

# Quad Cities Rush Soccer Tournament Armed Forces Cup 2024

Tournament Location: Payment Address: Green Valley Sports Complex Brent Burkett,  
Tournament Director 6114 51st Avenue Quad Cities Rush Moline, IL 61265 PO Box 185,  
Coal Valley, IL 61240 Website: quadcitiesrush.com Email: bburkett@quadcitiesrush.com

## Rules and Regulations

(updated April 2024)

All games must be played in accordance with the FIFA Laws of the Game, except as specifically modified by US Club and as follows in the tournament rules.

### **Team and Player Eligibility (Including Guest Players)**

Players may be registered on only one tournament team. No changes to the roster will be allowed after registration is completed.

Documentation Requirements:

Current State approved roster, and guest player form. Copies of all forms will be collected by the Tournament Committee electronically prior to registration. Player cards will need to be presented at the beginning of each game.

### **Calendar year birth date bracketing will be used for all**

**brackets** 8U will play 4v4 with a roster up to 8 players

9U-10U will play 7v7 with a roster up to 12 players

11U-12U will play 9v9 with a roster up to 16 players

13U-14U will play 11v11 with a roster up to 18 players

15U-18U will play 11v11 with a roster up to 22 (only 18 per game can

dress) The Tournament Committee reserves the right to group age divisions

### **Game Procedures**

WARMING UP IN FRONT OF GOALS IS NOT ALLOWED

All parents and spectators are required to sit on the side of the field opposite the players and no spectators or coaches are allowed behind the goals. Player identification cards are to be present and available at check in of all games. Teams are allowed up to 3 coaches on the sidelines with their team. All coaches on the bench must have a coach's card. Coaches are not allowed to coach from the spectator side of the field.

8U games will consist of two 20 minute halves.

9U – 10U games will consist of two 25 minute halves.

11U – 14U will consist of two 30 minute halves.

15U-19U will consist of two 35 minute halves.

In the event an age bracket is combined, the game time will be decided by the older

bracket. All times may be changed at the discretion of the Tournament Committee. Each half time should consist of a 5 minute break. It is the discretion of the referee to increase the half time. Water breaks are also the discretion of the referee. All games will be played with a running clock.

The referee is the official timekeeper, and therefore all decisions of this nature made by the referee are final.

First team listed on the schedule is the home team. The visiting team will wear dark uniform and will kick off. Both teams need to have alternate set of jerseys. All players must have a number on the back of their jersey.

Game balls: Each team shall furnish a game ball. 8U will use a size 3 ball. 9U – 12U will use a size 4 ball. 13U – 19U will use a size 5 ball.

Offside rule will be enforced 9U – 19U.

9U-10U: All free kicks are indirect free kicks, no penalty kicks. If a foul occurs in the penalty area, you will bring the ball to the top of the arch and restart with an indirect free kick. The field will include a build out line. Once the goalie has the ball, the opposing team must drop behind the line and the goalie must pass, throw or roll the ball to a teammate (no punting). Once the ball leaves the goalies hands, the opposing team may cross the build out line and resume play as normal. Offsides will be enforced at the build out line.

At the conclusion of each game, the referee shall complete a score card, including match results, cautions and ejections. Each coach is asked to sign the back of the game card at the end of the game to verify the ending score. All games will be officiated by a referee certified by IYSA/USSF.

### **Player Substitutions**

Per FIFA rules

### **Tournament Scoring/Tie Breaking**

Points in the preliminary rounds are as follows: 3 points for a win, 1 point for a tie and 0 points for a loss. 1 extra point will be given for a shut out win. (0-0 ties will earn 2 point each, a forfeit win is scored 3-0 and is worth 4 points)

Highest points earned will determine qualifying teams from each pool or division. 4 and/or 5 Team divisions may play a round robin schedule with the final standings based on the results. 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 (Goals scored minus goals allowed, max 4 per game)
3. Fewest goals allowed (max 4 per game)
4. Most shutouts
5. Fewest yellow/red cards combined
6. Coin flip (in the event of a 3 way tie, the teams will be drawn randomly for the

order of the coin flip)

### **Overtime Periods**

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Games that are tied at the end of regulation time will end as a tie in the preliminary rounds.

**8U** - In the event of a tie in the semi-final or championship games, teams will play up to two sudden victory (Golden Goal) five minute overtime periods. If still tied after overtime play, the following procedure will be followed:

1. Goal Differential
2. Coin Flip

**9U-19U** - In the event of a tie in the semi-final or championship games, teams will play up to two sudden victory (Golden Goal) five minute overtime periods. If still tied after overtime play, kicks from the penalty mark will be taken as follows:

1. Each team will designate (5) players to kick – only players on the field at the end of the game may be selected
2. Teams will alternate kicks – the first team to kick will be determined by the referee's coin flip
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until the winner is decided
4. All eligible players (those on the field at the end of regulation play) must kick before any eligible player can repeat
5. Goalies may be changes after any shot

### **Awards**

1st and 2nd place awards will be given in all age brackets

### **Forfeits**

Teams must be at field at least 30 minutes before the listed game time for check-in. EACH TEAM IS REQUIRED TO VERIFY THE SCHEDULE FOR THE NEXT MATCH AT THE MAIN TENT OR ONLINE AFTER EACH MATCH.

Forfeits are constituted below:

1. Teams more than 10 minutes late for a scheduled match without notification to Tournament Director
2. Teams with less than 3 players for 4v4; 4 players for 7v7 match; 6 players for 9v9 match; 8 players for 11v11 match.

Match will be scored 3-0 to the winning team and 4 points will be awarded to that team. A team that forfeits a game will not be allowed to participate in a championship match and may be eliminated from further competition.

### **Equipment**

All players must wear shin guards and an official uniform with a number on the back. Hard casts or protective covering are allowed **if completely padded**. Due to safety concerns, the referee will have the final decision on deciding if players with casts are allowed to play.

No prescription eyeglasses can be worn. Sports goggles with straps only.

NO jewelry or hard-billed baseball caps may be worn during any match. Earrings, watches, bracelets, necklaces, etc. must be REMOVED. Exception – medical alert jewelry may be worn if taped to skin.

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The referee will ensure that the players' equipment meets the requirements of the FIFA law 4.

### **General Rules and Code of Conduct**

1. Artificial noise making devices are strictly prohibited.
2. No animals are allowed. This is a city park, by City Ordinance, the owner will be asked to remove the animal immediately from the park
3. No alcoholic beverages or smoking is permitted.
4. All pop up tents must be secured to the ground. Quad Cities Rush is not responsible for damage done to personal property by personal property.
5. No verbal abuse of anyone is allowed - including, but not limited to, tournament officials, referees and players.
6. The use of drones (unmanned aircraft systems) is prohibited.

### **Disciplinary Action**

All yellow and red cards issued during the tournament will be reported to the tournament committee.

Any player or coach receiving a red card will be banned from the current game and at the least, the next scheduled game for that particular team. No substitutions will be permitted for an ejected player during that game.

A team found to be using an ineligible player will forfeit the game and may be removed from the tournament without a refund.

Anyone fighting or verbally abusing anyone is subject to ejection from further tournament participation. Passes will be retained by the tournament director and returned to the coach of the team after the player has sat out their suspension.

Coaches will be held responsible for the behavior of their players, parents and supporters. In accordance with USYSA regulations, the issuance of all yellow and red cards and other matters involving the conduct of a team, its players, coaches and supporters will be recorded by our organization and this information will be reported to the IYSA (or USYSA state organization for teams from outside of Illinois) and the home club/league of the player, coach, team or supporters involved. All matters involving a referee assault, in accordance with USSF rule 3042 will be referred immediately to the Illinois Youth Soccer Association and law enforcement will be notified.

The home state association and home club/league of the player coach team or supporters (except in case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their

respective jurisdictions, with regards to any matter arising from the tournament.

The tournament director reserves the right to eject anyone (including players, coaches and supporters) from further tournament participation and/or from the tournament grounds if they fail to abide by the tournament's code of conduct.

### **Protests**

No protests will be allowed.

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### **Tournament Committee Rights / Weather/ Refund Policy**

Once a team has been accepted into the tournament, there will be no refunds made unless the entire tournament is cancelled, in which case, refunds will be disbursed on a prorated basis. If the tournament is cancelled due to an act of nature, the tournament will retain 20% of the team entry fee to cover non-refundable expenditures for the tournament.

Refunds for partial tournament completion will be prorated based on number of games played.

The tournament committee has the right and authority to group age divisions based on team availability, relocate, reschedule, cancel or shorten any game. In case of inclement weather, the tournament director and head referee will determine if weather conditions are suitable for play to continue. They are the only ones who can determine game suspensions, terminations, restarts or cancellations. Safety of all attendees is the primary consideration.

Shortened games, relocated games and rescheduled games are considered played games and will not constitute a refund. Forfeited games will also not receive a refund.

Pursuant to IYSA requirements, incident and medical attention reports will be filled out as necessary. Please cooperate with tournament staff in providing any needed information.

Interpretation of the tournament rules by the tournament committee is final.

