

## 2012 Indoor Soccer Series Rules of Play

All FIFA rules will apply unless otherwise indicated.

### **CREDENTIALS CHECK-IN**

Each team will be required to check-in at least 30 minutes prior to their first tournament game. In order to participate, all teams will be required to have:

State or US Club Soccer approved roster. TEAMS REGISTERING MORE THAN ONE TEAM ARE ASKED TO SUBMIT A ROSTER FOR EACH TEAM IDENTIFYING THE TEAMS LIST OF PLAYERS IN ADVANCE.

Laminated Player Cards

Player Medical Release Forms

U8 Players are not eligible to participate under rules and policies of TN Soccer.

**ALL TEAMS MUST BE CHECKED IN PRIOR TO TAKING THE FIELD OF PLAY. IF A TEAM IS NOT ADEQUATELY CHECKED-IN, IT WILL FORFEIT ITS FIRST GAME.**

Player Passes will be checked at the start of each game.

If a player who is not properly registered participates in a game, the game will be automatically forfeited to the opposing team, 3-0.

A player will be allowed to play on more than one team (limit 2) ONLY if the teams are in DIFFERENT AGE GROUPS AND ONLY IF APPROVED IN ADVANCE AT TIME OF REGISTRATION OR BY THE TOURNAMENT DIRECTOR.

All teams must have an ADULT coach on the sidelines AT ALL TIMES.

### **Number of Players**

Maximum roster:

U9-U12: 13 max

U13-U19: 13 max

Maximum number of players on the field during the game:

**U9-U12: 7 max (6v6 plus one goal keeper)**

**U13-U19: 6 max (5v5 plus one goal keeper)**

A game can start with a minimum of 5 players per team. A team short of players will play short until additional players arrive to bring them to the limit. Adding the arriving will take place "on the fly". The opposing team will play at full strength while the short team plays short.

No GRACE PERIOD will be given.

### **PLAYER EQUIPMENT**

Footwear must be an approved indoor soccer shoe or gymnasium type shoe. (NO OUTDOOR CLEATS)

Shin Guards are mandatory.

A team must wear the same color jerseys.

HOME team shall wear LIGHT colored jerseys. VISITORS will wear DARK colored jerseys. In the event of conflict, the home team will be required to change.

All players must have matching socks of the same color.

Players must play with shirttails tucked in. Continual warnings may result in a yellow card.

Goalkeepers should have a different colored jersey from its team and the opposing team.

Referee will have the final decision on equipment.

No earrings and/or jewelry including live strong rubber bracelets are permissible during the games.

Bubble wrap casts are allowed subject to approval of the head official.

### **BALL**

A standard outdoor ball will be used and will be supplied by the HOME team.

U9-U12 ----- Size 4

U13-U19 ----- Size 5

### **THE GAME**

Each game will consist of two (2) equal halves with a maximum 1-minute halftime to switch fields. **Each half will be 14 minutes in length.**

The Tournament Officials reserve the right to start the clock if a team is delaying the start of a game or a half.

Tournament Director and/or Officials have the right to shorten games for scheduling purposes, unexpected game delays, injuries, etc. as they deem necessary.

A two (2) referee system will be used.

In the event of a SEMI-FINAL or FINAL game ends in a tie, see "Tie Breaker" section.

The clock will stop only at the discretion of the referee.

### **BALL IN AND OUT OF PLAY / RESTARTS**

All kicks are **DIRECT** with the ball awarded to the opposing team including:

Playing in a dangerous manner or impedes or obstructs the progress of an opponent.

If the goalkeeper, inside his/her own penalty area takes more than 6 seconds to release the ball, touches the ball again with his/her hands after it has been released from his/her possession and has not touched another player, or touches the ball with his/her hands after it has been deliberately kicked to them by a teammate.

Two hands on the wall, or "bracing."

Keepers may **NOT PUNT** the ball. An infraction will result in a **DIRECT** kick and taken on the line nearest the offending team's goal.

**THERE IS NO SLIDE TACKLING.** An infraction will result in a **DIRECT** kick.

Ball out of bounds (in the nets, on the sides or overhead) – will re-start with the ball being put on the line closest to where the ball was when it was kicked out. This re-start will be in the form of a **DIRECT** kick.

The ball **CAN TRAVEL** the length of the field on one kick. There is no 3-line rule in this event.

On all restart kicks, the nearest defender must be at least 3 paces (10 feet) away from the ball.

Kickoffs may roll backwards before going forward. Defending players must be outside the center circle prior to ball movement.

The ball must be put back in play within six (6) seconds to avoid a delay penalty.

## **FOULS**

Fouls and misconduct will be governed by FIFA rules except as follows:

The tournament will use a "six (6) foul counter". Upon the team's sixth foul in the game, the referee shall award a shoot-out situation against the opposing team to be taken as follows:

The ball is placed on the yellow line which intersects the violating teams defensive third of the field. A single player from the team committing the lesser number of fouls shall be allowed to stand behind the ball and the defending team's goalkeeper is to stand in his/her goal with his/her heels on the goal line. All other players are to remain behind the centerline. Upon touching of the ball by the attacking player, ball becomes live, goalkeeper can move, and remaining players may run in to play to contribute.

**A handball called by the referee does NOT count as a foul on the team's game total. Only direct fouls called by the referee will count towards the total.**

## **YELLOW & RED CARDS**

### **TWO MINUTE FOUL (YELLOW CARD)**

A player receiving a yellow card will sit out for two (2) minutes. The team plays short during that time. If the opposing team scores during the penalty, the team may return to full-strength, but the offending player must remain out until the penalty expires. If the offending team scores during the penalty, they must remain playing short until the penalty expires. Two yellow cards in one game will result in an automatic red card for the offending player.

### **FIVE MINUTE FOUL (RED CARD)**

Red card offenses will result in the ejection of the player for the balance of that game and the following game. The player must leave the WCSA soccer complex, and the offending team will play short for five (5) minutes.

## **SCORING**

### **10 Point Scoring System**

A team will be awarded six (6) points for a win. Teams will be awarded three (3) points each in case of a tie.

A team will be awarded one (1) point for each goal scored with a maximum of three (3) points per game.

A team will be awarded one (1) point for a shutout.

The goal differential rule will be in affect up to a maximum of four (4) goals per game.

## **TIE-BREAKERS**

Head to Head competition (in the event that three (3) teams are tied head to head competition may not apply)

Goal Differential – Max Differential is 4 goals per game.

Fewest Goals Allowed

Most Shutouts

Most Goals scored, no limit

Penalty Kicks

If a SEMI-FINAL or FINAL ends in a tie, a 5-minute SUDDEN DEATH, “GOLDEN GOAL” Overtime will be played. During the overtime, play will begin with one less field player on the field and an additional player will be pulled from the field of play at each expired one (1) minute interval. Within the last minute of the overtime, the clock will stop with 10 seconds remaining and play will continue until a golden goal is scored.

(NOTE: The players starting the sudden death period do not have to be the players that finished the regulation game.)

This will apply for any subsequent periods. **THERE WILL BE NO SUBBING DURING OVERTIME.**

The tournament committee reserves the right to alter the overtime periods and melt downs to fit the overall tournament schedule and time constraints.

#### **COACHES CONDUCT AND FAIR PLAY**

It is the desire of the TNFC Tournament to host tournaments of fair play and excellent team and coach conduct. It is the coach's responsibility for their conduct and the conduct of their team, on and off the field.