



2018 INDOOR RULES 18-22 MINUTE GAMES

ALL TEAMS MUST HAVE A TEAM SPONSOR OR \$10 PER PLAYER REGISTRATION FEE TO PARTICIPATE

REGION 2 INDOOR ARENA TOURNAMENT RULES:

RULES ARE SUBJECT TO CHANGE OR REVISION BASED ON EQUIPMENT AND/OR OTHER CONSIDERATIONS.

GENERAL

* ALL PLAYERS MUST HAVE BEEN REGISTERED AND PLAYED IN REG 2 THE PAST FALL SEASON.

* ALL PLAYERS FROM THE PAST FALL SEASON ON YOUR TEAM MUST BE INVITED TO PARTICIPATE.

* TEAM ROSTERS IN THE FORM OF A GAME CARD LISTING PARTICIPATING AND/OR ELIGIBLE PLAYERS WILL BE TURNED IN PRIOR TO START OF FIRST GAME.

* DIVISION (U6) MAY PLAY WITH 8 PLAYERS ON THE FIELD.

* ALL OTHER DIVISIONS PLAY 6 v 6. ALL PLAYERS PRESENT IN UNIFORM MUST PLAY AT LEAST FOUR (4) MINUTES PER HALF.

* ALL GAMES WILL BE 18-20 MINUTES WITH A RUNNING CLOCK FOR DURATION OF ENTIRE GAME.

CLOCK DOES NOT STOP FOR HALF TIME.

* TOURNAMENT DIRECTOR OR DESIGNEE ON DUTY MAY ALTER GAME DURATION TO KEEP THE SCHEDULE ON TIME.

* COACHES PARTICIPATING IN THE TOURNAMENT WILL BE EXPECTED TO HELP MONITOR DOORS AND REF IF NEEDED.

* PLAYERS CANNOT BE SHARED; TEAMS CANNOT BE COMBINED.

* SOFT-SOLED SHOES AND SHIN GUARDS ARE REQUIRED. UNIFORM JERSEY AND SHORTS ARE REQUIRED. KNEE PADS, ELBOW PADS, & SWEAT PANTS ARE PERMITTED

* ALL TEAMS MUST ARRIVE **30 MINUTES** PRIOR TO POSTED GAME TIME. GAMES WILL/MAY START EARLY/LATE DEPENDING ON THE PREVIOUS GAMES AND THE NEED TO KEEP ON SCHEDULE.

* **SOME GAMES MAY BE SHORTENED TO MAINTAIN THE PROGRAM SCHEDULE AND THE NEED TO VACATE THE GYM EACH NIGHT BY 10:00PM.**

* **HOME TEAM IS LISTED FIRST AND OCCUPIES THE NORTH DOOR. HOME KICKS OFF FIRST HALF. NO COIN FLIPS.**

* **NO END OF GAME CHEERS OR HANDSHAKES ON THE COURT.**

GAME RULES

- * REFEREE CALLS AND ALL DECISIONS RENDERED BY BOARD MEMBER IN CHARGE ARE FINAL ARE NOT SUBJECT TO PROTEST
- * KICK OFFS AND ALL RESTART KICKS ARE INDIRECT, EXCEPT PENALTY KICKS
- * PENALTY KICKS ARE TAKEN 15 FEET (5 YARDS) FROM THE GOAL. PENALTY KICKS WILL BE AWARDED FOR:
 - _ INTENTIONAL FLAGRANT FOULS IN THE PENALTY AREA
 - _ INTENTIONAL HAND BALL TO STOP A SHOT ON GOAL
 - _ RED CARD OFFENSE
- * ALL OTHER FOULS WILL BE AN INDIRECT KICK AT THE SPOT OF THE FOUL
- * THE PENALTY AREA IS THE BASKETBALL THREE POINT LINE
- * THERE IS NO OFFSIDES DURING THIS TOURNAMENT
- * THERE IS NO SLIDE TACKLING
- * PLAYERS MAY NOT HOLD BOARDS OR WALLS FOR ADVANTAGE
- * 3 YARDS MUST BE GIVEN ON ALL KICKOFFS; INDIRECT. CORNER & GOAL KICKS
- * THE BALL IS OUT OF BOUNDS IF IT GOES OVER THE ARENA WALLS OR STRIKES A FOREIGN OBJECT ABOVE THE FIELD.
- * OUT OF BOUNDS OVER THE WALLS WILL RESTART WITH THE APPROPRIATE THROW-IN, CORNER KICK OR GOAL KICK AT THE POINT THE BALL WENT OUT. ALL OF THESE ARE INDIRECT.
- * CORNER KICK ARE TAKEN FROM WHERE THE BLACK LINE INTERSECTS THE COURT WALLS APROX 3 FEET OUTSIDE THE 3 POINT ARC.
- * THE PLAYER MAKING THE THROW-IN MUST KEEP ONE FOOT IN CONTACT WITH THE WALL DURING THE THROW. GOALS MAY NOT BE SCORED ON A THROW-IN

- * BALLS STRIKING OBJECTS ABOVE THE FIELD; RAFTERS, LIGHTS, BASKETS, NETS AND BACKBOARDS WILL BE A FOUL AND RESTART WITH AN INDIRECT KICK AT A SPOT DIRECTLY BELOW THE INFRACTION FOR THE FOULED ON TEAM.
- * IN THE EVENT THIS OCCURS IN THE PENALTY AREA
 - THE DEFENDING TEAM STRIKES THE FOREIGN OBJECT. RESTART WILL OCCUR AT THE NEAREST POINT OUTSIDE THE PENALTY AREA.
 - IF THE OFFENSIVE TEAM STRIKES THE FOREIGN OBJECT. RESTART WILL BE A GOAL KICK
- * SUBSTITUTIONS MAY BE MADE AT ANY TIME WITHOUT NOTIFYING THE REFEREE.
- * THE PLAYER BEING SUBSTITUTED FOR MUST LEAVE THE FIELD BEFORE HIS/HER REPLACEMENT TAKES THE FIELD. IF A PLAYER STAYS AND BECOMES PART OF THE PLAY THIS IS A TOO MANY PLAYER PENALTY AND RESTARTS WITH AN INDIRECT KICK THE OTHER WAY FROM WHERE THE BALL WAS STOPPED.
- * NEITHER TEAM MAY SUBSTITUTE DURING A PENALTY KICK.

GOALKEEPERS

- * MAY ONLY USE THEIR HANDS IN PENALTY AREA MARKED BY THE BASKETBALL 3 POINT LINE.
- * NOT ALLOWED TO PUNT OR DROP-KICK THE BALL.
- * NOT ALLOWED TO PLACE THE BALL ON FLOOR TO KICK OR DRIBBLE AND PICK IT UP A SECOND TIME.
- * NOT ALLOWED THE USE OF HANDS ON A PASSBACK OFF THEIR TEAMMATES FOOT.
- * ANY OF THE ABOVE FOULS WILL BE A RESTART INDIRECT FREE KICK FROM CLOSEST POINT WHERE BALL WAS TO THE PENALTY LINE FOR TEAM FOULED.
- * MAY NOT THROW THE BALL DIRECTLY BEYOND MID-COURT. RESTART IS INDIRECT WHERE BALL CROSSED MID-COURT.

OVERTIME (OT) PROCEDURES

- * PRACTICE AND POOL GAMES MAY END IN A TIE.
- * OVERTIME WILL ONLY BE PLAYED IN ELIMINATION GAMES: SEMI, QUARTER, CHAMPIONSHIP
- * TEAMS REMAIN ON SAME SIDE WHEN REGULATION ENDED THROUGHOUT OVERTIME
- * PLAY STARTS IMMEDIATELY AFTER REGULAR TIME
- * OVERTIME STARTS WITH A DROP BALL AT CENTER COURT.
- * SUBSTITUTIONS MAY BE MADE DURING **OT** WITH NO MINIMUM TIME REQUIREMENT PER PLAYER
- * **IF A PENALTY KICK OCCURS IN ANY OT THE ASSIGNED GOALKEEPER MAY USE HANDS TO DEFEND THE GOAL BUT MUST IMMEDIATELY DROP THE BALL AND KICK/PASS IT AWAY.**
- * ALL ELIMINATION GAMES ARE SUDDEN VICTORY AS FOLLOWS:
 - _ **ONE (3) THREE MINUTE OVERTIME – SUDDEN VICTORY**
 - _ **NO KEEPER – 5v5.**
 - _ **SUDDEN VICTORY TO GAME WINNER**
 - _ **NO KEEPER - TWO (2) LESS FIELD PLAYERS... 3v3.**

SCORING

TOURNAMENT STYLE POINT SYSTEM

WIN – 6 POINTS

GOALS – 1 PER POINT SCORED (3 MAX)

SHUTOUT – 1 POINT (0-0 TIE 1 POINT AWARDED TO EACH TEAM)

TIE – 3 POINTS EACH TEAM

IF A TEAM FORFEITS OR IS A NO SHOW, THE OPPOSING TEAM WILL RECEIVE A FULL 10 POINT SCORE

TIE BREAKER

HEAD TO HEAD COMPETITION

GOALS ALLOWED

COIN FLIP OR 3 vs.3 GOLDEN GOAL

COACH / ADULT PLAY

5V5 PLAYERS

NO MALE TO FEMALE TACKLES

Problems or unforeseen occurrences during the tournament shall be handled by the tournament director on duty. His/her decision on all matters is **FINAL**. No protests will be allowed with the exception of an ineligible or uninvited player.

Team awards will be given to the winner and runner up of each division; awards will be awarded to participating players only.

HAVE FUN ☺