FEVER SOCCERFEST

Presented by

Fort Wayne Fever Academy

U9/U10 (6 v 6) and U11/ U12 (8 v 8) Rules

- **Length of Games**
  - U09/U10
    - 50 minute games (2 – 25 minute halves)
    - 5 minute break for halftime
  - U11/U12
    - 60 minute games (2 – 30 minute halves)
    - 5 minute break for halftime

- **Uniforms and Game Ball**
  - All teams must provide an alternate set of jerseys.
  - The home team will wear white or a light colored jersey.
  - All players must wear shin guards, covered by socks.
  - No hats allowed except for the goalkeeper.
  - A size 4 game ball will be used.
  - Arm casts must be checked at registration by the Director of referees prior to the first game.

- **Registration and Check-In**
  - Coach or manager must register at the registration site on Friday between 3:00 and 8:00 p.m., unless previous arrangements have been made with the tournament registrar.
  - Player pass cards, league rosters, guest rosters, and medical release forms will be needed at this time.
  - Team check-in will take place **15 minutes before each scheduled game at the fields.**

❖ Team Rosters

- A maximum of 12-14 players per team is allowed on the roster, depending on the division.
- At the time of tournament registration, you must submit your final tournament roster with up to five (5) guest players marked with an asterisk (*).
- Players can be registered with only one (1) team per age division.
- USYSA/FIFA pass cards (or accepted regional pass cards), official league roster, and **all required ISYA guest player forms** must be presented along with the team roster to the Registrar at time of check-in.
- U-9 and U-10 divisions:
  - Format: 6 v 6
  - Roster size: 12 (maximum)
- U-11 and U-12 divisions:
  - Format: 8 v 8
  - Roster size: 14 (maximum)

❖ Schedules and Scores

- All schedules are final.
- In the event of adverse weather conditions, game times may be shortened.
- Regardless of weather conditions, coaches and teams must appear on the field of play as scheduled.
- Failure to appear will result in forfeiture of the game.
- Only referees or Tournament Director may cancel or postpone a game.
- Should a game's progress be terminated due to weather conditions after 20 minutes of play, the game will be considered official and the score at the time will stand.
- Coaches are responsible for checking the accuracy of game scores on the boards.

❖ Rules

- USYSA 6v6 and 8v8 Rules will apply to all games unless otherwise specified in this set of tournament rules.
- The tournament director and tournament committee reserve the right to decide on all matters pertaining to the operation of the tournament and its judgment is final.
- Coaches and players will be required to stand on same side of field during competition; spectators will be required to remain on the opposite side of the field.
- The referee will keep the official time of all games.
- Game clock will not be stopped in event of an injury to any player unless the injured player must be removed from the field by medical personnel.
- Due to the time allowed for completion of all games, the clock runs continuously.
- No offsides will be called at U9/10.
- Offsides will be called at U11/12.

❖ Protests

- No protests or appeals will be allowed.
- In all cases, the ruling of the official is final.

❖ Substitutions

- Substitutions can be made under the following conditions:
  - throw-ins (on possession only)
  - before any goal kick
  - after a goal is scored
  - at beginning of any period of play
  - any time in case of injury (1 for 1)
  - when a player is removed from the field because of an open sore or wound.
  - The opposing team, if desired, may substitute (1 for 1) at this time also.
  - After clean-up, bleeding player may return at discretion of referee

❖ Ejections

- Three yellow card cautions to any one player during the tournament will result in ineligibility for the next scheduled tournament game.
- One red card ejection will eliminate that player from the remainder of the game in which he or she is red-carded and will sit out the next game of the tournament.
- No substitutions can be made for the dismissed player during the red-carded game.
- Foul and abusive language is cause for ejection.
- Any player, coach, assistant, or manager who does not sit out the required number of games during the tournament must sit out the required number of games starting with her/her next league game.
- All red and yellow cards will be reported to the State Association pursuant to ISYA tournament rules.

❖ Ties

- Ties will be allowed to stand in all games.

❖ Conditions of Play

- Divisions will consist of four or more teams.
- A round-robin competition may be held.
- A minimum of three games is guaranteed.
- The Tournament Directors reserve the right to adjust the competition format, as necessary, and will make appropriate efforts to communicate any changes to all registered teams as far in advance as possible.
- At age U9/U10 each team will be presented with participation awards, which will be made available to the coach at registration.
- At U11/U12 Championship and runners up awards will be given.

❖ Performance Ranking Criteria

- Teams will be ranked in order of points earned for wins and ties (three (3) for each win, one (1) for each tie, and zero (0) for each loss).
- For teams with same number of points, final placing will be determined by the following tie-breaker rules:
- First tie breaker:
  - Head-to-head competition (not applicable if tie involves more than 2 teams).
- Second tie breaker:
  - If the teams are still tied after head-to-head competition a bonus system will be used.
  - A team will receive one (1) bonus point for each goal scored up to and including the third goal.
  - No team can receive more than three (3) bonus points per game.
  - However, each goal a team allows up to three (3) goals in a game will be subtracted from their bonus point total.
  - For example:
    - If Team A beats Team B by a score of 3-0, Team A will receive 3 bonus points
    - If Team A beats Team B by a score of 3-2, Team A will receive 1 bonus point
    - If Team A beats Team B by a score of 6-3, Team A will receive no bonus points
- Third tie breaker:
  - In cases where the above spread does not differentiate between teams, goals against each team will be totaled for the first three or four games.
  - The team having the fewest goals scored against them will be determined as having the better record.
- Fourth tie breaker:
  - Most wins during the preliminary round of three or four games.
- Fifth tie breaker:
  - Goals scored by each team will be totaled for the first three or four games.
  - The team having the most goals will be determined as having the better record.
- Sixth tie breaker:
  - Penalty Kicks:
    - The Tournament Directors will determine time and field location.
- In divisions where a wild card team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wild card team.
- If the wild card team is from the C bracket, then bracket A plays the wild card and bracket B plays bracket C winner.
- In the event of a forfeit, the winning team receives three (3) points for the win plus maximum bonus points.

❖ Risk Management

- Fever Soccerfest presented by the Fort Wayne Fever requires adherence to ISYA risk management policies.
- ISYA risk management information may be located at the ISYA website risk management information page.
- All ISYA registered teams will be required to present Risk Management cards for coaches, assistant coaches and team managers.

❖ Tournament Cancellation Policy

- In the unlikely event of tournament cancellation due to circumstances beyond our control, 50% refunds of tournament fees will be allowed.

❖ Weather Policy

- If a game suspended due to severe weather warning (via a long blast on a horn) or situations beyond control, players, coaches and fans must leave the playing fields.
- A representative from each team must check in with Tournament Officials Tent for further instructions.
- The decision of the Tournament Director is FINAL.
- The tournament committee also reserves the right to supply water breaks with time stopped due to weather conditions.

❖ Security Plan

- A security person will be on site at all times while games are being played.
- Security will begin approximately one-half (1/2) hour prior to the start of games and end approximately one (1) hour after the conclusion of the last game.
- The security will have communications with the Tournament Director and HQ Tent personnel via a walkie-talkie radio communications or cell phone.