

2024 Wheaton United Invitational

Registration

1. All teams must apply using the registration form located at <https://wpdathletics.org/wheaton-united/>. The tournament application deadline is **Friday, April 12**.
2. All tournament fees must be paid by **Friday, April 26**. Checks should be made payable to: **Wheaton Park District** and mail to Wheaton Park District, Attn: Troy Clements, 1777 S. Blanchard St., Wheaton, IL 60189.
3. Tournament forms can be found on <https://wpdathletics.org/wheaton-united/>
4. Registration forms to complete by **Friday, April 12**, on your GotSport team account:
 - a. All Teams
 - i. Current IYSA Risk Management Certification
 1. Each team is required to provide a copy of this signed form verifying that all team representatives have passed criminal background checks, heads up concussion training and SafeSport training.
 - b. IYSA Teams
 - i. IYSA Tournament Roster and Guest Player Forms
 1. Submit a copy of your signed IYSA Sanctioned tournament roster. All players participating must be listed. Rosters are made final 1 hour before your first game starts.
 2. Guest Player/Player Loan Form - Maximum of 3 guest players for the entire tournament. If player is from the same club, no guest form is needed but you will need to provide a copy of that player's team roster indicating he/she is from the same club. US Club players must be on your official US Club Roster.
 - c. Non-IYSA Teams
 - i. Valid State Association or US Soccer Organization Member Rosters and Guest Player Forms
 1. All players participating must be listed. Rosters are made final 1 hour before your first game starts.
 2. Guest Player/Player Loan Form - Maximum of 3 guest players for the entire tournament. If player is from the same club, no guest form is needed but

you will need to provide a copy of that player's team roster indicating he/she is from the same club. US Club players must be on your official US Club Roster.

- d. Travel Permit
 - i. All Non-Illinois teams must be submitting an approved Travel Permission form from their home state's USYSA affiliate.
- e. IYSA Emergency Medical Release & Liability Waiver ("Waiver") for all players and coaches.
 - i. This form must not be altered.
- f. Form NT (non IYSA/USYS teams only)
 - i. All foreign teams must also provide a completed form from their provincial or National Association approving the team's participation in the tournament and permission to travel.

5. **Tournament Check-In**

- a. Tournament check-in will be located on the ground floor of the Wheaton Park District Community Center. Address is 1777 S. Blanchard St., Wheaton, IL 60189.
- b. Teams must check in with either the issued USYSA or USSF affiliated league or state organization player passes a minimum of 1 hour before their first tournament game at the tournament check-in headquarters.
- c. All player passes will be inspected before each game by the field marshals.

Rules

Games will be played in accordance with FIFA Laws of the Game, except as specifically modified by US Club Soccer and US Youth Soccer and as follows in the tournament rules:

1. **ELIGIBILITY/ROSTER**

U8	born on or after 1/1/2015
U9	born on or after 1/1/2014
U10	born on or after 1/1/2013
U11	born on or after 1/1/2012
U12	born on or after 1/1/2011
U13	born on or after 1/1/2010
U14	born on or after 1/1/2009
U15	born on or after 1/1/2008

- a. Each player must possess a valid USYSA player pass and a current medical release form.
- b. Each team is allowed a grand total of three (3) guest players for the entire tournament and each team using a guest player must have possession of the guest player's pass.
- c. No roster changes will be allowed during the course of the tournament, unless approved by the tournament director.
- d. No player shall be allowed to register for more than one team or switch from one team to another during the course of the tournament.
- e. No player will be permitted to play on more than one team during the tournament.
- f. Minimum roster size (Number of Players Needed to Start Game)
 - i. U8-U10: 5 players
 - ii. U11-U12: 6 players
 - iii. U13-U15: 7 players
- g. Maximum roster size
 - i. U8: 12 players
 - ii. U9-U10: 14 players
 - iii. U11-U12: 16 players
 - iv. U13-U15: 18 players

2. GAME PROCEDURES

- a. Length of Game
 - i. U8: 2 x 20 min
 - ii. U9-U12: 2 x 25 min
 - iii. U13-U15: 2 x 30 min
- b. Halftime will be five minutes.
- c. All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents.
- d. If half a game is played before weather forces the suspension of play, the game will stand as is and be scored accordingly.
- e. The referee is the official timekeeper, and therefore all decisions of this nature made by the referee are final.
- f. The Tournament Committee may: relocate, reschedule, cancel, or shorten any game. Changes to game locations and schedules will

be posted on GotSport or speak with Tournament Director at the headquarter location.

- g. All parents and spectators are required to sit on opposite side of the field from the player's Technical Area.
- h. No spectators or coaches are allowed behind the goals.
- i. Player passes are to be present and available at all games.
- j. Teams must be present 15 minutes prior to the start of the game for Game check-in. At that time, the field marshal assigned to the game will check all player passes and player equipment as well as passes of every coach who will be in the Technical area (3 maximum). Following game check-in, the player identification cards, and the passes of each coach will be held by the Field Marshal assigned to the field until the end of the game.
- k. Home team will be listed first on the schedule.
- l. Home Team has kick-off in the first half.
- m. In the event of a uniform color conflict, the home team changes jerseys to their alternate uniform. All teams must have an alternate uniform.
- n. Teams are not allowed to change uniforms during any point of the game.
- o. The Home team is responsible for providing a game ball if one is not provided by the Tournament staff.
- p. Ball Size
 - i. U8-U12
 - 1. #4 size ball.
 - ii. U13-U15
 - 1. #5 size ball.
- q. Playing Format
 - i. U8-U10
 - 1. 7v7
 - ii. U11-U12
 - 1. 9v9
 - iii. U13-U15
 - 1. 11v11

*U12 teams wishing to play 11 v 11 must register as U13 teams.

- r. All games will be officiated by a USSF certified referee.

3. **The Build-Out Line rule for 7v7 games.**

- a. When the GK has the ball, either during the play or from a goal kick, the opposing team should move behind the build out line.
- b. GK can play ball right away or once the opposing team is behind the build out line.
- c. NO PUNTING OR DROP KICKS - GK can pass or throw/roll the ball to a teammate. (Restart > Indirect Free Kick)
- d. After the ball is put into play by the GK the opposing team can cross the Build Out Line and play resumes as normal.
- e. Ball is in play when it leaves the GK hands.
- f. Ball is in play when the ball is kicked by the player taking the Goal Kick.
- g. Ball is in play if the GK has the ball and drops it to their feet.
- h. A restart from the GK's hands or goal kick will take place if the opposition infringes inside the build out line.
- i. The Build-Out Line is also the **OFFSIDES LINE** for 7v7 games.
- j. Offsides will be enforced at the build out line only, meaning a player cannot be penalized for an offside between the halfway line and the build out line.
- k. Players can be penalized for an offside offense between the build out line and the goal line.

4. **HEADING BAN FOR PLAYERS AGED 10 AND YOUNGER (U8-U11 GAMES)**

- a. In accordance with U.S. Soccer Player Safety Mandate:
- b. The following modified rule was published by US Soccer on February 12, 2016:
 - i. When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should

be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

5. TOURNAMENT GAME SCHEDULING

- a. All teams will play a minimum of three games.
- b. No team will play more than three games or 180 minutes per day.

6. Tournament Division Breakdown

- a. Playoff games are not guaranteed. Based on field availability, not all division champions are determined by a championship game. In some instances, the results of pool play will determine the divisions ranking.
- b. Pool Play Only (4 or 5 teams)
 - i. You will play every team once and the team with the best record will be the champion (1st place), second best record will be finalist (2nd place).
- c. Pool Play & Playoffs (6 or 8 teams)
 - i. Each team will be divided into 2 brackets. Bracket A and Bracket B. Each team will play the other teams in their bracket once. The top team from each bracket will play in the Championship game.
 - 1. Winner receives championship award.
 - 2. Loser receives finalist award.
 - ii. (6 teams) 2nd place teams from each bracket will play each other to fulfill the 3 game guarantee for the tournament.
 - iii. (6 teams) 3rd place teams from each bracket will play each other to fulfill the 3 game guarantee for the tournament.
- d. Pool Play Only (7 teams)
 - i. All teams are in one bracket and will play a guaranteed 4 games.
 - ii. Champion determined by highest point total.
- e. Pool Play & Playoffs (9 teams)
 - i. There will be 3 brackets with 3 teams each.
 - 1. The teams in bracket A play each other in pool play.
 - 2. The teams in bracket B play each other in pool play.
 - 3. The teams in bracket C play each other in pool play.
 - ii. The winners of each bracket advance. All remaining teams play a consolation match with a team that was not in their bracket.

1. The bracket winner with the most points (or wins the tiebreaker if necessary) advances to the finals.
 2. The remaining two bracket winners play a semifinal game to advance to the finals.
- f. Pool Play & Playoffs (10 teams)
- i. There will be 3 brackets.
 1. Bracket A will contain 4 teams and will play each other in pool play.
 2. Bracket B and C will contain 3 teams. Each bracket will play all 3 teams in the opposite bracket (Crossover bracket).
 - ii. The winners of each bracket advance.
 1. The bracket winner with the most points (or wins the tiebreaker if necessary) advances to the finals.
 2. The remaining two bracket winners play a semifinal game to advance to the finals.
- g. Pool Play & Playoffs (12 teams)
- i. There will be 3 brackets with 4 teams each.
 1. Each team plays the other teams in their respective bracket.
 - ii. The winners of each bracket advance.
 1. The bracket winner with the most points (or wins the tiebreaker if necessary) advances to the finals.
 2. The remaining two bracket winners play a semifinal game to advance to the finals.
- h. Should weather threaten or limit the availability of field space, the Tournament Committee reserves the right to reformat division schedules. Winners may be determined by pool play standings. Please refer to the next section for scoring and tie breaking.

7. TOURNAMENT SCORING/TIE BREAKING

- a. Games in the round robin round/bracket play will be scored as follows:
 - i. Win: 3 points
 - ii. Tie: 1 point
 - iii. Loss: 0 points
 - iv. Forfeit: 3 points to the winning team
 - v. Shutout: 1 point
 1. No Point Awarded for 0-0 tie
- b. A forfeited game will be scored as a 2-0 win against the forfeiting team. A forfeited game will count as one of the minimum number of games guaranteed to each team.

- c. In the event of a tie in deciding group positions, the following criteria will be used to break the tie:
 - i. Head-to-head competition
 - ii. Most Wins
 - iii. Fewest goals allowed
 - iv. Goal Differential (max 4 per game)
 - v. Penalty kicks (see overtime period rules below)
- d. In the event 3 teams are tied, the tiebreakers will be applied until one team is eliminated. We will then go back to the first tiebreaker and apply the rules again with the two remaining teams in sequence until a winner can be determined.
- e. At the conclusion of each game, the referee shall complete a score card, including the match results, cautions, and ejections. The Field Marshal shall be responsible for reporting the match results, cautions, and ejections to the tournament scoring tent immediately.
- f. Each coach must sign the game card from the referee at the conclusion of each game to verify the final score is correct.
- g. Five players constitute a team for U8/U9/U10 playing 7v7. Six players for U11/U12 playing 9v9. Seven players for U13+ playing 11v11. Games will commence on time if the minimum number of players are present. A forfeit shall be awarded if a team is not present and prepared to play five minutes after the scheduled game time. Any team that forfeits a game may not advance to the semifinal or final round (if playoffs) or will not be awarded first or second through pool play results.

8. OVERTIME PERIODS

- a. During round robin and bracket play, no overtime will be played.
- b. In the event of a tie in a playoff or championship game, the following will occur:
 - i. Teams will play two 5-minute sudden death overtime periods. First team to score wins.
 - ii. If a goal was not scored in the overtime periods, teams will designate five players to take alternate penalty kicks:
 - 1. Team with most goals after 5 attempts wins.
 - iii. Only those players on the field of play at the end of the second overtime period are eligible to take penalty kicks.

- iv. If teams are still tied after 5 kicks, the remaining players will take alternate penalty kicks in sudden death fashion to determine a winner.
- v. Because of time restraints, the number of penalty kick rounds will be determined by the referee.
 - 1. **Should a winner not be determined, a coin toss will be the final option.*

9. EQUIPMENT

- a. In accordance with FIFA Law 4, "A player must not use equipment or wear anything which is dangerous to himself or another player." Therefore, no prescription glasses are permitted, only sports goggles. Sport goggles must be approved by referee.
- b. The referee of each game will determine if a player with a cast (that is padded) will be allowed to play or not.
- c. No metal cleats.
- d. No jewelry may be worn by any player (earrings, watches, necklaces, etc.).
- e. Shin guards must be worn by all players at all times.
- f. All players must have an individual number on their jersey, no duplicate numbers.
- g. All players' equipment is subject to referee approval.

10. SUBSTITUTIONS

- a. There is no limit to the number of substitutions that can be made during a game. Substitutions must be made only at times allowable under USYSA/FIFA rules with the following exceptions:
U8-U12 – On the fly. Players should meet in front of the technical area and high five or shake hands.
- b. U13-U15
 - i. After a goal by either team.
 - ii. At half-time, or before the start of any overtime period
 - iii. Prior to a goal kick for either team
 - iv. Prior to a throw-in by the team with the throw-in
 - v. In case of injury, with referee's permission. If a team representative enters the field of play to check an injured player, the injured player must leave the field of play.

11. GENERAL RULES AND CODE OF CONDUCT

- a. Artificial noise making devices are strictly prohibited.
- b. No animals are allowed unless it is a service animal.
- c. No alcoholic beverages or smoking is permitted.
- d. No verbal abuse of anyone is allowed including but not limited to tournament officials, referees, and players.

12. DISCIPLINARY ACTION

- a. All yellow and red cards issued during the Tournament will be reported to the Tournament Committee.
- b. Any player or coach receiving a red card will be banned from, at minimum, the next scheduled game for that particular team. No substitutions will be permitted for an ejected player during that game.
- c. Any player or coach receiving two yellow cards during the tournament, will be banned from, at minimum, the next scheduled game for that particular team. The tournament committee is responsible for disciplinary action.
- d. Coaches and players may sit on the spectator's side of the field during their suspension, but they may not coach or communicate with the team in any manner.
- e. Any team or club receiving a disproportionate number of yellow and/or red cards may be banned from the Tournament for a minimum of three years.
- f. Anyone fighting or verbally abusing anyone can be subjected 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.
- g. Coaches will be held responsible for the behavior of their team and supporters.
- h. In accordance with the USYSA regulations, the issuance of all yellow cards 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 the USYSA state organization for teams from outside of Illinois) and the home club/league or the player, coach, team, or supporters

involved. All matters involving a referee assault shall, in accordance with the USSF Rule 3042 be referred immediately to the Illinois Youth Soccer Association.

- i. With regard to foreign teams, 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 US Soccer Federation of the disciplinary action taken, and that the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.
- j. The home state association and home club/league of the player, coach, team, or supporters (except in the case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, regarding any matters arising from the tournament.
- k. 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.

13. PROTESTS

- a. All referee decisions are final. No protest will be honored on judgement calls by the referee.
- b. Protests must be made in writing to the tournament committee within 1 hour after completion of the game along with a \$150 check.
- c. If the protest is not upheld the fee will not be refunded.

14. REFUND POLICY

- a. Once a team has been accepted into the tournament, there will be no refunds given to that team.
- b. A prorated amount of the application fee will be refunded if the guaranteed number of games is not met.
- c. Note that the tournament committee has the right to relocate, reschedule, cancel, or shorten any game. Shortened games, relocated, and rescheduled games will constitute a played game, and the Tournament will not refund any money for forfeited games.

15. **DISCLAIMER**

- a. Neither the Tournament Committee, the Wheaton United Soccer Club or Wheaton Park District are responsible for any expenses incurred by any team in the event games are discontinued or cancelled due to inclement weather or adverse field conditions. No refunds will be made unless the tournament is cancelled, in which case refunds will be disbursed on a pro-rata basis with a full refund if the event is cancelled before it starts. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final.

Please remember that the Wheaton United Soccer Club is dedicated to the development of all the young men and women participating in the tournament, good sportsmanship and for the 'good of soccer'. The tournament director may suspend, without recourse or appeal, any player, coach, or spectator who demonstrates anything less.