



Indoor Tournament Rule Handbook

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

Player Rules

- NO CLEATS
- ABSOLUTELY NO FOOD OR DRINK IN SPECTATOR AREA
- NO JEWELRY
- NO SLIDING OR SLIDE TACKLING
- SHIN GUARDS MANDATORY
- NO GUM IS PERMITTED IN THE FACILITY
- NO SPITTING
- **SHOW GOOD SPORTSMANSHIP AT ALL TIMES**

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 4 PLAYERS REQUIRED TO START GAME
- REFEREE FEES MUST BE PAID PRIOR TO GAME IN ORDER TO AVOID FORFEITURE
- \$50 PENALTY FEE WILL BE INCURRED IF A TEAM FORFEITS A GAME

Spectator Rules

- NO OUTSIDE FOOD OR DRINK IS ALLOWED IN THE FACILITY
- 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 CHILDREN AT ALL TIMES

Scheduling

Games cannot be rescheduled or changed once the league schedule has been posted on the Global Sports Centers website. **No exceptions!**

Eligibility

All players must be born on or after January 1st in the calendar year of the age group in which they are playing in accordance with USSF rules. Younger players are permitted to play “up” on older teams, but no player may play “down” on younger teams. NO PLAYER MAY BE REGISTERED WITH MORE THAN ONE TEAM OR SWITCH FROM ONE TEAM TO ANOTHER DURING THE TOURNAMENT WITH THE EXCEPTION OF A TEAM THAT IS SPLIT IN TWO – THEY MAY SHARE A GOALKEEPER ONLY. Tournament Director must be notified and authorize a dual roster goalkeeper.

- U7 (2016), U8 (2015), U9 (2014) U10 (2013), U11 (2012), U12 (2011), U13 (2010), U14 (2009), U15 (2008), High School (2005-2007)

Field Play

- Running Time (no halftime) | Duration varies each tournament event
- Field Dimensions – 40 yards x 30 yards (Nassau) | 40 yards x 20 yards (Brooklyn)
- Ball size: U-8 to U-12 – **Size 4** / U-13 & Up – **Size 5**
- No Offsides
- Substitutions – On the fly
- All restarts are indirect (must touch another player on either team for a goal to be scored on restart), except penalty kicks and free kicks for handling.

Running Time

All games are running time – No Halftime. There is a 5-minute break between games. Teams coming off must exit the field immediately. Teams coming on must be prepared to start the game immediately (no warm-up time or space designated).

- Time kept on the field by referee (running time).
- No overtime play
- Games start promptly according to tournament schedule – no exceptions.
- 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 tournament standings are determined by the following:

- Total Team Points
- **Tiebreakers:**
- Head-to-Head Competition (*not used if more than 2 teams tied with points*)
- Most Wins
- Goal Differential ***All tournament games will be capped at a 5 goal maximum. Example: An 8-1 win will be recorded as 6-1. This is in place to avoid running up the score.**
- Goals For
- Least Goals Against

- Most Shutouts
- Coin Toss or Sudden Death PK's (at Tournament Director's discretion)

If a team forfeits a game, the opposing team will be awarded with a win, five goals scored, and zero goals against.

In the event a team is down by 5 goals or more, they may add an additional player. *Example: Team A 5-Team B 0, Team A may add 1 player advantage while there remains a 5 goal differential.*

Playoffs:

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

All scores, results and standings will be posted on www.globalssportscenters.com

Kick-off

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

- Opposing team must stand 5 yards back from the kickoff marker.
- The ball need not be played forward.

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 -- 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.

Other boundary rules:

- Goal kicks – When ball goes across the goal line, the goalkeeper must place the ball within the penalty area and play within 5 seconds. Goal kicks must bounce before crossing the halfway line otherwise the opponent will be awarded an indirect free-kick at halfway.
- Goalkeeper cannot punt the ball. Keeper may become a field player entitled to kick the ball in the air over half-line if (a) goalkeeper rolls the ball on the ground or (b) goalkeeper lets ball bounce twice. Opposing team may challenge the ball once it is on the ground.
- Corner kicks must be placed on designated line or between line and corner flag.

Heading Rule

Players in U11 (2010) programs and younger shall not engage in heading. The referee will call a “foul” and reward the opposing team with an indirect kick. If it is a combined U11/12 division, heading is not permitted for 2010 players.

Build Out Line (U7-10 leagues only)

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the defender’s first touch, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has been touched by another player.

ONLINE Team Roster

- A completed online team roster is due prior to the first scheduled game.
- Rosters are not considered complete if players do not submit the online Global Sports Centers liability waiver.
- Coaches may not add or substitute players once the roster has been submitted.
- Players cannot play for another team in the same league.
- Player identification needs to be available prior to each game or participant(s) may not play.
- Each team is allowed 10 players on the roster.
- Four field players and a goalkeeper consist of a team.
- A minimum of 4 players is needed to field a team.
- Less than 4 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.
- Violation of substitution rule will result in an indirect free kick for opposing team at the spot of the infraction (where substitute coming on early affects play).
- 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.

Fouls & Penalties

The following card system applies for fouls and penalties at Global Sports Centers:

- Yellow Card = Two Minute Penalty
- Two Yellow Cards = Player Ejection from Game
- Red Card = Player Ejection from Game & Following League 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 purposely obstructs the flow of the game by using their hands.

There will be Zero Tolerance for:

- A player or coach who consistently argues with the referee.
- A player, coach or parent uses abusive language.
- A parent from a respective team does not comply with the parent acknowledgement form or argues with a referee and/or tournament administrator.

Power Play

A power play occurs when the referee gives a two-minute penalty or ejection 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 regardless if a goal is scored and 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 a two-minute duration.
- If a coach or parent receives a two-minute penalty, one of the players on the team must sit out a two-minute duration.

Free Kicks

All free kicks are indirect with the exception of penalty kicks and handling infractions.

- Indirect kick at midfield if goalkeeper throws 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).
- Indirect kick from spot of infraction if goalkeeper handles a deliberate pass from their teammate.

- Indirect kick from spot of infraction if ball makes contact with lights or ceiling of the facility.
- Indirect free kick if players slide or leave their feet.

Penalty Kicks

A penalty kick is awarded against a team that commits a FIFA 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.

Forfeited Games

The coach of the forfeited team agrees to pay a \$50.00 penalty fee when his/her team forfeits a game. Failure to submit the \$50.00 penalty fee prior to the next scheduled game will result in the team's dismissal from the league. Additionally, the forfeited team will be penalized three (3) points from the league standings on top of the forfeited game.

- Teams who are 5 minutes late to their scheduled game will automatically forfeit their match.
- Teams who have less than the minimum number of players required at the start of match will forfeit their game.
- Teams that do not pay the referee fee prior to the game will forfeit the match.
- No rematches or make-ups will be awarded.
- If game is forfeited, the opposing team may utilize the time slot for team training or scrimmage.
- **No refunds of any kind are given once the team has registered in the league.**

Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. There will be no abuse (verbal or otherwise) of referees or league officials tolerated. Any indication of such behavior by a coach or parent will result in immediate removal from Global Sports Centers. **We are all here to play soccer and have fun!**

Referees

- The referees will have sole jurisdiction over the conduct of the game. It is the responsibility of the winning team or in case of a tie, the home team, to report the score to the Tournament Director located at the front desk.
- If a referee terminates a game for any reason, the score at the time of the termination will stand.

Protests

- **NO PROTESTS** will be considered or allowed.
- If the Tournament Rules appear to be violated, the matter may be brought to the attention of the Tournament Director for the final resolution.
- All decisions made by the Tournament Director will be final.

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 Global Sports Centers 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. The opposing team has the option of using the facility for training during their scheduled game time. No fine will be levied to a team who does not attend a game due to inclement weather.

Dismissal from Tournament

The result of 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, FIFA rules will apply to the indoor league. Any questions regarding the rules of the league should be directed to a Global Sports Centers Official.