



## **Tournament Rules**

### **Indoor Training Center - Mitchel Athletic Complex**

Tournament rules are subject to change at the discretion of the Tournament Director at any time during the course of the tournament.

#### **Player Rules**

- NO CLEATS
- NO SLIDING OR SLIDE TACKLING
- SHIN GUARDS MANDATORY
- NO GUM IS PERMITTED IN THE FACILITY
- NO SPITTING

#### **Team Rules**

- ALL TEAMS MUST HAVE APPROPRIATE UNIFORMS
- NO REMATCHES ALLOWED
- NO ADDITIONAL PLAYERS ALLOWED AFTER SUBMITTING ROSTER
- NO FOUL LANGUAGE, OR VULGAR CHANTING FROM TEAM
- MINIMUM OF 6 PLAYERS REQUIRED TO START GAME FOR FULL FIELD MATCHES
- MINIMUM OF 5 PLAYERS REQUIRED TO START GAME FOR HALF FIELD MATCHES

#### **Spectator Rules**

- NO OUTSIDE FOOD OR DRINK IS ALLOWED IN THE FACILITY
- SPECTATORS MUST SIT IN DESIGNATED AREAS
- NO FOUL LANGUAGE, OR VULGAR CHANTING FROM FANS
- NO SMOKING OR ALCOHOLIC BEVERAGES ON PREMISES
- CONTINUOUS VERBAL ABUSE TO REFEREE OR LEAGUE OFFICIAL WILL RESULT IN A 2 MINUTE PENALTY IN FAVOR OF OPPOSING TEAM
- SPECTATORS ARE RESPONSIBLE FOR SIBLINGS AT ALL TIMES

#### **Running Time**

Tournament times vary according to each tournament. Check with the Tournament Director for tournament times.

- Time kept on the field by referee (running time).
- No overtime play
- Games start promptly according to tournament schedule even if a team is not present.
- Failure to field a team will result in a team forfeit.

## **Point System**

Teams are awarded: 3 points for a win, 1 point for a tie, 0 points for a loss.

The team with the most points in a single division or group will win the division or group.

In the event of a tie the following tiebreaker system shall apply to determine the standings:

- Total Team Points

### **Tie-breakers:**

- Head to Head Competition (This criteria is not used if more than two teams are tied)
- Most Wins
- Least Goals Against
- Goals For
- Most Shutouts
- Goal Differential
- Sudden Death Penalty Kicks

Playoffs:

- If there is a tie in a FINAL game, the game will go straight to penalty kicks.
- Three players from each team that are on the field at the end will take the kick
- If there is still a tie at the end of three kickers, one player from each team will shoot until a winner.

If a team **forfeits** a game, the opposing team will be awarded with a win (+3 pts), one goal scored, and zero goals against. The forfeiting team will be given a 0-1 loss and (-3) pts.

## **Kick-off**

The soccer ball will be placed on the X mark, located in the center of the field, to start games and after goals are scored.

- Opposing team must stand 3 yards back from the kick off marker.
- The ball must be rolled forward over the midfield line, one full circumference of the ball, for ALL kick-offs.

## **No Goal**

- If the ball is kicked directly in on a kick-in.

## **Boundaries**

No throw-ins. Balls that go out of bounds will be played in by a Kick-In. The ball must be completely stopped and placed on the line where the ball went out. Players must stand 5 yards away from all kick-ins. In-bounding team has 5 seconds to get the ball in play. Each team must provide a linesman if requested by the official.

Other boundary rules:

- Goal kicks must be taken from the goal kick markers.
- Corner kicks must be placed on designated line or between line and corner flag.

## **Offside Rule**

- There will be NO OFFSIDES.

## **Online Team Roster**

- A completed online team roster is due 1 week prior to the tournament.
- Rosters are not considered complete if players do not fill out a waiver form.
- Coaches may not add, cross out, or substitute players once the roster has been submitted.
- Players cannot play for another team in the same tournament.
- Player identification needs to be available during team registration or participant(s) may not play.

### **Half-Field Play:**

- Each team is allowed 12 players on the roster.
- Up to 2 additional roster spots can be added at a fee of \$15 per spot.
- Team consists of five field players and a goalkeeper.
- A minimum of 5 players is needed to field a team.
- Less than 5 players result in an automatic team forfeit.

### **Full-Field Play**

- Each team is allowed 16 players on the roster.
- Up to 2 additional roster spots can be added at a fee of \$15 per spot.
- U-12 and Under
  - Team consists of seven field players and a goalkeeper.
  - A minimum of 6 players is needed to field a team.
  - Less than 6 players results in an automatic forfeit.

- U-13 and Up
  - Team consists of six field players and a goalkeeper.
  - A minimum of 6 players is needed to field a team.
  - Less than 6 players result in an automatic team forfeit.

## **Team Bench & Substitutions**

### Team Bench:

- Only **two** adults are permitted to coach from the team bench.
- All other adults must watch the game from the spectator area.
- Coaches and players may not cross over the designated team bench area.
- Players who are not playing need to be seated on their team bench.
- All team bags must be placed neatly behind team bench.
- Coaches and players must leave their team bench immediately after their game.
- Players are responsible to clean up any garbage from their team bench.

### Substitutions:

- Unlimited substitutions.
- All players are substituted on the fly.
- Substituted players must first come off the field before a new player may enter.
- All substituting players and coaches must remain on team bench during the game.
- Coaches may not enter the field at any time unless the referee permits - failure to comply will result in a two-minute penalty.
- Goalkeepers who are substituted must be differentiated with a different colored team shirt.

### Coed Rules:

- There must be a minimum of three (3) female players on the field at all times, not including the goalkeeper.
- Female players in possession of the ball may not be challenged by male players unless the female player has crossed the midfield line into her attacking end.
- Female players in possession of the ball on her defensive half of the field will be given a minimum of 3 yards distance by the male players.
- Female players may challenge male players anywhere on the field.

## **Fouls & Penalties**

The following card system applies for fouls and penalties at the Rough Riders Training Center:

- Yellow Card = Two Minute Penalty
- Two Yellow Cards = Player Ejection from Game
- Red Card = Player Ejection from Game

Two-minute penalties occur when:

- Physical confrontation between players on or off the ball.
- A player blatantly fouls another player.
- A player delays the game in any form.
- A player or coach consistently argues with the referee.
- A player, coach or parent uses abusive language.
- A coach or parent from a respective team does not comply with the agreement form or argues with a referee and/or event administrator.
- A player purposely obstructs the flow of the game by using their hands.

## **Power Play**

A power play occurs when the referee gives a two-minute penalty to a player, coach or parent. The player who receives a two-minute penalty will have to remain on their bench until the referee signals that the two-minute penalty has ended.

- If the opposing team scores a goal during a power play the two minute penalty is terminated – player may enter the game again.
- If players on both teams are issued a two minute penalty, both players must sit out the full two minute duration - even if a goal is scored. They may not enter the field of play until the referee signals them on.
- If a goalkeeper receives a two-minute penalty, one of the goalkeeper's teammates must sit-out for two minutes.
- If a coach or parent receives a two-minute penalty, one of the players on the team must sit out for two minutes.

## **Free Kicks**

Outdoor rules apply for all free kicks except: Opposing players must provide 5 yards from the ball at all times. The following indoor rules will result in an indirect free kick:

- If goalkeeper throws or kicks the ball over the midfield line (goalkeeper must play the ball with their feet outside their goal box before they can play the ball over midfield). Ball is spotted at midfield.
- If goal kick is kicked over the midfield line without making contact with a player.
- If a player stands within a one-yard radius of the goalkeeper on any free kick.
- If ball makes contact with lights or ceiling of the facility.

## **Penalty Kicks**

A penalty kick is awarded against a team that commits a direct kick foul inside the goal box. Penalty kicks are taken from the top center of the goal box. All players, except for the goalkeeper and the kicker, must stand behind midfield until the ball is kicked.

### **Inclement Weather**

Unfortunately we are unable to reschedule games due to inclement weather conditions.

If a team feels it is unsafe to attend a scheduled game due to inclement weather the coach must call the Global Sports Center a minimum of three hours prior to game time. If a team forfeits a scheduled game we will notify the opposing team as early as possible.

### **Dismissal from Tournament**

A coach, parent, or team fan involved in any type of physical confrontation with other spectators, referees and/or league officials will automatically disqualify **their entire team** from the tournament.

If not stated within this handbook, outdoor rules will apply to the indoor tournament. Any questions regarding the rules of the tournament should be directed to a Global Sports Centers Tournament Director before the game.

### **Rules of the Game**

The rules of FIFA will be enforced except as modified herein for indoor play. All calls are at the discretion of the referee and the decision of the referee is final.

The Event Directors, or their designated representatives, reserve the right to decide all matters pertaining to this event including interpretation, review, and revision of all rules contained herein. Any questions regarding the rules of the tournament should be directed to the Tournament Director before the game. In all cases, determination of the Directors will be final.