered and in good standing with their US Youth Soccer affiliated state association. No foreign teams are allowed at Celtic Cup. AYSO or recreational teams must register with IYSA as a tournament team. and obtain passes in order to participate. All out of state teams' traveling USYS passes must have a travel permit. All teams with guest players must have a USYSA tournament guest player roster form. Players from within the club are not considered guests and the guest player form is not required, they may be added to the tournament roster and their player pass will suffice. There is no sharing of players among teams. No player shall be allowed to register for more than one team or switch from one team to another during the course of the tournament. A state certified roster must be submitted before or at check-in. All rostered players must have a current hard player pass or laminated player passes. No roster changes will be permitted after a team roster has been approved at check in.

TOURNAMENT FORMAT

Teams will be flighted according to competition level in brackets. There will be multiple flights in all divisions.

GAME FORMAT

Each team will be guaranteed a minimum of 3 games, not including semi-finals or championship games. Divisions will be organized by the US soccer standard of birth year.

Age Division	Number Players	Game Length	Min # to start the Game	Length Halftime	Ball Size	Max. Roster Size	Guest Players
U9-U10	7v7	2 x 25 min halves	5	5 min	4	14	3
U11-U12	9v9	2 x 30 min halves	6	5 min	4	16	3
U13-U19	11v11	2 x 35 min halves	7	5 min	5	18	5
U16-U19 Showcase	11v11	2 x 40 min halves	7	5 min	5	22	5

The tournament committee reserves the right to alter game length due to weather, injuries, or other delays.

PRE-MATCH CHECK-IN

All teams are required to check in at the registration site, at Ron Gbur Park at least 1 hour before your first scheduled game. Check-in is from 4 PM to 8 PM on Friday and 7 AM to 10 AM on Saturday. EXPRESS check-in will be available for teams who upload required documents by August 30, 2022. All player cards will be checked at Tournament Headquarters and banded for the weekend. Teams that do not check in, whereby disregarding and disrespecting the tournament process, could receive a 1 point deduction from their final group point total, which could affect final group standing and advancement.

GAME PROCEDURES

- ★ All parents and spectators are required to sit on one side of the field opposite the player.
- ★ Teams are allowed 3 passed coaches on bench. **Each coach in the bench area must be licensed and passed,** and is responsible for his/her team and spectators at each game. In the event a coach with a valid pass is not available to start a game, Celtic will provide a passed coach (for a fee – to be charged to the team/club). Any team not having a passed coach at the beginning of the game will have until the end of halftime to provide a passed coach or the game at hand will be forfeited (see Forfeit section for impact of forfeiting a game). The appointed Celtic coach will stay with the team through the second half to allow the players to complete the game.
- ★ **Home** team wears light colored jersey, **Away** team wears dark colored jersey. In the event of a conflict, the offending team must change.
- ★ No coin toss – Home team sits on north/west bench, defends north/west goal and has kick off in the first half, teams switch at half-time
- ★ Off-sides rule will be enforced at all ages.
- ★ If an Official Tournament Ball is not present, the home team is responsible to provide a game ball.
- ★ All games will be running clock. The game clock will not be stopped because of an injury to any player, unless at the discretion of the referee, the injured player must be removed from the field by medical personnel.

UNIFORMS AND EQUIPMENT

All teams must wear acceptable and nominally identical uniforms consisting of shirt/jersey/t-shirt, socks, shin guards, and suitable footwear. All uniforms shall be appropriately numbered and such number shall coincide with the game roster. Goal keepers must wear a distinctly different uniform from the other players on both teams. In the event of a uniform color clash, the designated home team (listed first on the schedule) will change.

TOURNAMENT SCORING//RULES FOR ADVANCEMENT/TIE-BREAKERS

Teams will be awarded points on the following basis:

- 3 (three) points for each WIN
- 1 (one) points for each TIE
- 0 (zero) points for each LOSS

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. Most Wins
2. Head-to-Head

3. Goals Against (up to 4 goals)
4. Goals For (up to 4 goals)
5. Goal Differential (up to 4 goals for & against)
6. Penalty Kicks

When the tiebreaker system is used and once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head-to-head competition Rule #2. Rules are repeated until one team remains.

SPECIAL NOTE: In the event of a 3-way tie in a bracket that determines advancement, follow tiebreakers below. Once a tie breaker is used to eliminate a team, it will proceed to the next tie breaker. Once a tie breaker is applied, it can only be used again if it becomes impossible to break the tie within the format provided. This is to ensure fairness to all teams involved in the 3-way tie.

1. Most Wins
2. Head-to-Head
3. Goals Against (up to 4 goals)
4. Goals For (up to 4 goals)
5. Goal Differential (up to 4 goals for & against)
6. Penalty Kicks

PENALTY KICKS

During preliminary rounds, no overtime will be played. In the event of a tie in a semi-final or final, penalty kicks will be used to determine the winner. Penalty kicks used in the semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the winning team captain wins the toss chooses to shoot or to defend first. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any other player can kick again.

FAILURE TO SHOW AND FORFEITS

The Tournament Director may declare a forfeit. Five players constitute a team for 9U-10U, six players for 11U-12U and seven players for 13U-19U. Games will commence on time if the minimum numbers of players are present. A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled start time. A five-minute grace period will be extended beyond kick-off time before a forfeit will be declared. The Tournament Director will make the final decision if a forfeit will be allowed depending upon extenuating circumstances that may have prevented a team from making a game on time.

In no case will a team that forfeits a game be allowed to advance out of their group to the finals and qualify for awards. If a forfeit is determined, the score will show 4-0. The team that shows will get 3 (three) points and 1 goal shares and the forfeit team gets 0 (zero) points.

SUBSTITUTIONS

9U-10U: Substitutions can be made on the fly during the flow of the match.

11U-19U: Substitutions without limit can be made with the referee's permission at the following times::

- ★ after a goal - both teams
- ★ goal kick - both teams
- ★ half time - both teams
- ★ throw-in - both teams may sub if the team in possession of the throw is subbing.
- ★ After a yellow card, for carded player only
- ★ An injured player be substituted for at the discretion of the referee. If a substitute is made for the injured player, the opposing team may also make a "one-for-one" substitution.

Substitutions are prohibited in the last five minutes of the second half of any match, except due to injury.

BUILD OUT LINE FOR U9 and U10 (if applicable)

Build out lines will be used at 9U and 10U level of play. Opposing players cannot cross the build out line until the ball has been touched. The build out line shall be placed equidistant between the half line and the penalty box.

US SOCCER HEADING MANDATE (if applicable)

No heading allowed at U9-U11 level of play. In accordance with the US Soccer and the Illinois Youth Soccer Association, purposeful heading the ball in any U11 and under age group will result in an indirect free kick awarded to the opposing team.

PUNTING/THROWING FOR U9 and U10 (if applicable)

No punting or long throws are allowed at the U9 and U10 level of play. If a goalkeeper punts the ball or throws past the halfway line, the referee will give the ball back to the goalkeeper and ask them to throw or drop to their feet and pass.

RED CARDS

The player(s) or coach(s) receiving the red card and the coach must report to Tournament Headquarters following the game. The red-carded player or coach will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a red card is received in the final match, the player or coaches will have to serve the suspension in the following year's event. Law 5 / Law 12

CASTS

Cast may be allowed. To be considered, the cast must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage and approved by the referee of each game. The referee of each match shall have full discretion in this matter.

REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by a player, a coach or a fan will be reported to the home state association within 48 hours of the end of games. The player, coach, or fan will be removed from the soccer complex and will not be allowed to return.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches, or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

GAME REPORTS

The field marshal will be responsible for reporting the score of the game. Report sheets are to be signed by one official from each team and the referee after the game is completed.

AWARDS

9U-19U teams finishing first and second will receive team and individual awards.

APPEALS

All referee decisions are FINAL.

NO protests will be allowed.

The Tournament Director is empowered to make all decisions regarding the competition during the tournament.

The decision of the Tournament Director is FINAL in all matters. No appeals will be allowed beyond that point.

INCLEMENT WEATHER/FIELD CONDITIONS

The tournament will be played through almost any weather. Teams will be expected to play according to the schedule of games regardless of the weather. Only the Tournament Director may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the referee, referee assignor, or the Tournament Director. When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games or penalty kicks. In case of extreme heat or humidity, water breaks may be designated by the Tournament Director. If lightning is detected, the Tournament Director will immediately suspend play and clear the fields. Teams should remain in the vicinity for game resumption. Play will resume after 30 consecutive minutes of no lightning.

Lightning: <https://www.palatineparks.org/rccms/lightningwarning/>

REFUNDS

The refund policy will be posted on GotSport before the start of the event.

TOURNAMENT COMMITTEE

Any questions should be directed to the Tournament Director during the tournament or to one of the Tournament Committee members, who can be accessed through field marshals.

MATTERS NOT PROVIDED FOR

The Tournament Director shall determine any matter not provided for in the tournament rules. In addition, the Tournament Director may amend the tournament rules when, in his or her judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament Director shall be final.

Contact the Tournament Director Jen Jeschke at celticcup@palatinecelticsc.com
or leave a voicemail or text at 224-558-0125

For more information visit <https://www.palatinecelticcup.com/>