

TONY GLAVIN SC INDOOR TOURNAMENT

RULES & REGULATIONS

ROSTER LIMITS

- Each team shall have no more than **5** players on the surface, one of whom shall be the goalkeeper
- The minimum shall not be less than **4** players including the goalkeeper

REGISTRATION

- **Complex Rosters and Liability Waivers must be completed , signed by parent or guardian and turned in prior to the first scheduled game**
- **No player shall be rostered on more than one team in the tournament.**

EQUIPMENT

- All jerseys on a team must be alike and be numbered. Goalkeepers must wear colors to distinguish him/her from other players.
- Shin Guards **MUST** be worn.
- Flat soled or indoor turf shoes must be worn - **NO OUTDOOR CLEATS!**

BENCH BEHAVIOR

- A maximum of two coaches are allowed on the bench

DURATION OF GAME

- The duration of the game shall be two 25 minute halves with a 3 minute interval. The referee will keep the official time.

SUBSTITUTION PROCEDURE

- Substitutions can be made at any time during the match provided that no more than 5 players are involved in the play of the game on a particular team.

START OF PLAY

- The first team listed on the schedule is the home team. In the event of like colored uniforms the Home Team is responsible for changing their color of uniform.
- The kick off shall be taken by the visiting team on the referees signal.

BUILD-OUT LINE

Note – In an effort to adhere to the new US Soccer Development initiatives we will adopt the use of the build out line.

- The build out line is used to promote playing the ball out of the back in an unpressured setting.
- When the goalkeeper has the ball, either during play or from a goal kick, the opposing team should move behind the build out line. (Red Line)
- Once the opposing team is behind the build out line, the goalkeeper can pass or throw/roll the ball to a teammate (no punting). The GK has the option of a quick start to put the ball into play prior to the opposing team all going behind the withdrawal line.
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

RESTARTS

KICK-IN: When the ball is played over the perimeter wall along the touchline, it shall be kicked in from the point it crossed the perimeter wall by an opponent of the team who last touched the ball before it went out of play. The Referee shall signal the commencement of the Kick-In. If the ball touches a player or personnel on the bench, who is inadvertently extending into the playing field, or if the ball exits the field through an open bench door, the Kick-In shall be awarded to the opposing team.

GOAL KICK: After an attacking player has last touched the ball before crossing the perimeter wall between the corner flags, play restarts with a goalkeeper distribution by hand.

GOALKEEPER CENTER LINE PASS RESTRICTION

- If the goalkeeper propels the ball in any fashion across the center line in the air without it touching another player or the wall, the referee shall award a direct free kick, which shall be taken by a player of the opposing team, from the center spot.

GOALKEEPER RESTRICTIONS

- A goalkeeper must distribute the ball within five seconds after gaining control of it inside the box (hands or feet) Note – Five second count begins once the opposing team is behind the build out line.
- 2006 and younger - The ball may be played to the keeper's hands by a member of his own team.
- 2005 and older – The ball may NOT be played to the keeper's hands by a member of his own team from anywhere on the field.
- A goalkeeper who attains possession of the ball outside of the penalty area shall not handle the ball inside of the penalty area prior to the ball being touched by another player.
 - 2006 and younger – may be another player on the goalkeeper's team.
 - 2005 and older – MUST be touched by a member of the opposing team.
- For violation of any of the above a direct free kick will be awarded to the offending team at the point of the infraction – top of arc.

FOULS AND MISCONDUCT

- Slide tackles are not permitted.
- All free kicks will be direct kicks.
- Boarding – Shall be penalized by the award of a direct free kick to be taken by the opposing team from the place where the offense occurred.

THE REFEREE

- The referee controls all soccer activity and his / her decision is final
- The referee is in command and has complete jurisdiction from the time he enters the field to when the teams leave the area.
- The referee has the right to call penalties throughout the contest even when play is temporarily stopped or when the ball is off the field.
- The referee not only enforces all rules of the game, but is also responsible for all judgment calls.
- The referee has unlimited authority to stop the game for any breach of the rules or for unruly disturbances by the players, coaches or crowd.

BRACKET DEFINITIONS

- 3 TEAM BRACKET – Each team will play its' opponents twice allowing for all teams to play 4 matches. A champion will be determined based upon points
- 4 TEAM BRACKET – Each team will play 3 opponents. A champion will be determined based upon points
- 5 TEAM BRACKET – Each team will play its' opponents allowing for all teams to play 4 matches. A champion will be determined based upon points.
- 6 TEAM BRACKET – Each team will play two games within their bracket to determine position within bracket. First place 'A' bracket will play First place in 'B' bracket to determine champion. Second place 'A' bracket will play Second place 'B' bracket for third game. Third place 'A' bracket will play Third place 'B' bracket for third game.

BRACKET TIE BREAKERS

- 1 – Head to Head competition
- 2 – Goal Differential up to 5 goals per game
- 3 – Fewest Goals Allowed
- 4 - Most shutouts
- 5 – Penalty Shots

POINT SYSTEM

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- 1 point for a shutout
- 1 point per goal up to 5 goals
- Maximum points for any game is 9 points