

**RULES KOHL'S AMERICAN CUP
KARST FARM PARK, SEPTEMBER 13, 2008**

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), 8 (U8), 12 (U10) 16 (U12-14).

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 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 September 1, 2008.

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 U8

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 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 U12

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 U14

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.