

2024 Tournament Rules (revised 7/1/2024)

1. Laws of the Game

All games shall be played under FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games unless otherwise noted.

2. Eligibility/Age

ALL TEAMS ARE COED.

Eligibility/Age

IISC uses calendar years. All age groups are calendar year.

UNDER 12'S are born in 2016-2015-2014-2013

UNDER 14'S are born 2012-2011

UNDER 18'S are born in 2010-2009-2008-2007

3. Age Group, Game Length

The Under 12 teams play 7v7: roster size 12, 20 minute halves

The Under 14 teams play 9v9: roster size 14, 20 minute halves

The Under 18 teams play 11v11: roster size 18, 25 minute halves

4. Running Clock. Each game will begin on time. Clock begins at game time.

All games will use a running clock with no stoppage except for serious injury.

Half-time is 4 minutes.

In the event of mandated water breaks, the clock will NOT stop.

There are no team warm ups on the game field.**

5. Championship & Semi Final Games

In the event of a tie at the end of regulation play, the following procedures will be applied: "Kicks from the Penalty Mark" rules will apply to determine the winner. Only players playing at the end of regular time will be allowed to participate in the kicks. Standard FIFA rules will be followed:

6. Scoring

The team coach is responsible for checking the accuracy of the score reported to the official score board. Teams will be awarded points as follows:

Win: 3 points, Tie: 1 point, Loss: 0 point, Forfeits: scored as a 4-0 win.

In addition: each goal is worth 1 point up to 4 goals.

In addition, 1 point for a shut out.

7. Standings

The following procedure will determine the bracket winner:

1. Most points
2. Most wins
3. Winner of game played between the tied teams (does not apply in the event of a three-way tie)
4. Fewest goals allowed
5. Most goals scored (*maximum four per game*)
6. KFTM "Penalty Kicks." Per FIFA rules, except: any eligible* rostered player may participate. If teams are tied after the first round of five penalties, successive rounds of one shooter from each team will be taken until one team prevails. *Players who are sitting out a red card, and not eligible to play in the following game, are *not* eligible to participate in the PKs.
7. Coin flip, if deemed necessary by the Tournament Committee.

For flights without a Championship game scheduled, final positions will be determined by the point system with ties resolved as stated in rule #9.

8. Protests

The decision of the referee will be final. Protests are not allowed.

9. Final Arbitration Decisions of the Tournament Committee shall be final on all questions regarding advancement. There shall be no appeals of advancement decisions. *After checking the posted scores and standings, if you have any questions about which teams are advancing to the finals, PLEASE ASK THE OFFICIAL TOURNAMENT SCORE KEEPER AT THE HEADQUARTERS TENT.* Tournament Committee is the final interpreter of the rules and regulations and reserves the right to issue the final decision of all matters pertaining to the tournament. If a scheduling error is discovered that leads to game time or field location change or confusion, the Tournament Committee reserves the right to correct the mistake.

10. Park Rules

- **No dogs, No alcoholic beverages, NO SMOKING, No Vaping, No Guns, no glass containers are allowed.**
- Concessions and restrooms are available