

5 USYSA National Championships  
11 USYSA National Finalists  
17 USYSA Region II Championships  
36 Illinois State Cup Championships  
23 USYSA MWRL Championships



5 USASA National Championships  
2 USASA National Finalist  
7 USASA Regional Championships  
9 USASA State Championships  
1 USYSA National League Championship

Eclipse Select Soccer Club, Inc. 872 S. Milwaukee Avenue #260 Libertyville, Illinois 60048

## **Eclipse Select Challenge Cup – Tournament Rules and Regulations, Aug. 13-15, 2010**

All games shall be played in accordance with the Laws of the Game as issued by FIFA, USSF and US Club Soccer. The following rules supplement the Laws of the Game.

### **ELIGIBILITY**

All players are born in the year of their age group classification, or in a later group. Each player must possess a valid player pass and a current medical release form. No guest players allowed. Maximum roster size is 18 players. Players may be rostered at multiple age groups, however, only one team per age group allowed. These players must be presented at Registration and must be listed on each team Tournament Roster.

Age Groups: U12 - 8/1/98 or later U13 – 8/1/97 or later U14 – 8/1/96 or later

### **LENGTH OF GAMES**

- Game duration: U12 – 2 x 30, U13-U14 - 2 x 35 min. halves, with a five minute halftime.
- Referee shall keep the time on the field. Referee decisions are final.

### **GAME PROCEDURES**

- All parents and spectators are required to sit on one side of the field opposite the players.
- Teams are allowed 3 passed coaches on bench. **All coaches** on the bench area must be licensed and passed.
- In the event of a uniform color conflict, the home team changes jerseys.
- A coin toss prior to the game determines which team defends which goal, and which team has ball.
- Teams must have an alternative set of jerseys.

### **TOURNAMENT SCORING/TIE BREAKING**

Games in the preliminary rounds will be scored as follows:

Win - 3 points, Tie - 1 point, Loss - 0 points

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 (max 4 per game)
3. Fewest goals allowed
4. Most goal scored (max 4 per game)
5. Penalty kicks

In the event 3 teams are tied, the tie-breakers will be applied until one team is eliminated. We will then go back to the first tie-breaker and apply the rules again with the two remaining teams in sequence until a winner can be determined, The tournament staff may change the semi-final bracketing of teams, so that two teams that have already played will not have to play again until the final.

### **OVERTIME PERIODS**

During group competition, no overtime will be played.

In the event of a tie in semi-final, third place and championship games, the following will occur:

- Teams will play two 10 minute overtime periods (no golden goal).
- If still tied after overtime periods, teams 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 overtime period are eligible to take penalty kicks.
- If teams are still tied after 5 kicks, the remaining players will take alternate penalty kicks in sudden death fashion to determine a winner.

### **EQUIPMENT**

- 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.

### **FORFEITS**

- In the event of a forfeit, the winning team will be awarded a 3-0 win.



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- Any team that forfeits a game may not advance to the semi-final or final round.

### **SUBSTITUTIONS**

- Goal Kick – both teams.
- After a goal – both teams.
- Half time – both teams.
- At the beginning of an overtime period – both teams.
- Throw – in, team in possession.
- After a yellow card, for carded player only.
- An injured player may be substituted for at the discretion of referee. If a substitution is made for the injured player, the opposing team may also make a “one-for-one” substitution.

### **PROTESTS**

- All referee decisions are final. No protests will be heard on any judgment calls by the referee.
- All protests must be written to the tournament committee within one hour after completion of the game, along with a check for \$100. If the protest is not upheld, the protest fee will not be refunded.

### **EJECTIONS**

- A player, who receives a red card, will receive a minimum of a one game suspension. The tournament committee can increase that suspension if it is warranted.
- The throwing of a punch is an automatic removal from the tournament.
- A coach who receives a red card will receive a minimum of a one game suspension plus possible intervention by the tournament committee and their state association.
- No substitution can be made for a disqualified player for that game.

### **DISCLAIMER**

The tournament committee reserves the right to:

1. Reschedule, relocate or terminate games due to weather conditions. If ½ of the game has been played before termination for weather conditions or tournament director decision, the game stands as a completed match and is scored accordingly.  
NOTE: the referee or Tournament Director may suspend a game without necessarily being terminated.
2. Reduce by up to half, the duration of the game.
3. Cancel a preliminary game that has no bearing in deciding the group winner.
4. Decide the final tournament standings, trophy winners.
5. Move penalty kicks to another field or area in order not to hold up other games.  
The tournament director has the right to change any of these rules or make a decision that would be in the best interest of the participants.
6. The judgment of the Tournament Committee is final.

