



INTERNATIONALS SOCCER CLUB INDOOR TOURNAMENT RULES

**BELOW ARE THE GENERAL PLAYING RULES.
FOR COVID PROCEDURES PLEASE REVIEW THE LINK BELOW
COVID-19 TOURNAMENT POLICIES, PROCEDURES, REQUIREMENTS**

**THE TOURNAMENT WILL FOLLOW ALL FIFA RULES WITH THE FOLLOWING
AMMENDMENTS/ADDITIONS/EXCEPTIONS.**

ROSTER

Maximum roster size is 16 players for all age groups. No changes will be allowed once the team begins play. ALL teams must show proof of age prior to their first game and thereafter as required. Team managers are responsible for turning in a completed roster.

**ALL TEAMS MUST HAVE ALL PLAYERS PROOF OF AGE AT EVERY GAME
The referees will not check players in.**

TEAM REGISTRATION

All teams must register their team at least 1 hour before their first game of the tournament. To register your team you must turn in your completed roster form and show proof of age (player card or birth certificate)

We accept team registration in two methods;

- **Method 1 – At the facility
You can turn in the roster form and show you proof of age documents at the facility registration room at Pinnacle Sports.**
- **Method 2 – Email a copy of your Roster Form and copies of your player's proof of age (Player cards or birth certificate) to dishdean@gmail.com**

FIELD PLAYERS

U9-U12 6 Field Players Plus A Goalkeeper

U13-U18 5 Field Players Plus A Goalkeeper

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MULTIPLE TEAMS

A player may play on more than one team, as long they are not in the same group. The player must be on the roster prior to the first game. An entire younger team may play up in an age group.

UNIFORMS

All players on a team shall wear jerseys of the exact same color except the Goalkeeper who shall wear a jersey; which distinguishes her from all other players and the referee. All uniforms shall be numbered. Home team must change jerseys if both teams are the same color (team listed first is the home team). All players must wear shin guards (mandatory). The designated home team must supply the game ball.

DANGEROUS EQUIPMENT

The referee shall determine if equipment is dangerous to any of the players on the field. No jewelry is allowed. Indoor soccer shoes or indoor turf soccer shoes are allowed. The referee decides if the player can play.

FOULS & MISCONDUCT

All fouls and restarts are direct. The referee is responsible for calling fouls including but not limited to: tripping, pushing, holding, jumping, charging, delay of game, etc. If in the opinion of the referee a foul is of such nature as to warrant additional punishment besides a free kick, a two (2) minute blue card will be issued as well as a shootout. Boarding is an automatic two (2) minute penalty with a shootout. Any player who receives a time penalty will proceed immediately to the penalty box to serve the two (2) minutes. If the opposing team scores the shootout or a goal is scored during the two (2) minute penalty the player may return to the field immediately.

HEADING AND PUNTING

U9-U11 - Heading and punting is not permitted

U12+ - Heading and punting is permitted

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BUILD OUT LINE

U9-U10 divisions will play with the build out line restriction. When the goalkeeper has the ball in their hands or is taking a goal kick, all opposing players must retreat behind the first line on the field. As soon as the goalkeeper releases the ball (kicks it, places it on the ground, rolls it etc.) the opposing players are permitted to cross the line. The goalkeeper does not have to wait for the opposing players to retreat behind the build out line.

ACCUMULATION OF PENALTIES

A player receiving a blue card (time penalty) who commits another foul which warrants an additional time penalty will receive a [yellow card]. If the same player commits a third offense which warrants a time penalty they will be issued a (red card). Five [5] minute penalty and ejected from the game.

EJECTIONS

Any player, manager, or coach EJECTED from a game must leave the soccer area and retire to the lobby of the facility or face further disciplinary action. Any ejection will result in a minimum ONE [1] game suspension. THE SUSPENDED PLAYER WILL NOT BE ABLE TO PLAY IN THE NEXT GAME.

VIOLENT CONDUCT/ SERIOUS FOUL PLAY

Any player and / team official ejected for violent conduct such as striking, fighting, assaulting an official or verbal abuse of an official shall be suspended for the duration of the tournament.

THREE LINE VIOLATION

Three lines violation will be in effect.

RESTARTS AND SUBSTITUIONS

All substitutions are on the fly
NO guaranteed substitutions
NO jumping over the boards is allowed





BALL OVER PERIMETER WALL

When the whole ball passes over the perimeter wall along the touchline it shall be kicked in from the point it was last touched or played before exiting the field. Any ball that is last touched inside the penalty box, and goes out of play, the free kick will be awarded at the top of the box's arc.

If the ball hits the ceiling or attached equipment a freekick is awarded to the opponent from the center of the closed line to where it was last touched.

All fouls and restarts are direct.

PENALTY KICKS

All penalty kicks are to be taken from the top of the arc.

SHOOTOUT

Attacking player starts with ball at the center of the line between the halfway line and goal box. All other players are located behind the halfway line. On the referees whistle the game is live. The attacking player is permitted to dribble. All other players are free to move.

FORFEITS

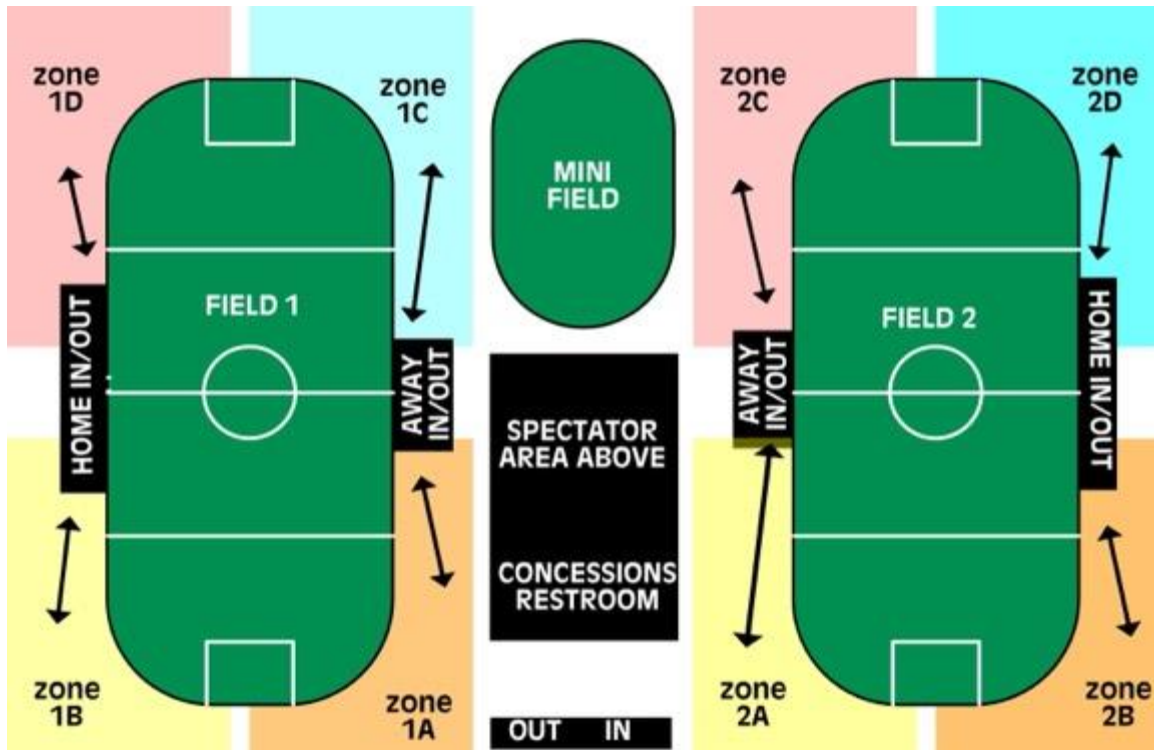
6 - 0 RESULT

LENGTH OF GAME/WARM-UP ZONES

40 minute running time. The clock will be set at 43 minutes and the game will begin at 40 minutes on the clock. No warm-up on the field.



Each game will be assigned warmup zones as shown in the diagram below. Players can warmup in their designated zone



Teams must clear the field immediately following the end of the game returning to their zone. Players should stay in their zone until the next teams have entered the field.





Transitioning between games.



- After the end of your game teams must exit the field towards their zone (see direction of arrows on the diagram).
- Teams playing next remain in their zone until the previous teams have returned to their zone
- Teams that just played stay in their zone until the teams playing next have entered the field
- Player's bags etc. should be left in their zone due to limited space in the benches
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RULES TO DETERMINE GROUP CHAMPIONS

WIN: 3 point
TIE: 1 point
LOSS: 0 point

GOAL DIFFERENCE

A maximum of a 6 goal +/- will be used.
For example, if a game ends 12-2, the result will be posted as 8-2.

TIE BREAKERS

1. TOTAL POINTS
2. HEAD TO HEAD
3. GOAL DIFFERENTIAL [GOALS FOR MINUS GOALS AGAINST]
4. GOALS SCORED
5. GOALS AGAINST
6. 3 vs 3 (1 goalkeeper & 2 outfield players) with the golden goal rule in effect. There is no time limit. First team to score wins. Substitutions on the fly are permitted during this time.





GROUP PLAY

Each age group will have its own specific format. Please see the schedule for details on these formats. They can be found at the bottom of each age group.

SEMI-FINALS AND FINALS

If the score is tied at the end of the game, the game will be decided with 3 vs 3 (1 goalkeeper & 2 outfield players) with the golden goal rule in effect. There is no time limit. First team to score wins. Substitutions on the fly are permitted during this time.

AWARDS

In divisions that have a “Championship game” awards will be given to the champions.

Due to COVID there will be no awards ceremony. Awards will be given to the coach of the winning team to present to their team.

APPEALS

THERE WILL BE NO APPEALS!

IF ANY SITUATION ARISES THAT IS NOT COVERED WITHIN THESE RULES IT WILL BE THE TOURNAMENT COMMITTEE’S CALL AND RULING. THIS DECISION WILL BE FINAL.

***TEAMS FROM THE SAME CLUB WHO MAKE THE PLAYOFFS WILL NOT PLAY**

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EACH OTHER UNTIL
WHEN POSSIBLE. THE
WILL DETERMINE SEEDINGS
BLIND DRAW PROCESS.



CHAMPIONSHIP GAMES
TOURNAMENT COMMITTEE
FOR SEMI-FINALS BASED ON A

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