TOURNAMENT RULES for ISC Tournaments

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. The final Tournament Rules will be published in the Tournament Program. A player may only play for one team during the tournament. Any ineligible player discovered will cause the team on which he played for to forfeit any game.

TEAM, PLAYERS AND COACHES CREDENTIALS

Players must be registered to the team making application. Teams must be registered and in good standing with their US Youth Soccer/Canadian affiliated state/provincial association. Teams may have up to 5 guest players; guest player forms will be required. Player picture identification cards are to be present and available at all matches. Teams must comply with US Youth Soccer travel procedures. A player can only play on one team during the tournament. A roster certified by your state association must be submitted before or at tournament check in.

Any Team participating must carry valid 2021-22 player's passes. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office (if applicable). All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Foreign teams or a team coming from a CONCACAF nation: Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States. Teams are also required to have player picture identification cards. You must also have the required completed form from your Provincial or National association approving the team's participation in the tournament.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team is listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

EQUIPMENT/UNIFORMS – SHINGUARDS ARE MANDATORY

Teams must have matching uniforms, and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. If team colors conflict the "Home" team is responsible for changing colors. All player equipment is subject to Referee approval. All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) 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 Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

POINT SYSTEM AND BRACKET WINNERS
Bracket winners will be determined by the following point system:
Win ---------- 3 (three) points
Loss ---------- 0 (zero) points
Tie ---------- 1 (one) points
Shutout--------1 point

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner. If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

AWARDS
U8 – U19 (if applicable) team player awards will be given to the players on the teams finishing first and second.

TIEBREAKERS
If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied proceed to step 2.

1. Head to Head (disregard if more than 2 teams are tied)
2. Goal Differential (max of 4)
3. Goals For (max of 4)
4. Goals Against
5. Most Wins
6. Most Shutouts
7. Penalty Shootout

SUBSTITUTIONS
U8 - U18 (if applicable) – with the consent of the Field Referee substitutions may be made according to the laws of the game with the exception that you can sub when the opponent subs (aka piggy-backing). A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

BUILD OUT LINE FOR U9 AND U10 (if applicable)
We will use build out lines at U9 and U10. NO HEADING (if applicable)

No heading at U9-11.

MIN #s NEEDED TO START A GAME
7V7 5 PLAYERS
9V9 7 PLAYERS
11V11 7 PLAYERS

PREGAME CHECK IN PROCEDURE

Managers/Coaches need to provide a copy of approved stamped roster to referee prior to each game. Only the approved stamped roster can be accepted. Electronic copies will not be accepted on site. Referee is not to collect player passes. Referee will keep approved stamped roster and turn it in with yellow game card.

GAME LENGTH (if applicable)
Age Game length Overtime
U8 (4v4 no gk) 2 20 minute halves (Directly to PK's if tied – only semi-final and finals)
U9 & U10 (7v7) Two 25 minute halves (Directly to PK's if tied - only semi-final and finals)
U11 & U12 (9v9) Two 30 min. halves. (Directly to PK's if tied - only semi-final and finals)
U13 - U18 (11v11) Two 35 minute halves (Directly to PK's if tied - only semi-final and finals)

SHOOT-OUTS (PENALTY KICKS)
Penalty kicks used in 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 whose captain wins the toss will take the first kick. 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 player can take a second kick. If the player is under suspension they may NOT participate in the kicks.

RED CARDS
The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters following the game. Player 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 Final Match, the player will have to serve suspension in the following year's event.

REFEREE ABUSE
Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their 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. REFUND Shall be determined by the tournament staff. There will be NO REFUNDS after your team has been accepted.

TEAMS, PLAYERS AND COACHES
All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Players may be registered to only one team playing in the tournament. Player passes and roster may be checked prior to each match.

GAME ROSTER
After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time.

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.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. Decisions will be based upon the rules of the Nebraska State Soccer Association, the sanctioning organization for the ISC Tournaments

PROTESTS
No Protests.