

**RULES KOHL'S AMERICAN CUP
KARST FARM PARK, OCTOBER 23, 2010**

Play: International Rules (FIFA/USSF) apply, except as noted below for specific age groups. All games will be played on Saturday. USSF certified officials will be used. Emergency medical personnel will be on site. Team registration will be an hour before the team's first scheduled game at Karst Farm Park. All games are at Karst Farm Park, Bloomington, Indiana.

Forfeits:

A forfeit will be declared if a team is not ready to field a team 10 minutes after the scheduled start time.

Player Registration Requirements:

1. All players must be registered as a recreational player with Indiana Youth Soccer.
2. A copy of the tournament roster, including the waiver of liability, and a current state approved roster, one filed with the tournament at registration, one with the coach.
3. A maximum of 2 guest players for U6-U8 or 3 guest players for all other age groups may be registered with all teams. All other player requirements apply for guest players.
5. Maximum roster size: 6 (U6, U15/16), 8 (U7/8), 12 (U9/10) 16 (U11/12, U13/14).

Player / Coach / Spectator Location:

1. Both teams will be on the same side of the field, including coaches.
2. A maximum of 3 adults will be allowed on the team sidelines. All must be rostered with Indiana Youth Soccer.
3. All other persons must be on the opposite side. No one will be allowed behind goal lines of active games.

Coach/Player/Spectator Conduct: Coaches are responsible for the conduct of players, parents, and spectators at the fields, hotels, and other locations, for the duration of the tournament. If Cutters Soccer Club receives complaints regarding the conduct of any player or person associated with your team, the tournament committee may ask any/all persons to stay away from the tournament, and/or ask the team to leave (games will be forfeited), and/or bar the team from future tournaments. Please keep your team under control so that everyone may have an enjoyable time.

Any player or coach ejected from the game will not be able to participate in his or her next scheduled game. No substitutions will be permitted during the game for an ejected player.

General Information The Kohl's American Cup Committee reserves the right to group age divisions based on team availability.

The Kohl's American Cup Committee reserves the right to suspend or cancel the game, or cancel the tournament due to weather conditions. In inclement weather conditions, the Kohl's American Cup Committee will communicate to all fields for everyone to return to

their vehicles. After the threat has passed an all clear will be given for players to return to their fields. When delays continue, the Kohl's American Cup Committee reserves the right to make whatever adjustments may be necessary in match length to proceed with the schedule. In the case of extreme heat, referees will stop play and the clock for a 2:00 minute water break. Players shall remain on the field.

Alcohol is strictly prohibited at Karst Farm Park. Possession will result in immediate dismissal from the grounds.

Registration fees will not be refunded to teams that withdraw after October 15, 2010.

RULES OF PLAY U6

Rule 1: Teams play 3 v 3

Rule 2: There are no goalkeepers. Unless marking an opponent, players are not allowed to stand in front of their goal.

Rule 3: Teams use a Size 3 ball.

Rule 4: Games are 24 minutes (two 12-minute halves).

Rule 5: Each player is to play a minimum of 1/2 of the game.

Rule 6: All players must wear shin guards.

Rule 7: Coaches may move along the field to offer encouragement.

Rule 8: All free kicks are indirect.

Rule 9: Kick-ins (no throw-ins), goal kicks, and corner kicks are used to restart play.

Rule 10: Offsides is not to be called.

RULES OF PLAY U7/8

Rule 1: Teams play 4 v 4.

Rule 2: There are no goalkeepers. Unless marking an opponent, players are not allowed to stand in front of their goal.

Rule 3: Teams use a Size 3 ball.

Rule 4: Games are 32 minutes (two 16-minute halves).

Rule 5: Each player is to play a minimum of 1/2 of the game.

Rule 6: All players must wear shin guards.

Rule 7: Coaches may move along the field to offer encouragement.

Rule 8: All free kicks are indirect.

Rule 9: Kick-ins (no throw-ins), goal kicks, and corner kicks are used to restart play.

Rule 10: Offsides is not to be called.

RULES OF PLAY U9/10

Rule 1: Teams play 6 v 6 (including goalkeeper). Be sure to rotate goalkeepers (minimum of 2 per game).

Rule 2: Teams use a Size 4 ball.

Rule 3: Games are 36 minutes (two 18-minute halves).

Rule 4: Each player is to play a minimum of 1/2 of the game.

Rule 5: All players must wear shin guards.

Rule 6: Coaches and players are to remain on "bench" side. Spectators are to remain on "spectator" side.

Rule 7: Throw-ins, goal kicks, and corner kicks are used to restart play.

Rule 8: Offsides will not be called.

RULES OF PLAY U11/12

Rule 1: Teams play 8 v 8 (including goalkeeper). Be sure to rotate goalkeepers (minimum of 2 per game).

Rule 2: Teams use a Size 4 ball.

Rule 3: Games are 36 minutes (two 18-minute halves).

Rule 4: Each player is to play a minimum of 1/2 of the game.

Rule 5: All players must wear shin guards.

Rule 6: Coaches and players are to remain on "bench" side. Spectators are to remain on "spectator" side.

Rule 7: Throw-ins, goal kicks, and corner kicks are used to restart play.

Rule 8: Offsides will be called.

RULES OF PLAY U13/14

Rule 1: Teams play 8 v 8 (including goalkeeper). Be sure to rotate goalkeepers (minimum of 2 per game).

Rule 2: Teams use a Size 5 ball.

Rule 3: Games are 36 minutes (two 18-minute halves).

Rule 4: Each player is to play a minimum of 1/2 of the game.

Rule 5: All players must wear shin guards.

Rule 6: Coaches and players are to remain on "bench" side. Spectators are to remain on "spectator" side.

Rule 7: Throw-ins, goal kicks, and corner kicks are used to restart play.

Rule 8: Offsides will be called.

RULES OF PLAY U15/16

Rule 1: Teams play 3 v 3 (no goalkeeper).

Rule 2: Teams use a Size 5 ball.

Rule 3: Games are 30 minutes (two 15-minute halves).

Rule 4: Each player is to play a minimum of 1/2 of the game.

Rule 5: All players must wear shin guards.

Rule 6: Coaches and players are to remain on "bench" side. Spectators are to remain on "spectator" side.

Rule 7: kick-ins, goal kicks, and corner kicks are used to restart play.

Rule 8: Offsides will not be called.

(see full rules for U15/16 3 v 3 beginning on next page)

Kohl's American Cup 2010
U15/16 3v3 Rules

No Keepers:

No Offsides:

Goal Scoring: You can only score in your offensive half.

Ball in Goal (Penalty) Box:

- Defensive or offensive players may not touch a ball in the goal area after a shot.
- Any ball played within the goal arc by a defensive player after a shot will count as a goal.
- Any ball played within the goal arc by an offensive player after a shot will be given to the defensive team.
- A ball that comes to rest inside the goal area will be awarded to the defensive team.

Ball in Play:

- a. Start of each half. Ball will be started at half line with kick.
- b. Ball over end line is put into play by a: (1) corner kick, if the ball is touched by a defender, (2) or goal kick, from anywhere along the end line, if the ball is touched by an offensive player.
- c. Ball after goal is put into play immediately by kicking from the goal box.
- d. Ball over touchline is put into play by indirect kick. No throw in.

Restart from Fouls: The play will be restarted on all fouls by an indirect kick, except for penalty kick situations.

Penalty Kicks: Penalty kicks will be allowed when a player is taken down in their offensive end, when in front of the defensive players and having a clear opportunity to score. A penalty kick, which is direct, will be taken from a point 10 yards (8yards for 10 and younger) from the end line directly in front of the goal. A defender will take a position out of bounds (toes can touch outside of end line) to either the right or left of the goal. On the referees whistle, both players may move: the offensive player toward the goal and the defensive player toward the offensive player. The offensive player has a count of four to shoot on goal. Rule 5 applies to the defender. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are *not* live balls.

Slide Tackles: There are no slide tackles. This does not prevent players from sliding to stop or intercept a ball, but no contact can be made with opposing player while sliding for the ball.

Cautions and Ejections: Yellow and red cards will be given, if a player's play and/or behavior violate the rules and the spirit of the game. A player will be substituted immediately upon receiving a yellow card and will leave the game upon receiving a red card. A player receiving a red card will be suspended from playing in his/her team's next game. Violent play and/or verbal abuse may result in suspension from tournament (decision by tournament director). Teams still play with 3 on the field

Number of Players: The maximum number of players on a team is six (6); three field players at one time.

Player Substitutions: Flying substitutions may occur, but players must enter and exit at the half-field mark only.

Gender: No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

Shin Guards: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls.

Ball: #5.

Goal Box: The goal box, twelve feet wide by fourteen feet long, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box.

Goals: The goals are approximately 4 feet high by 6 feet wide.

Game Duration: The game shall consist of two 15 minute halves.

Five Yard Rule: In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Kick-Ins: The ball shall be kicked into play from the sideline instead of throw in.

Indirect Kicks: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

Goal Kicks: May be taken from any point on the end line, and not in the goal box area.

Kick Off: May be taken in any direction.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line.

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.