Turkey Classic Rules

Summary

Number of Players and Duration of the Game:

U7/U8 4 field players 40 minute games
U9/U10 7 field players and a goalkeeper 40 minute games
U11/12 6 field players and a goalkeeper 40 minute games
U13-Adult 5 field players and a goalkeeper 40 minute games

Maximum roster size for all age levels: 18 players

Adult Coed and U15-U19 Coed teams must have at least 2 female players on the field at all times.
Kick-off is by the visiting team in the first half, home team in the second half. It's a direct free kick.

Equipment:

- Shin guards are mandatory and must be completely covered by socks.
- Dangerous Jewelry is not permitted. This includes earrings.
- Hard Casts are not permitted.
- Jerseys do not need to have numbers.
- Home Team will wear alternate jersey in case of color conflict.

Substitutions: Substitutions can occur on "the fly" - neither the substitute nor the player coming off the field can be involved in active play during the substitution or seeking to gain an attacking advantage by the substitution.

Out-of-Bounds:

Perimeter (netting) or Ceiling ball is put back into play with a direct free kick from the spot where the ball was last played by the offending team.

Goal kick: Play begins when the goalkeeper obtains possession of the ball in their hands inside the penalty area. Once the goalkeeper gives up hand control by placing the ball on the ground or distributing the ball in the air, the ball is in play.

Free Kicks: All kicks are direct kicks with no exception. (U7/U8 all kicks are indirect free kicks and there are no penalty kicks.) A minor foul (indirect outdoors) that occurs in the penalty area will result in a direct free kick taken from the top of the restraining arc. Opposing teams must yield 15 feet. Teams have 5 seconds to get the Ball in play from the time the referee prompts for the kick.

Fouls & Misconduct: A foul outdoors is a foul indoors. Slide tackling on a player is not permitted. Offside does not apply indoors. Denying a goal scoring opportunity is not a mandatory red card, but can be deemed so by the referee.

Three Line Pass: Ball can't be kicked, in the air, over all three lines towards the attacking goal, without touching the wall, the floor, any player, or the referee. (Restart – Direct Free kick in the center of the first white line traveled.) The goalkeeper may, however, throw the ball over all three lines.

Goalkeeper Restrictions: Goalkeeper must play the ball within 5 seconds of receiving it in his/her hands.
Punting is allowed in the U7-U10 age groups but the goalkeeper <u>cannot</u> punt the ball over three lines (see three line pass rule) Pass back to the goalkeeper is called the same as in outdoors.

Time Penalties:

- **Blue Card** must be a 2-minute penalty. Team comes to full strength if opponent scores.
- **Yellow Card** must be a 2-minute penalty. Team comes to full strength if opponent scores.
- **Red Card** must be an ejection and a hard (full) 5-minute penalty for the team.

Point System and Tiebreaker Regulations

Round Robin standings will be determined by the following point structure:

6 points for a win
3 points for a tie
0 points for a loss

1 point for each goal up to a maximum of 3 points
2 points for a shutout victory

A forfeit win is recorded as 3-0, giving that team the maximum number of points (11) for that game.

Tiebreakers:
1. Head to Head
2. Goal differential (goals for minus goals against)
3. Fewest goals allowed
4. Most goals scored
5. Coin toss

Playoff Tie-breaker Regulations

During the Playoffs, games tied at the end of regulation will be broken with sudden-death player elimination overtime

Rules:
1. The game will be played in one-minute sudden death periods.
2. Only the players on the field at the end of the game will be allowed to participate in the overtime.
3. Each minute period will be started with a drop ball at midfield.
4. Each team will remove one player after each one-minute period in which no one scores.
5. There are no substitutions allowed. If a player is injured during a period his/her team plays short for the remainder of the period. If the game is at goalkeeper vs. goalkeeper then the team with the injured player forfeits due to being unable to field a team.
6. After the tiebreaker reaches 2v2 you may only score from within your attacking third of the field.
7. You may change your goalkeeper at the end of each minute period among the players that are on the field.
8. If a penalty is called for a breakaway foul that denies a goal scoring opportunity, the offending player is ejected for the rest of that one minute where the foul occurred. If the foul happens when the game is goalkeeper vs. goalkeeper the offending team forfeits the game.

Awards

All U7-U10 players will receive participation awards.
Awards will be given to the 1st and 2nd place teams in the U11 and older age brackets.

(This is a summary. For complete information see the Rules of Uihlein Soccer Park.)

Best of luck!