



INTERNATIONALS SOCCER CLUB INDOOR TOURNAMENT RULES

ROSTER

Maximum roster size is 18 players for U13 and above; 14 players for U11 and U12; and 12 players for U10 and below. No changes will be allowed once the team begins play. ALL teams must show proof of age prior to their first game and thereafter as required. Rosters are due a minimum of one hour prior to your first game at Pinnacle Sports. Only players on the roster prior to first game can play for the team during the tournament.

FIELD PLAYERS

U9-U11	6 Field Players Plus A Goalkeeper
U12-U18	5 Field Players Plus A Goalkeeper

MULTIPLE TEAMS

A player may play on more than one team, as long they are not in the same age group. The player must be on the roster prior to the first game.

UNIFORMS

All players on a team shall wear jerseys of the exact same color except the Goalkeeper who shall wear a jersey; which distinguishes her from all other players and the referee. All uniforms shall be numbered. Home team must change jerseys if both teams are the same color (team listed first is the home team). All players must wear shin guards (mandatory).

DANGEROUS EQUIPMENT

The referee shall determine if equipment is dangerous to any of the players on the field. No jewelry is allowed. Indoor soccer shoes or indoor turf soccer shoes are allowed. The referee decides if the player can play.

FOULS & MISCONDUCT

The referee is responsible for calling fouls including but not limited to: tripping, pushing, holding, jumping, charging, delay of game, etc.

If in the opinion of the referee a foul is of such nature as to warrant additional punishment besides a free kick, a two (2) minute blue card will

be issued as well as a shootout. Boarding Is An Automatic Two (2) Minute Penalty With A Shootout. Any player who receives a time penalty will proceed immediately to the penalty box to serve the two (2) minutes. If the opposing team scores the shootout or a goal is scored during the two (2) minute penalty the player may return to the field.

ACCUMULATION OF PENALTIES

A player receiving a blue card (time penalty) who commits another foul which warrants an additional time penalty will receive a [yellow card]. If the same player commits a third offense which warrants a time penalty they will be issued a (red card). Five [5] minute penalty and ejected from the game.

EJECTIONS

Any player, manager, or coach EJECTED from a game must leave the soccer area and retire to the lobby of the facility or face further disciplinary action. Any ejection will result in a minimum ONE [1] game suspension. THE SUSPENDED PLAYER WILL NOT BE ABLE TO PLAY IN THE NEXT GAME.

VIOLENT CONDUCT/ SERIOUS FOUL PLAY

Any player and / team official ejected for violent conduct such as striking, fighting, assaulting an official or verbal abuse of an official shall be suspended for the duration of the tournament.

THREE LINE VIOLATION

Three lines violation will be in effect.

RESTARTS AND SUBSTITUTIONS

All substitutions are on the fly
NO guaranteed substitutions
NO jumping over the boards is allowed

BALL OVER PERIMETER WALL

When the whole ball passes over the perimeter wall along the touchline it shall be kicked in from the point it was last touched or played before exiting the field.

PENALTY KICKS

All penalty kicks are to be taken from the top of the arc.

FORFEITS

4 - 0 RESULT

LENGTH OF GAME

40 minute running time

RULES TO DETERMINE GROUP CHAMPIONS

WIN: 3 point

TIE: 1 point

LOSS: 0 point

TIE BREAKERS

- 1. TOTAL POINTS**
- 2. HEAD TO HEAD**
- 3. GOAL DIFFERENTIAL [GOALS FOR MINUS GOALS AGAINST]**
- 4. GOALS SCORED**
- 5. GOALS AGAINST**
- 6. SUDDEN DEATH PENALTY SHOTS**

SEMI-FINALS AND F1NALS

If the score is tied at the end of the game there will be a five [5] minute sudden death over time. The overtime period will consist of 2 players and a keeper. If still tied after the overtime, sudden death penalty kicks will determine the winner.

APPEALS

THERE WILL BE NO APPEALS!

***TEAMS FROM THE SAME CLUB WHO MAKE THE PLAYOFFS WILL NOT PLAY EACH OTHER UNTIL CHAMPIONSHIP GAMES. THE TOURNAMENT DIRECTOR WILL DETERMINES SEEDINGS FOR SEM-FINALS BASED ON A BLIND DRAW PROCESS.**