



2016 Kohl's Fall Rec Tournament

General Information & Rules of Play

1. **FIFA Laws of the Game apply to all games** (with youth modifications).
2. **Rosters:**
 - Maximum roster sizes as follows:
 - U7 & U8 – total of 8 players
 - U9 & U10 – total of 14 players
 - U11 & U12 are limited to 16 players
 - U13 & U14 rosters are maximized at 22, suiting 18 players per game
 - If the team's roster is different than the indicated maximum, please contact the tournament director to discuss.
 - A maximum of 4 Guest Players will be allowed.
 - No roster changes for any age are allowed after the team roster has been approved at registration.
3. **Team Eligibility:** All participating tournament teams must belong to a state soccer association or AYSO. Community park and rec teams are NOT eligible. All USYSA teams outside of the state of Wisconsin must file Permission to Travel forms.
4. **Pre-Game:** A coin toss will be used to determine the kick off. The team listed first will be considered the home team. Both teams shall occupy the same side of the field opposite that of the spectators.
5. **Uniforms:** If a color conflict arises, the home team (listed first on the schedules) shall change jerseys. All field players on a team must be dressed alike, meaning same shirts, shorts and socks. Each player must wear shin guards and jerseys must have a number on the back.
6. **Game Balls:** Each team shall be prepared to supply a suitable game ball. The referee shall determine which ball shall be used.
7. **Duration of Games:** U7&U8 will play two 25-minute halves. U9-U14 will play two 25-minute halves. The half time interval shall not exceed 5 minutes. Games must begin at the scheduled time. Game time is continuously running and is kept by the referee. Time will not be added to for any reason except for extended injury stoppage.
8. **Players on the Field:**
 - ❖ U7 & U8 will play 4 v 4 (no goalkeeper)
 - ❖ U9 & U10 plays 7v7 (6 field players + goalkeeper)
 - ❖ U11 & U12 will play 9v9 (8 field players + goalkeeper)
 - ❖ U13 & U14 plays 11v11 (10 field players + goalkeeper)
9. **Point System:** Games in the preliminary rounds will be scored as follows:
 - Win--3 points
 - Tie--1 point
 - Loss--0 points
10. **Tie Breaker:** To decide group winners, the following criteria will be used to break the tie:
 - Head-to-Head competition
 - Goal differential (maximum of 4 per game)
 - Fewest goals allowed
 - Most goals scored
 - Kicks from the mark (as defined for semi final and championship games)
11. **Kicks from the Mark:** In the event of a tie, in a semi-final or championship game, the game must be decided by "Kicks from the Mark" (NO OVERTIME). The tournament will follow FIFA guidelines in the event that a game needs to be decided by "Kicks from the Mark". Each team will alternate kicks (five each) to decide a winner. If still tied after the first round of five, teams will then alternate 1 for 1 until a winner is decided.
12. **No protests are allowed...referees' decisions are final!**
13. No player wearing a cast shall be permitted to participate.
14. **Awards: U7-U10 divisions are non-competitive.** Wins, losses and points are not recorded and Participation Awards will be given to the U7-U10 age groups for all participants. Individual awards will be awarded to 1st and 2nd place teams in U11-U14 divisions.
15. The tournament follows the Wisconsin Youth Soccer Association recommendations concerning red cards and ejected players and coaches.
16. **Inclement Weather/Cancellations/Refund policy:** No refunds will be issued after a team has been accepted. The tournament authority has the right to shorten and/or cancel matches, to include the entire tournament, due to climatic conditions or other acts of nature, which are beyond our control. In the event that games are discontinued or cancelled due to inclement weather or adverse field conditions, a refund may be issued after incurred tournament expenses have been paid.