



**East Islip Soccer Club's
19th Annual Indoor Tournament
February 20th & 21st, 2010**



Rules and Regulations:

- 1) **NUMBER OF PLAYERS:** Each team may roster a maximum of nine (12) players.
 - a. Teams play with five (5) players and a goalkeeper.
- 2) **PLAYER ELIGIBILITY:** All players must be registered with their local club. Player passes or birth certificates and team rosters must be turned in at registration before the start of play. Players are only allowed to play for one team in the same age bracket during the session. If a player is on more than one team in the same age bracket, those teams must be playing in different sessions. Players may play in older age group, but under no circumstances will a player be allowed to play in a younger age group.
- 3) **GUEST PLAYERS:** Two (3) guest players will be allowed only if they are registered with your club and they are an intramural player or playing on a travel team in your club, either in the same division, lower division or younger age group.
- 4) **ILLEGAL PLAYERS:** Any team fielding a player too old for its age group or not a member of its club shall forfeit all games in which that player participated. Travel players are not permitted to play on intramural teams.
- 5) **NUMBER OF GAMES:** Each team will be guaranteed to play five (5) ten minute games or four (4) twelve minute games unless otherwise agreed to by all the coaches.
- 6) **FORMAT:** Teams will play a round-robin format. Points will be awarded in each game in order to establish the final standings:
 - a. Three (3) Points for a win
 - b. One (1) Point for a tie
- 7) **FORFEITS:** Forfeit score will be 1-0.
- 8) **STANDINGS:** Total points will establish the standings.

9) TIE BREAKERS: If two or more teams are tied in points after regular competition play, the tie will be broken in the following manner:

- a. Head to Head (If more than two (2) teams are tied, go directly to b)
- b. Most wins
- c. Least goals allowed
- d. Bonus points - For each game, points will be awarded on goal differential to a maximum of three (3) points.
Example: Team A scores 4 and Team B scores 2. Team A is awarded three (3) points for the win and two (2) bonus points.
- e. Penalty kicks - Each team will take one (1) kick until there is a winner. All players must be used.

NOTE: In the case of a three way tie, once the first place team is established, the remaining teams then return to step (a) to establish the second place finisher.

10) PLAYER EQUIPMENT: All players must wear sneakers and shin guards. No jewelry is to be worn. Each team must bring two (2) sets of different colored jerseys. In the event of a color conflict, the designated Home Team will change to their alternate jersey that is a different color from both teams. Only goalkeepers may wear pants. The referee or a member of the tournament committee may disqualify a player from participating until equipment violations are corrected. Players with hard casts are not permitted to play.

11) SUBSTITUTIONS: Substitutions will be made on the fly.

12) OFF-SIDES: The outdoor off-sides rule does not apply.

13) PASSES BACK TO THE GOALKEEPER'S HANDS ARE PERMITTED.

14) BALL OUT OF PLAY:

- a. GOAL KICK: The ball must touch the defensive half of the field or a player from either team before entering the other half of the field. Violation of the rule results in an indirect free kick for the opposing team from anywhere along the mid-field line. The goalkeeper, after making a save, must clear the ball in the same manner or an indirect free kick will be awarded. Drop kicks by the goalkeeper will not count as a touch on his side of the field.
- b. THROW-INS: Throw-ins will be taken from the point where the ball went over the touch line.
- c. CORNER KICKS: No corner kicks will be taken. Instead, a throw-in will be taken from the corner.

- 15) FREE KICKS: All kicks will be indirect except for the penalty kick. An indirect free kick must touch two (2) players before a goal can be scored. A FREE KICK IN THE DEFENSIVE ZONE NEED NOT BOUNCE OR BE TOUCHED IN THAT ZONE BEFORE ENTERING THE OFFENSIVE ZONE. If a ball hits any obstruction above the field of play, the opposing team will be awarded an indirect free kick from anywhere along the mid-field line. Opposing players must be five (5) yards from the ball on the free kicks.
- 16) YELLOW CARD: Any yellow card given will result in the loss of one (1) team point. If the offending team wins the game, they will receive two (2) points for the win instead of three (3) points.
- 17) RED CARD: Any red card given will result in the ejection of the player or coach for the duration of that game plus a two (2) game suspension. Also, the offending player's/coaches' team loses two (2) team points.
NOTE: If a player is ejected, a substitute will replace that player. If the team has no substitutes, then they will play short-handed.
- 18) CONDUCT: The coach is responsible for the conduct of his/her players and parents. If any team is disrupting the tournament, they will be asked to leave and all additional games will be forfeited. There is **ABSOLUTELY NO SMOKING IN THE BUILDING AT ANY TIME.** There will be **NO EATING OR DRINKING IN THE GYM.** Also, please **DO NOT BRING ANY SOCCER BALLS INTO THE BUILDING.** If you have any questions, please ask any tournament staff member.

WE HOPE YOU ENJOY THE TOURNAMENT!