

2008 TRI-CITY INDOOR SOCCER TURKEY TOURNAMENT RULES
Divisions U10, U12, U14

REVISIONS TO RULES: Coaches are responsible for understanding these rules, including all changes from last year's rules. Changes for 2008 are:

II. B. PLAYERS/UNIFORMS/SHOES – Guest player additions will be completed by each city's respective tournament director. No team is allowed to add guest players on their own. Teams that are short players should register their team and then the tournament directors will complete all roster additions (U10 division).

IV. A. Substitutions – guest players shall not be given more playing time than players on the original roster.

I. TIME KEEPING AND GAME LENGTH

- A. The game clock will not be stopped for any reason, including injury, substitutions, ball out of bounds, etc. A Quarter-final, Semi-final or Final game injury will stop time and injured player must come out of game for at least 2 minutes. If the injured player's team has no substitutes, then the player will not be required to leave the game and if the player leaves, then he/she may return anytime.
- B. We expect to start all non-final games approximately every 20 minutes. The actual games will be 18 minutes in length. We will attempt to start all games on time. If we fall behind for any reason, games will be shortened to get us back on schedule. Semi-finals and final games will be 20 minutes in length.
- C. The timekeepers will announce quarter substitutions. The timekeepers will sound a horn at half time and at the end of each game.

II. PLAYERS/UNIFORMS/SHOES

- A. This tournament is intended to be a fun extension of the fall season for your entire team. If you enter a team, ALL players from your team MUST be invited to participate. Violation of this will result in immediate disqualification of your team.
- B. In U12 and U14 divisions, only players from your Fall 2008 AYSO season may participate in this tournament. In U10 divisions, teams may include up to two "guest" players provided that each "guest" player: (i) is an officially registered player from another Fall 2008 AYSO team in your division and your city, and (ii) the Fall team of the "guest" player is not entered in this indoor tournament. Any player additions will be completed by each city's tournament director. No team is allowed to add guest players on their own. Teams that are short players should register their team and then the tournament directors will complete all roster additions (U10 division). The U8 division tournament is non-competitive so teams are allowed to combine players at will, however the U10, U12 and U14 divisions are competitive and these limitations will be strictly enforced. Violation of this will result in immediate disqualification of your team.
- C. Coaches of U10, U12 and U14 teams will be asked to certify that all players are from his/her AYSO roster or qualified "guest" players (U10 only). Names of players entered in the tournament will be compared by the tournament committee to Fall 2008 AYSO rosters and teams found to not comply with these rules will be disqualified.

- D. Fall 2008 AYSO teams in U10, U12 and U14 divisions who enter at least 12 players in the tournament may elect to be split into two teams for the tournament. If such an election is made, the tournament director will split the list of entered players into two teams; and no players may be moved from one team to the other or added by the coach.
- E. A maximum of 6 players are allowed on the court at one time. The minimum number of players allowed is 4. If a team cannot field at least 4 players at the beginning of the game, the team will forfeit the game with a score of 1-0. If a team cannot maintain at least 4 players at all times during the game (including players in the penalty box), the referee will end the game and call a forfeit and the winning score will be determined by the timekeepers. If the forfeiting team is winning at the time the game is ended, two points will be subtracted and the opposing team will be accorded the win. If the two teams are tied, one point will be added to the opposing team.
- F. If team uniforms are similar in color, the HOME team will wear pullover jerseys.
- G. **Sweatpants and/or long underwear MAY NOT BE WORN by any player.** All players must wear their AYSO uniform issued for Fall 2008 to all tournament games. **ONLY FLAT RUBBER SOLED SHOES ARE TO BE WORN IN THE GYMS.** Coaches, please inform your players that **CLEATS WILL NOT BE ALLOWED.** The shoes must tie or strap securely and **MUST** stay on during the entire game. **NO SLIP ON TYPE SHOES MAY BE WORN.** Shin guards must be worn under socks so that the protection is directly on the leg.

III. LINE-UP CARDS AND HOME TEAM DESIGNATION

- A. Submit line-up cards to the timekeepers during the last half of the game **PRIOR** to your game. **DO NOT FILL OUT ANY SUBSTITUTIONS!**
- B. The Home team for each game will be indicated on the game schedule. If it is not indicated on the schedule, the team with the **LOWEST** letter and/or number designation (A= lowest letter and 1 = lowest number) is the home team for that particular game. The home team starts the game with a kickoff and defends the goal to the right of the timekeepers. **THE HOME TEAM SITS TO THE RIGHT OF THE TIMEKEEPER WITH THE OPPOSING TEAM ON THE LEFT. COACHES ARE TO SIT IN THE SPACES NEXT TO THE TIMEKEEPER STATION TO ALLOW THEM TO HEAR THE SUBSTITUTION CALLS AND BE AVAILABLE FOR QUESTIONS FROM THE TIMEKEEPERS.** At half time, play stops (but the clock does not stop) just long enough for the teams to switch sides on the court (but not on the benches) and the guest team starts the second half with a kickoff. The home team starts any overtime period and kicks first on any tiebreaker shoot-outs.

IV. SUBSTITUTIONS

- A. All players in attendance **MUST** play **ONE** quarter within the first three quarters of play. **HOWEVER**, Guest players may not play **MORE** than players on the original fall roster. Teams are allowed **ONE MINUTE TO COMPLETE SUBSTITUTIONS.** The timekeepers will keep track of the substitution times. Free substitution is allowed in the fourth (4th) quarter and overtime play only -- **PROVIDED THAT ALL OF THE PLAYERS IN ATTENDANCE HAVE PARTICIPATED IN AT LEAST ONE COMPLETE QUARTER OF PLAY DURING THE FIRST 3 QUARTERS OF THE GAME.**
- B. The substituting player(s) go directly in to the game and immediately replace a player. **THE GAME DOES NOT STOP!! THE CLOCK DOES NOT STOP!!** As one minute is allowed to complete this exchange, it is strongly recommended that complete teams not be sent onto the court en mass but several players at a time. This keeps the game flowing and reduces confusion. Each player being removed from the game for a substitute must come off the court

immediately upon their replacement taking up their position. The one-minute substitution time is to facilitate a smooth transition without interrupting the game. The one-minute substitution time does not mean that a team may deliberately have more than six players actively playing at one time. If, in the judgment of the referee, a team engages in unsportsmanlike-like behavior by not immediately removing players that have been substituted for, then an indirect free kick shall be awarded to the other team.

- C. Substitution of a player out on penalty: If substituting a player serving a penalty time out - place your new player in the penalty box and the timekeepers will send him/her onto the floor when the penalty time is completed.
- D. The timekeepers shall signal the referee with a blast of the horn if a team has too many players on the court after the substitution period has expired. An IDF (indirect free kick) will be awarded the other team.
- E. In the event of an injury to a player who must leave the court, that player may be replaced immediately.

V. GOAL KEEPING

- A. There is no goalkeeper in the traditional sense. However, ONE and only ONE player may be placed in the goal area. The goal area is the area between the goal posts and extending from the goal line to a distance of approximately four feet in front of the goal line. A player entering and immediately leaving the goal area in legitimate pursuit of the ball is not considered to be “placed in the goal area”. TWO players may be placed between the ball and the goal to defend any indirect free kicks (IDF). The player assigned to protect the goal may be changed at any time during the course of the game.
- B. The goalkeeper may NOT use his/her hands when protecting the goal. A handball preventing a goal will result in a two-minute penalty and an indirect free kick for the opposing team. If, in the judgment of the referee, the handball was deliberate (i.e., catching the ball or punching the ball), a yellow card may be issued as well, but will not add to the two-minute penalty already assessed.
- C. At no time may the goalkeeper or any other player hold onto the goal. This will result in a two-minute penalty out of the game.
- D. At no time shall the goalkeeper or any other player play the ball from INSIDE the goal. This will result in an indirect free kick for the opposing team taken from a position of approximately **20 feet** from the side of the goal area to the side of the goal.

VI. DESCRIPTION OF GOALS, OUT OF BOUNDS. CEILINGS, ETC.

- A. When a ball is kicked out-of-bounds or lodged in the equipment of the facility, play shall be restarted with a dropped ball at the 20-foot mark (to the side of the goal). If the ball becomes lodged in the back of the net and only one player is near the ball, the player may remove the ball and continue play, but if an opposing player is also there, the referee will blow the whistle to stop play and play will be restarted with a drop ball at the 20-foot mark (to the side of the goal). If a ball is kicked into the spectators and immediately returned to the playing field without spectator manipulation, the referee will allow the play to continue. If the ball is thrown in so that one team has an unfair advantage, the referee will restart with a drop ball.

- B. Kicking the ball up to the ceiling is discouraged. If, the judgment of the referee, a ball is kicked up to the ceiling in a manner that creates a risk of damage to the facility lights, ventilation system, scoreboards, etc., then the other team may be awarded an indirect kick. As the ceilings differ in each facility, please check with the timekeeper prior to each game if you have questions.
- C. The goals will be approximately 6' high x 8' wide.

VII. PENALTIES, FOULS AND MISCONDUCT

- A. Infractions resulting in two minutes penalty box time and an indirect free kick are:
 - 1. Slide tackles/kicks;
 - 2. A handball preventing a goal;
 - 3. Caution issued (yellow card); and
 - 4. Holding of the goal by any player, including any player who is defending the goal.Each gym will have a designated penalty box and the penalty time will not begin until the player is seated in this designated box.
- B. Two-minute penalties for infractions are canceled when the opposing team scores, with the exception of a cautioned player (Yellow Card). All time must be served for cautioned players. If a coach wishes to substitute for a player serving penalty time, the incoming player must replace the penalty player and will be sent into the game when the penalty time has been served.
- C. Infractions resulting in awarding the ball to the opposing team are:
 - 1. Ball hitting ceiling (this is usually defined as hitting an area above the basketball backboards in their raised positions);
 - 2. Shoe coming off.
- D. Regardless of where on the floor any of the above infractions may occur, the team awarded the ball will take possession where the ball was located at the time of the infraction.
- E. No penalty kicks will be awarded in any game.
- F. All free kicks are indirect. All defenders must be 10 feet away from the ball and only **two** defenders may stand between the goal and the ball.
- G. Law XII (major and minor fouls) will be enforced. ANY PARTICIPANT ejected (RED CARDED) from a game must leave immediately and must not be present at the next played game. A cautioned player **must** serve two minutes in the penalty box. Any participant who receives two red cards will be excluded from the remainder of the tournament.
- H. Although there is no off-sides in indoor soccer, if in the opinion of the referee, the player is simply "camping out" in front of the opposing team's goal, the referee may award an indirect free kick to the opposing team based on un-sportsman-like conduct.
- I. Coaches and parents need to respect the "**KID ZONE.**" Misconduct, field entry, or timekeeper discussion/distraction during play may disqualify your team from this tournament.

VIII. SCORING

- A. There are no direct free kicks in indoor soccer. **You cannot score a goal on a direct kick on kickoff.** A kickoff that goes directly into the goal will result in a goal kick by the defending team.

- B. **COACHES** are responsible for **VERIFYING THE FINAL SCORES** of their games with the scorekeeper **IMMEDIATELY** after each game. No protests will be considered once the score has been verified and finalized. If a coach disagrees with the final score as recorded by the scorekeeper, the director will determine the final score after he/she consults with the coaches and referees.
- C. The tournament will include round robin and elimination games. There will be no overtime and/or shoot-outs during round robin play. The tournament director will assign teams to round robin groups after all registrations have been completed. Winners of round robin groups and, in some cases, “wild card” second place teams enter the elimination rounds.

Tournament groups will usually contain 3 to 5 teams. Each team in the group will usually play all of the others in the same group. Each team will be awarded points based on game scores as follows:

**WIN: 6 POINTS plus 1 POINT FOR EACH GOAL SCORED
UP TO 3 ADDITIONAL POINTS
MINUS 1 POINT FOR EACH PLAYER/COACH EJECTION (1 RED
CARD or 2 YELLOW CARDS)
MAXIMUM POINTS = 9**

**TIE: 3 POINTS plus 1 POINT FOR EACH GOAL SCORED
UP TO 2 ADDITIONAL POINTS
MINUS 1 POINT FOR EACH PLAYER/COACH EJECTION (1 RED
CARD or 2 YELLOW CARDS)
MAXIMUM POINTS = 5**

**LOSS: 0 POINTS plus 1 POINT FOR EACH GOAL SCORED
UP TO 2 ADDITIONAL POINTS –
MINUS 1 POINT FOR EACH PLAYER/COACH EJECTION (1 RED
CARD or 2 YELLOW CARDS)
MAXIMUM POINTS = 2**

The team with the most points accumulated at the end of the round robin games will advance to the elimination round. Depending on the number of teams and groups in the tournament, additional “wild card” entrants to the elimination rounds may be selected from among teams finishing in second place in round robin play. If teams are tied in total points, the tie will be broken as follows:

If two teams are tied:

1. Result of head to head game between the tied teams. If still tied...
2. Least total goals allowed. If still tied...
3. Most goals scored. If still tied...
4. Shoot-out. The winner advances. Shoot-outs will be held when all regular round robin play has been completed.

If three or more teams are tied:

1. Result of head-to-head game between the tied teams **IF ALL TEAMS PLAYED EACH OTHER**. If not all teams played head-to-head, or if still tied...
 2. Least total goals allowed, followed by second least goals allowed, etc. If any teams still remain tied the tie will be broken between those remaining teams by...
 3. Most goals scored. If any teams still remain tied the tie will be broken between those remaining teams by...
 4. If two or more teams are still tied, the decision as to which team(s) will advance will be made by the division director.
- D. **Running up the score is highly discouraged.** The team can never be awarded any more than 3 points based on goals. A team may play down (but not less than 4 players) at any time. Those players may return at any time, if appropriate, after checking in with the timekeeper.
- E. Elimination rounds are single game elimination. Only the winner advances to the next level. No game may end in a tie. Therefore, if the teams are tied at the end of the regulation play the following will occur:
1. Five-minute overtime - free substitution - first goal scored wins the game. If no goals are scored then...
 2. Shoot-out between the teams. See Section IX on Shoot-outs.

IX. SHOOT-OUTS

- A. Shoot-out distances vary according to ages. The distances will be as follows:

U12 & U14	50' from mouth of goal
U10	45' from mouth of goal

- B. Five (5) shooters and two (2) runners (defenders) are selected by the coach of each team prior to the shoot-out. The players may be both shooters and runners. The coach as well as all other players must remain on the bench.
- C. Five shooters line up in the center of the court. The two defenders from the opposing team line up on a spot 20 feet to the side of the goal. Both defenders must be on the same side of the goal.
- D. The shooter may run to shoot the ball, but may not advance until the referee has blown the whistle to start play. The shooter may touch the ball only once (no dribbling).
- E. Defenders may not leave their mark until the ball has been **KICKED** (no running starts). The defenders may slide to block the ball and they may use their hands to block the ball. If they should leave their spot prior to the ball being kicked, the shot will be retaken if missed but allowed if shot is made. Additionally, only one defender will be allowed for the shot being retaken. Thereafter, there will always be one defender.
- F. The shots on goal will alternate with the Home Team shooting first. Each team will have five (5) shots on goal. The most points scored wins. If the teams are still tied after all designated players have shot on goal, the teams will continue to alternate (using the same five shooters and in the same order) until one team scores and the other fails.