



ILLINOIS YOUTH SOCCER MIDWEST CONFERENCE QUALIFIER PLAYING RULES

1. The Illinois Youth Soccer Midwest Conference Qualifier is a quality state run competitive division for premier teams registered with Illinois Youth Soccer Member Competitive Leagues to qualify teams for the Premier II division of the US Youth Soccer Midwest Conference . The Team must have all of its players and coaches registered with Illinois Youth Soccer Association (IYSA) through an IYSA Member League during the current soccer year and provide proof thereof before submitting its application to the Midwest Conference Qualifier. Each team must abide by all IYSA Policies and Procedures. The Club/Organization is responsible for the conduct, penalties and fines of its teams, players, coaches and supporters. Except as provided herein all matches played within the jurisdiction of this Illinois shall be played under FIFA Laws of the Game as modified by the IYSA. In all matters provided or not provided in IYSA rules and regulations, the decision of the IYSA shall be binding. A plea of ignorance to any of the rules and regulations governing this competition and IYSA is insufficient grounds for appeal or protest.

2. Competition Information

AGE GROUPS	MAXIMUM TEAM ROSTER	MAXIMUM GAME DAY ROSTER	GAME LENGTH	BALL SIZE
13U & 14U	30	18	2 x 35 mins	5
15U & 16U	30	18	2 x 40 mins	5
17U	30	18	2 x 45 mins	5

3. Overtime

- If a game is tied at the end of regulation the result will be a tie.

4. Substitution

4.1 For age groups 14U and younger, substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play, except Penalty Kicks.

4.2 For 15U and older, substitution may occur on any stoppage of play with the approval of the referee. A maximum of seven (7) substitutions for each team shall be allowed in each game during each half of play and during overtime play. The substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.

5. Uniforms

All teams must wear uniforms that conform to acceptable U.S. Youth Soccer standards. Each player on a team must wear shin guards, an official uniform with a six inch minimum size number on the back of the shirt. The goalkeeper is not required to number his/her jersey. Each number must be different. The players must wear the same color shirts, shorts and socks. Jerseys must be of an accepted soccer style jersey. The jerseys must have finished sleeve openings and enclosed sides. The jerseys must be tucked into the shorts. If in the opinion of the referee or SPD official the uniforms are not acceptable for this competition, the team shall be given an opportunity to change uniforms. When teams' colors are similar as determined by the Referee, the Home Team must change. **The top team listed is the Home Team.** A player must not use equipment or wear anything which is dangerous to himself or another player including any kind of jewelry with the exception of medical alert bracelets or necklaces, hard billed hat or street glasses. Medical alert bracelets or necklaces must be taped.

- Home Teams should wear light colored uniforms and socks
- Visiting Team should wear dark colored uniforms and socks

6. Passes & Roster

Each player and coach must be registered on an IYSA Member League approved team roster, have a valid IYSA/USYSA Member League Pass and present the Pass to the match officials prior to each game. **NO GUEST PLAYERS FROM OTHER CLUBS ARE ALLOWED.**

A player is only allowed to play for and be rostered on one club but is allowed to play for multiple teams within the club as long as they are eligible and it is a different age group. A player is allowed to play for multiple age groups within the club. If player receives a proper release and add to another club through an IYSA member competitive league, then that player may play with their new club. A club may add only up to five (5) previously rostered players during the duration of the competition.

7. Player Check-In & Game Roster

Each team must complete and submit the Game Roster to the match referee before each game. The Game Roster is the official record of the players who participated in a given match and must contain player names and jersey numbers. An incomplete or improper Game Roster may result in a forfeit.

8. Late Player

The late player shall present a valid pass to the match referee at the time he/she first enters the game.

9. Grace Period

A fifteen (15) minute grace period will be allowed. The Referee or Qualifier official may extend the Grace Period for a reasonable amount of time, at his/her discretion, if circumstances dictate. The IYSA expects decisions in this regard to be made in the spirit of providing an opportunity for the match to be decided on the field. A team not ready to play after expiration of the allowed Grace Period will forfeit the match.

10. Starting the Game

A game shall not be started with fewer than seven (7) eligible and properly uniformed players on each team. If the team has fewer than seven (7) players, the match shall be forfeited to the opponent. If during the match a team is unable to field at least seven (7) players, the opponent shall be declared the winner by forfeit.

11. Field of Play

FIFA designates the preferred dimensions for the field of play and the goals. Goals must be properly anchored and have nets. The fields must be safe and properly marked with lines, corner flags or cones sufficient for the match officials to perform their essential duties. The game referee shall determine the safety and acceptability of the field.

If a team believes a field is not suitable for Qualifying Division play team should:

- a.) take picture showing what is not acceptable about field
- b.) email pictures to vince@illinoisyouthsoccer.org

If a team is found by IYSA to have a field unsuitable for games, that team will not be permitted to host any games until field approved by IYSA.

12. Scores and Standings

Scores and Standings for the will be as follows:

- A. Scoring Method: The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:
 - a. Three (3) points for a win (including forfeits)
 - b. One (1) point for a tie
 - c. Zero (0) points for a loss.
- B. Tie Breakers: In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:
 - a. Winner of head to head competition (this criteria not used if more than two teams are tied).
 - b. Winner of most games.
 - c. Goal differential (goals scored minus goals against) with a maximum of five goals per game.
 - d. Fewest goals allowed.
 - e. Least red cards received
 - f. Most shutouts
 - g. Kicks from the penalty mark.

13. Technical Area & Technical Staff

The Technical Area shall be designated for each team and include one (1) yard on either side of the team's designated seating (bench) and up to a distance of one (1) yard from the touchline. The Technical Area is the seating area only for the team's eligible players and Technical Staff listed on the team's Game Roster and SPD Roster. The Technical Staff is the team's head coach and two (2) assistant coaches (one coach may be replaced by a certified medical person) of the team. All persons in the Technical Area must be listed on the team's Qualifier Roster and League Roster, have a valid IYSA pass and roster and be eligible to participate. **Only the coaches and players listed on the team's Qualifier Roster are permitted on the players' side of the field. Only the team's Technical Staff listed on the Game Roster are to be in the team's Technical Area/Team Bench. Only the players listed on the team's Game Roster (maximum 18) are to be dressed in uniform. A player that is not listed on the team's Game Roster but is on the team's Roster may be in the team's Technical Area/Team Bench but must be dressed in street clothes that are easily distinguishable in color from the team's uniform. Red carded and/or suspended coaches (ineligible persons) are not allowed in the viewing area of the field.** Any violation of these rules will cause the team to forfeit game in which the violation occurred. The team's Technical Staff must remain within the confines of the Technical Area except in special circumstances as permitted by the referee such as entering the field of play to treat an injured player.

14. Coaching During Game

No coaching other than conveying of tactical instruction is permitted during the game. Only the designated head coach is authorized to convey tactical instructions from the Technical Area and has the responsibility of making sure that no person associated with the team violates this coaching restriction. The designated head coach is responsible for the actions of all persons associated with the team. Violations by any person including supporters associated with the team will be deemed the actions of the designated head coach.

15. Game Officials & Fees -

Illinois Youth Soccer shall assign three (3) USSF registered referees for each match.

- 13U/14U: \$80 per game (Each team brings: 2 \$20 bills, 4 \$10 bills)
- 15/16U: \$85 per game (Each team brings: 2 \$20 bills, 4 \$10 bills, 1 \$5 bill)
- 17U: \$95 per game (Each team brings: 4 \$20 bills, 1 \$10 bills, 1 \$5 bill)

Teams are required to pay the appropriate payment to the center referee prior to each match.

In the event the IYSA assigned Center Referee fails to appear, one of the assigned linesmen shall function as Center Referee. Where no IYSA assigned match officials appear, the coaches shall agree on a Referee and play the match as scheduled. Should the Center Referee become incapacitated during the match, an linesman may assume the duties of the Center Referee. If an assigned linesman is not present, the coaches shall agree on a Center Referee for the match and the match shall be played to its conclusion.

The duties of the match officials are defined by FIFA. Referees must be able to properly apply the Laws of the Game and the Illinois MWC Qualifier rules. The match officials shall have the authority to determine the acceptability of the field of play; deal with players or coaches exhibiting violent conduct or threatening, abusive language; and stop the match due to interference from spectators. The Referee shall forward the names of offenders to Illinois Youth Soccer within twenty-four (24) hours. The Referee shall remain on the field and in charge during the traditional handshake.

16. Unfinished Matches

For matches played short-time due to any cause, it shall be replayed, restarted where the match was stopped or a winner declared based on the following:

- A. Any match that is canceled in the first half where the score is 0-0 shall be replayed from the beginning of the match
- B. Any match that is canceled in the first half where there is a minimum of 1 goal scored, game will restart from where the match was stopped.
- C. A match is considered played in full if the match cannot continue in the referee's decision and:
 - a. The first half has been completed in full (U12 – U14)
 - b. The 60-minute mark has been reached (U15-U18/19)

17. After The Match

Following the match, the Winning team's coach/team manager must collect both gamecards from the referee and submits them to IYSA within 24-hours of the match. Game results can be submitted via the prompts on the match cards or by emailing a scan or photo to iysascoring@gmail.com Failure to do so may result in a \$50 fine

17. Red Card (Send-off/Ejection) Fines

Coach's Red Card/Send-off Fine is \$300 and at least one (1) game suspension

Player Red Card/Send Off Fine is \$50 and at least one (1) game suspension

The Team's designated Head Coach is responsible for the actions of the team and its supporters. Teams who have spectators sent-off during a match will be fined \$300 per occurrence. Teams may also be subject to additional sanctions including loss of future home game

A player, coach, manager, team official or supporter who is ejected from a match must leave the viewing area of the field and is prohibited from attending and participating in that game and the next immediately following Qualifying Division match. These may include but are not limited to suspension from Qualifying Division, Midwest Conference, State Cup, league, tournament play and other activities of the IYSA/US Youth soccer. **A Red carded coach must not remain in the Technical Area or the players' side of the field.** The team will forfeit the game in which an ejected coach is on the bench, on the player's side of the field, in the Technical Area, and/or if a player listed on the team's Game Card on the day of suspension. A team's designated head coach shall be responsible for the actions of any individual at any game that, in the opinion of the referee, is a supporter of the team.

A Red Card fine shall be assessed against players, coaches/officials or team supporters and neither the offender nor the team shall be allowed to participate further in the Qualifying Division until such fine is paid to the IYSA. Red Card fines are strictly enforced. The club is responsible for unpaid fines incurred at by its team coaches, players, officials and supporters.

All players and coaches that receive a red card are required to sit their next Qualifying Division match. If player is not automatically crossed off game card, the players should manually be crossed off the game card prior to giving it to the referee for check-in. If a player owed a red card suspension plays or a coach that owes a red card fine is on the sidelines, the result of the match will be a forfeit for the offending teams.

Mutually agreed upon, non-played games WILL NOT count towards an owed suspension.

18. Rule Violations

Any person or team that is found guilty of violating IYSA policies, procedures and rules shall be prohibited from competing further in the in the current and subsequent soccer year, and be subject to additional sanctions including but not limited to forfeiture of all Qualifying Division games, fines, and suspensions.

19. Safety & Weather Related/ Lightning Procedures

The team's coaches/officials are responsible for the safety of their players and shall ensure that all persons associated with the team abide by the safety and weather related instructions

20. Casts

For the protection of the players on the field, no person will be allowed to play on the field with any type of a hard cast. This includes casts padded with any material (padded foam, bandages, etc...).

21. Concussions, Neck & Back Injuries

In compliance with the Illinois Concussion law, any athlete who receives a concussion, neck or back injury will not be allowed to return to play or practice until he/she is evaluated and receives and submits to the player's team coach written clearance from a licensed medical doctor specializing in concussions. It is the responsibility of the team coach to submit the clearance to the IYSA prior to the injured player's next SPD game.

22. Protest Procedures

Referee decisions are final as they pertain to the FIFA Laws of the Game including but not limited to Red Cards, Yellow Cards and Coach Send Offs and may not be protested.

A. All questions pertaining to any dispute or protest shall be referred to the Qualifying Division Director, who in turn, shall forward the issue to the appropriate IYSA Committee for a final and binding decision. To be valid and eligible for consideration, each protest must include at least the following items at the time of its filing with the Qualifying Division Director:

- a. \$500 Protest Fee (\$250 of which is a non-refundable administrative fee).
- b. Two written copies of the protest that includes the reason for the protest and the facts.

B. Protests must be received in writing by the Director within twenty-four (24) hours after the start of the protested match. Once filed, protests may be withdrawn only with the IYSA Committee's consent.

C. Protests relating to the field of play, ie: improper uniforms, equipment, field size, markings, dangerous field conditions, etc. shall be considered only if the objection was lodged with the game officials prior to the match.

23. Cup Participation Requirement

All teams participating in the Illinois MWC Qualifiers are required to participate in either the State Cup or Presidents Cup.

24. Clean-Up Fee

Any team that has not cleaned up its bench and Technical Area may be assessed a \$100 at minimum Clean-up Fee to the IYSA.

25. Weapon/Firearms Restrictions

Weapons/firearms are not permitted at Illinois Youth Soccer events including Qualifying Division games

26. Unmanned Aircraft Systems (DRONES)

Based on US Youth Soccer's Policy on Unmanned Aircraft Systems (Drones), the use of drones is strictly prohibited at all matches. It is the responsibility of the Event/Home Site Host to ensure that this policy is strictly enforced.

27. Cameras & Tripods

All cameras and tripods must be properly secured according to the manufacturer's specifications for the field and weather conditions and clubs should purchase property and liability insurance coverage for their personal property. Illinois Youth Soccer does not provide insurance coverage for claims resulting from the use of personal property including but not limited to cameras, tripods, tents, banners, grills, seating, containers, etc.

All camera must be placed on the spectator sidelines as least 5 feet behind the sideline to avoid and obstruction with the AR.

Any cameras not set-up in accordance with Policy 27.0 will be required to be taken down or the match will be discontinued

28. Matters Not Provided

In all matters provided or not provided in the IYSA rules and regulations, the decision of the IYSA MWC Qualifying Division Director shall be final and binding. A plea of ignorance to any of the Rules and Regulations governing this competition and Illinois Youth Soccer Association is insufficient grounds for appeal or protest. The IYSA and Qualifying Division Director shall have the power to deal with all breaches of the rules.