

2008 Holiday Indoor Soccer Tournament

1. Only those people on your roster are eligible to play. Any team caught will be automatically forfeited. Rosters are unlimited.
2. In case of conflict in uniform color, the home team (team listed first on the schedule) will be required to change. All teams should bring alternate jerseys.
3. The minimum number of players for a game to start is 4. A team with insufficient players after 5 minutes from the scheduled game time will forfeit the game. If during the course of the game a team is reduced to fewer than 4 players, for whatever reason, they will forfeit the game.
4. The home team is responsible for providing the game ball. This ball does not have to be new.
5. A coin flip will decide who kicks off.
6. On kickoffs, the ball may be played forward or backward. (Indirect kick)
7. All games will be 1 (25) minute period. Teams have 1—30 second running time-out per game. The clock will be running at all times with the exception of referee timeouts or injuries. **This Time-out cannot be taken under 2 minutes.**
8. Time-outs may be called by a coach or a player. However, a team must have possession of the ball (free kick or in keepers possession) in order to call a time-out.
9. Substitutions on the fly as the game is in progress. The player must be off the field before the substitute can come in. Infringement will result in a Indirect kick to the opposing team. A Blue Card will be given to the bench as a result of too many players on the field.
10. After gaining possession of the ball, the goalie has 5 seconds to release it.
11. The goalie may not handle the ball outside the penalty area and then pick it up inside the area.
12. The goalie may not pick up a ball that the goalie has released to be played by himself or a teammate unless it is touched by an opponent.
13. The goalie may not bounce or dribble the ball.
14. The (goalie) may not throw or kick the ball over three (3) lines (2 red lines and the center line) while inside the goalie box.
Goal kicks may not go passed 3 lines.
15. The goalkeeper may play the ball with his hands on a pass-back if his teammate gained possession of the ball within the defensive third of the field but he may not gain possession of the ball with his hands on a return pass-back unless an opponent touches the ball.

16. After the offensive team has moved the ball over the first red line, any ball played back to the goalie cannot be picked up.

17. Players may not wear ANY jewelry or anything on their heads. Hard casts will not be allowed. Soft casts are at the discretion of the referee and/or commissioner. Any questions please check prior to game time.

18. Two minute penalties may be given for fouls the referee considers flagrant, abusive language, illegal substitutions or encroachment. The penalized team must play a man down for two minutes or until the opposing team scored. If a foul is against the coach, goalie, team or the FANS, the coach may designate who serves the penalty.

19. NO SLIDE TACKLING— Slide tackling will result in a 2 minute penalty. Any slide tackle from behind will result in a RED card. (NO WARNINGS).

20. There will be no overtime played except during the playoff games.

21. RED CARD—any RED card to coach or player will result in that person leaving the playing area for the remainder of the game and the next game. Any RED card to a fan or parent will result in the person leaving the facility for the remainder of the Tournament.

22. Players who receive 2 RED cards in the Tournament will not be allowed to play for the remainder of the day.

23. Any player with an open sore or bleeding will be asked to leave the field to take care of the problem. Once this is done, the player may re-enter the game.

24. Overtime will consist of 1 sudden death period (5 minutes). NO GOALIES, If the game is still tied, a shoot-out will be held.

25. Shoot-outs will consist of each team using 3 players. These players must be on the field at the end of the overtime period. The visiting team starts and an alternation of players will follow. The shooter has 5 seconds to score a goal. The ball must completely cross the goal line before time elapses. The goalie must have 1 foot on the goal line. If after 3 shooters there is still a tie, the teams will begin again (sudden death.) Ball starts at the red line.

26. **ALL TEAMS MUST HAVE AN ADULT COACH.**

27. FIGHTING—Anyone who is involved in an altercation, either as an instigator or in self-defense will be ejected from the game and the next game. Anyone who comes into a fight as the “third man in” will be ejected from the league. Any altercation that flows to the parking lot or anywhere on Four Season’s premises will result in both teams losing their fee and forfeiture of, all remaining games.

28. Travel Age Group Break Down:

Under 8—Under 10 = 6 + Keeper

Under 11—Under 15 = 5 + Keeper

Under 16—Men’s Open = 4 + Keeper

29. Tie-Breakers

A. Head To Head

B. Goal Differential (3 pt max)

C. Goals Against

D. 3 person Shootout