

# Palatine Celtic Cup 2024 Youth Soccer Tournament RULES AND REGULATIONS

## TOURNAMENT WEBSITE

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

## TOURNAMENT EMAIL

[celticcup@palatinecelticsc.com](mailto: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. There is no sharing of players among teams. 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.** Maximum player roster sizes:, U8-U10 (14), U11-U12 (14), U13-U15 (18), U16-U19 (22) 18 dressed.

## 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
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U8-U9	7v7	2 x 25 min halves	5	5 min	4	14	3
U10	7v7	2 x 30min 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	3

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

### **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. Head-to-Head
2. Most Wins
3. Goal differential
4. Goals Against (up to 4 goals)
5. Goals For (up to 4 goals)
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, 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.

1. Head-to-Head
2. Most Wins
3. Goal differential
4. Goals Against (up to 4 goals)
5. Goals For (up to 4 goals)
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 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 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 has forfeited a game qualify for awards. If a forfeit is determined, the score will show 4-0. The team that shows will get 3 (three) points and the forfeit team gets 0 (zero) 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

Red cards will be strictly upheld. No arguments, complaints or appeals will be heard by the tournament staff, game referee or referee assignor. A red carded player will sit out the remaining time of the game in which they received the red card and the entire next game.

### **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.

### **SUBSTITUTIONS**

8U-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.

### **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 marshal 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.

### **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.

### **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/TROWING 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 lighting 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**

8U-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](mailto:celticcup@palatinecelticsc.com) or leave a voicemail or text at 312-723-2077.

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