



## Brentwood Soccer Club

### 2007–2008 adidas® INDOOR SOCCER TOURNAMENT RULES

**FIFA Laws of the Game shall apply, except as noted below:**

Only players, coaches, and trainers are allowed in the player's box.

A team must start the game with at least 4 players and no more than 6 (7 for U11 & younger).

**Substitutions** may be made at any time 'on the fly' – the game will not be stopped for substitutions. Players entering the field of play may do so ONLY when the substituted player is within the prescribed arc drawn on the floor just outside the substitutes door. The player being substituted may not attempt to play the ball once he/she is within the defined arc. Violation of the substitution rule will result in a yellow card for the violating player (2 minute time penalty).

**Balls that touch the top net result in a free kick from the line below, nearest to where the ball touched the net** – Exception: In the defensive 1/3rd of the field the restart shall be taken by the attacking team from the center of the yellow line dividing defending team's final 1/3rd of the field. **Balls touching the side net** result in restarts on the nearest side yellow line. **Balls touching the back net** result in either a goal kick or a corner kick.

There shall be **no offsides rule** in effect.

**The three-line rule:** In the three-line rule the ball may not cross over all three lines intersecting the 1/3rd's of the field without first touching a player, the wall, or the floor. Violation of this rule results in a free kick taken from the center of the yellow line intersecting the violating team's defensive 1/3rd of the field.

**Goalies may NOT punt or drop kick the ball. Goalies may only throw the ball or put it to the floor and play it. The three-line rule is in effect!**

**No cleats allowed** on the indoor arena or in the building.

**No one with a cast or splint** will be allowed to participate in any game without proper padding and permission of the referees and tournament director.

**No slide tackling allowed.** Slide tackles will result in a direct free kick and may, at the discretion of the referee; result in a yellow or red card to the offending player.

**No spitting on the floor or turf.** If you need to spit, please spit in the trashcan.

**ALL KICKS ARE DIRECT**, including the kickoff. The nearest defender must, at a minimum, be 3 paces (10 feet) away from the ball. **The kicker has 5 seconds to restart the game.** Passes back to the keeper that result in a free kick, are to be taken at the nearest point on the penalty box, not the keeper box.

**No protests** will be allowed – decisions of the tournament director & referees are final.

**2-minute (yellow card) penalties:**

- Severe, blatant fouls, such as boarding, etc.
- Slide tackling.
- Violation of the substitution rules.
- Too many players on the field, open gates, or player hopping over the boards.
- Misconduct, dissent or disrespect.
- Any field player may serve a 2-minute penalty for the goalkeeper.
- 2 Minute penalty ends when the time runs out or the opposing team scores, whichever occurs first.

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### 5-minute (red card) penalties:

- 2nd yellow card offense
- All other red card offenses as listed in FIFA Laws of the Game (except fighting see below)
- A 5-minute penalty ends at the end of the 5 minutes – regardless of how many goals are scored. At the end of the 5 minutes, the penalized team shall be allowed to return to full strength.
- Players issued a 5-minute red card may not participate any further in the game they are red-carded and must sit out their team's next scheduled game.
- **NO EXCEPTIONS**

### Full red card penalties:

- Fighting or excessive abuse of the referee shall, at the sole discretion of the referee, result in a full red card issued to the offending player(s) or Coaches. *Teams guilty of this offense must play the remainder of the game short-handed or without their Coach.*
- Players issued a full red card are to be prevented from any further participation in the tournament and are to immediately leave the indoor arena facility.
- Upon issuance of a red card, the referee is to notify the scorekeeper as to the severity of the red card (full or 5-minute). All red cards will be reported by the Tournament Director to the player's home club and state organization.

***It is the responsibility of each coach and team manager to ensure the appropriate behavior of its fans and spectators. Spectator use of noisemakers is prohibited.***

The scorekeeper shall keep track of each team's cumulative fouls – excluding offside or substitution fouls. **Upon a team's 6th cumulative foul (\*see below), the referee shall award a shoot-out** situation against the opposing team to be taken as follows: The ball is to be placed on the yellow line which intersects the violating team's defensive 1/3rd 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 player's are to remain behind the centerline. Upon a signal by the referee the player standing next to the ball restarts the game by touching the ball. **The game restarts with the touch of the ball.** That same player may touch the ball as much as he/she would like, there is no requirement for another player to first touch the ball. Upon the above occurrence, the scorekeeper shall re-set the penalized team's cumulative fouls to zero. Fouls carry over from one half to the next (and into overtime). **\*After a team reaches 6 fouls, the next cumulative foul total for a shoot-out is only 4 fouls.** In the event a PK is awarded in the last 5 seconds of a half, the clock will be reset for 5 seconds and play will begin with the touch of the ball. In the event a PK is awarded with greater than 5 seconds remaining and the clock runs out before the PK can be taken, 6 seconds will be placed on the clock. Again, play will begin with the touch of the ball.

Preliminary round games will be scored as follows: **Win - 6 points, Tie - 3 points, Loss - 0 points.**

In case of tied scores after the preliminary rounds, the winning team will be decided in the following order:

1. Winner of head to head competition (only includes the tied teams).
2. Goal differential (max. 5 per game).
3. Most goals scored (max. 5 per game).
4. Least goals allowed (max. 5 per game).

Teams still tied after all of the above will toss a coin to determine the point winner. Forfeit games will be recorded as a 5 – 0 win for the non-forfeiting team. No grace period is to be allowed for teams not ready to play at the scheduled game time.

**“Golden-Goal” Play-Offs:** Games which must result in a winner and are tied at the end of regulation time (i.e. semi-finals, finals, etc.) will be **decided by “Golden Goal”** as follows: Each team is to designate a team of players equal to the number of players allowed on the field. The coach is to assign each of these players a unique number 1 through 6 (7 in the case of U9-10 ages). A list of the players' jersey numbers and unique assigned numbers are to be given to the scorekeeper in chronological order. A final play-off period (without a time limit) is to be started by the referee. At the end of each one-minute interval the scorekeeper is to sound the horn, which will be notification for each succeeding pair of players to exit the field of play (i.e. at the end of the 1st minute of play the 1st players listed on each team's list must leave the field). Player numbers will be reduced each succeeding minute until either team scores a goal or the final four players face each other “two versus two” at which time a 3 minute time interval will apply. In the case of a two-on-two situation, if a goal has still not been scored after three minutes of play, the game will be settled by the toss of a coin. **Substitutions will not be allowed in “Golden-Goal” play-offs.**

The tournament and its director cannot be held responsible for weather conditions. As such any adjustments to the tournament schedule(s) and game time(s), including cancellation of the tournament (due to weather conditions or other unforeseeable conditions which compromise the safety of the players or make the venue unusable) are solely the decision of the tournament director. Refunds will not be given due to changes or cancellations brought about because of these conditions.