



Palatine Celtic Cup 2022 Youth Soccer Tournament Application Information

TOURNAMENT WEBSITE

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

MAIN HEADQUARTERS – Ron Gbur Park

1037 N. Smith Road
Palatine, IL

TOURNAMENT EMAIL

celticcup@palatinecelticcup.com

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.

TEAM ELIGIBILITY

Teams must be registered and in good standing with their US Youth Soccer affiliated state association. There is no sharing of players among teams. No foreign teams are allowed at Celtic Cup.

TEAM ACCEPTANCE

The tournament director reserves the right to accept or reject any team application. Once accepted by the Tournament Committee, the application fee is non-refundable.

APPLICATION

A team must submit a complete application form and full registration fee prior to the registration deadline. Payment and tournament application **must be postmarked by the Tournament Deadline**.

Application Entry Fee:

U9-U10 7v7 = \$600

U11-U12 9v9 = \$725

U13-15 11v11 = \$825

U16-U19 11v11 = \$825

Application Deadline: August, 12th

Payment may also be dropped off prior to the deadline at the Community Center, 250 E Wood St, Palatine. The date the application is received will be considered in acceptance to the tournament. If the team is accepted to the tournament and fails to attend, the entry fee will be forfeited (partial refund may be available if a replacement team is found).

Checks or money orders must be made payable to Palatine Celtic Soccer Club with team names and age groups listed.

Palatine Celtic Soccer Club

Attn: 2022 CELTIC CUP

PO Box 305

Palatine, IL 60078



HOUSING

Teams are required to use the tournament Traveling Teams lodging. Teams not using our tournament housing service will be disqualified.

REGISTRATION and CHECK-IN

Team Managers/Coaches should be prepared to upload all required registration materials to their team account in GotSport for the Celtic Cup. Please view the Manager Checklist for required documents. All teams need to check-in at least 1 hour before your first scheduled game at the Main Headquarters at Ron Gbur Park. 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 26, 2022. All player cards will be checked at Tournament Headquarters and banded for the weekend. Field Marshals will check all banded passes 15 minutes prior to game start. Failure to check in will result in automatic disqualification.

MANAGER CHECKLIST

The following documents are required to participate in the 2022 Celtic Cup

1. Certified State Roster
2. IYSA Certified Tournament Roster
3. Player Passes
4. Guest Player Forms

Additional documents for US Club Soccer/non-IYSA Clubs:

5. IYSA Risk Management Certification
6. State Medical Release Forms
7. IYSA NT Form
8. Permission to Travel Form (Out-of-State Teams Only)

All documents must be uploaded to GotSport by 12 AM on August 26th, 2022.



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

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TEAM ELIGIBILITY

Teams must be registered and in good standing with their US Youth Soccer affiliated state association. There is no sharing of players among teams. No foreign teams are allowed at Celtic Cup. A state certified roster must be submitted before or at tournament check-in. No roster changes will be permitted after a team roster has been approved. No player can be on more than one roster for the event. All teams may enter a maximum roster of 12 for 7v7, 16 for 9v9 and 22 (18 dressed) players for 11v11.

GUEST PLAYER

Teams may have up to 3 guest players (9U-12U) and 5 guest players (13U-19U). Guest players will need the proper state approved paperwork. No double registering allowed. The player may only guest play and be listed on the roster with one team in the tournament.

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	12	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	22	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.



TOURNAMENT FORMAT

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

RULES FOR ADVANCEMENT

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 (Goals Against (up to 4 goals)
3. Goals For (up to 4 goals)
4. Goal Differential (up to 4 goals for & against)
5. 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, follows 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.

6. Most Wins
7. Head-to-Head
8. Goals Against (up to 4 goals)
9. Goals For (up to 4 goals)
10. Goal Differential (up to 4 goals for & against)
11. 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 team with captains 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. Any team that forfeits a game will not be allowed to advance out of their group to the finals. A ten-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 has forfeited a game qualify for awards. If a forfeit is determined, the winning team will be awarded a score of 4-0 and will receive 3 points.

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

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.

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.

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.

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:

1. after a goal has been made
2. at the beginning of the second half of play
3. at a goal kick by either team
4. at a throw-in by the team in possession

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

START OF THE GAME

The home team will choose the side of the field they would like to defend. The away team will get the kick-off to start off the game. There will be no coin toss.



PRE-MATCH CHECK-IN

Fifteen minutes prior to the start of each match, teams must check-in at the Field Marshall tent with current player and coach passes. A copy of the tournament roster should always be available in case of issues or concerns. The field marshall or tournament official will verify the identity of the players versus the player passes. The player's equipment will be checked by the referee or assistant referee. A player who arrives at the playing field after the pre-game procedure may not enter the game until after being checked by the referee or assistant referee for player pass and equipment.

CLOCK STOPPAGES

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.

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.

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 lighting.

AWARDS

9U-19U (non showcase) teams finishing first and second will receive team and individual awards.

UNIFORMS AND EQUIPMENT

All team uniforms 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.

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.



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.

REFUNDS

The refund policy will be posted on our tournament website 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 at celticcup@palatinecelticsc.com or leave a voicemail or text at 224-558-0125.

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