



2012 Cedar City Classic Indoor Tournament Rules

February 18th, 2012

Southside Elementary School

1224 Murfreesboro Rd, Lebanon, TN 37090

These modified Indoor Soccer Rules are designated for the Cedar City Classic Indoor Tournament and the tournament committee will apply the rules as stated, but reserves the right to adjust or amend any rules as necessary to accommodate any unforeseen problems or circumstances before and/or during the tournament. All FIFA rules shall apply unless otherwise stated below.

TEAMS – Teams must check in at least 50 minutes prior to their first game or forfeit the first game. All players **must provide a current state player card and a medical release form**. Without these documents, the player(s) **will NOT** be allowed to play. If a player who is not properly registered plays in a game, that game will be automatically forfeited to the opposing team. All teams will play four (4) field players and 1 keeper with a roster limit of 10. Team must have 5 players to start a game as violation result in a forfeit. Players must wear matching uniforms/colors with numbers and the keeper must wear a contrasting shirt. In the case of color conflict, the home team must change. Teams are FROZEN at check-in. Players cannot play on more than one team in any one age bracket with a maximum of two teams in the tournament. Teams must have an adult coach or team manager on the sidelines.

EQUIPMENT - All players must wear shin guards; footwear must be gym shoes or indoor soccer shoes that will not mark the gym floor. Jewelry is not allowed.

OFFSIDES – There will be no offside.

SUBSTITUTIONS – Unlimited—player must come off field of play completely

GAME DURATION – Games shall be 18 minutes in length (U10s will be 15 minutes), no break. Game length may be adjusted to maintain schedule or to compensate for inclement weather. The clock stops only for circumstances determined by the referee. Any player, who is bleeding, regardless of how minor, will not be allowed to play until the bleeding has completely ceased.

Teams must be in staging area five (5) minutes before start of game.

START OF GAME – The ball can be played forward or backward. **Goals cannot be scored directly from kickoff.**

GOALKEEPER – Keeper must release the ball within six (6) seconds and once keeper plays the ball after possession, it cannot be picked up again until touched by another player. All goalkeeper distributions (throws and kicks) must touch a player or the playing surface before crossing the half-line (except in instances where the ball is played back to the keeper or is received and she/he uses their feet). Any one (1) minute penalty assessed against the keeper may be served by another team member on the court. A goal cannot be scored on a throw by the keeper. This will result in a goal kick by the opposing team. Any ball handled by the keeper that was intentionally played back by his own team will result in the attacking team being awarded a direct free kick from the place the ball was last kicked.

PENALTY KICKS – Shall be taken from the top of the 3-point arc. All players other than the kicker and keeper must be outside and behind or to the side of the penalty mark, at least 5m from the mark until the ball has been kicked. The player taking the kick may not play the ball again until it has been touched by another player.

GOAL KICKS – All goal kicks shall be taken from the large box of the free throw line in the penalty area. Defenders must remain ten (10) feet from the ball on all free kicks. Goal kicks must touch a player or the playing surface before crossing the half-line and are indirect. Violations result in an indirect kick for the opposing team.

BALL IN PLAY – The ball is out of play when it strikes the ceiling or any suspended structure, or crosses the goal line or touch line. Play will resume with either a kick-in or a corner kick. A goal **may not** be scored from a kick-in on the touch line. A goal **may** be scored on a corner kick.

FOULS AND MISCONDUCT

- A. Handling the ball in the goal box by the defending team shall result in a penalty kick.
- B. Violent conduct (deliberately striking or kicking a player, or foul or abusive language) shall result in a red card and possible ejection from the tournament at the discretion of the tournament director.
- C. Violation of applicable FIFA rules –unnecessary roughness, deliberately kicking or throwing the ball out of bounds shall result in a blue or yellow card.
- D. All yellow cards will result in a one (1) minute penalty with no substitution. Two yellows will result in a red card.
- E. All red cards will result in an ejection from the game with no substitution. Player will also not be allowed to play in the next game. Two red cards shall result in ejection from the tournament. Red cards shall be at the discretion of the referee.
- F. An opponent scoring a goal cancels any remaining penalty time.
- G. All free kicks are direct and must be released within six (6) seconds after the ball is spotted.
- H. **ABSOLUTELY NO** slide tackling (whether an opposing player is infringed or not). Any sliding will result in an automatic yellow card and a direct free kick at the spot of the infringement.

SCORING AND STANDINGS

- A. Scoring will be on the ten (10) points system. Six (6) points for a win, three (3) for a tie, zero (0) for a loss, one (1) for a shutout, and one (1) for each goal scored (maximum of 3). Forfeits will result in a 3-0 score to the non-forfeiting team.
- B. Tiebreakers
 1. Head to head competition
 2. Goal differential (max of 3 per game)
 3. Most goals scored (max of 3 per game)
 4. Least goals allowed
 5. Least amount of yellow cards (red cards count as 2 yellows)
 6. Coin toss

If teams are tied in points, the tie breaker rules will apply.

PROTESTS

There will be no protests accepted.

