

**FAIRVIEW SOCCER ASSOCIATION**

**WINTER INDOOR TOURNAMENTS**

Winter Jam – last weekend in January

Turf Cup – Valentines weekend

**DETAILS:**

Open to U9-U18 boys and girls teams

Entry Fee: \$260 per team

Game Length: 14 minute halves

U9-U11 play 7 vs 7 / U12 & above play 6 vs 6

All teams are guaranteed at least 3 games

Maximum roster size: 14

A standard outdoor ball will be used and will be supplied by the HOME team:

U9-U12: size 4

U13 and up: size 5

**CHECK IN REQUIREMENTS:**

- State Approved Roster: One copy must be left at check in...USYS and US Club Soccer affiliates are accepted.
- Player cards: Each team must have signed, pictured player cards. They will be presented at check-in for inspection and before each match.
- Medical Release Forms: managers must present medical release forms for each participating player. These will remain in the possession of the Manager after check-in.
- Guest players are allowed, up to 3 per team, and must have a valid player card and medical release form.

Travel Permit's are only required if your team is from outside USYS Region III.

**RULES:**

FIFA Laws of the Game shall apply, except as noted below:

Only players, coaches, and trainers are allowed in the player's box.

A team must start the game with at least 4 players and no more than 6 (7 for U11 and younger).

Substitutions may be made at any time on the fly. The game will not be stopped for substitutions. Players entering the field of play may do so ONLY when the substituted player is within the prescribed arc drawn on the floor just outside the substitutes door. The player being substituted may not attempt to play the ball once he/she is within the defined arc. Violation of the substitution rule will result in a yellow card for the violating player (2 minute time penalty).

Balls that touch the top net result in a free kick from the line below nearest to where the ball touched the net. Exception: In the defensive 1/3rd of the field the restart shall be taken by the attacking team from the center of the yellow line dividing defending team's final 1/3rd of the field. Balls touching the side net result in restarts on the nearest side yellow line. Balls touching the back net result in either a goal kick or a corner kick.

There shall be no offsides rule in effect.

The three-line rule: In the three-line rule the ball may not cross over all three lines of the field without touching a player, the wall, or the floor. Violation of this rule results in a free kick taken from the center of the yellow line intersecting the violating team's defensive 1/3rd of the field.

Goalies may NOT punt or drop kick the ball. Goalies may only throw the ball or put it to the floor and play it. The three-line rule is in effect!

No cleats allowed on the indoor arena or in the building.

No one with a cast or splint will be allowed to participate in any game without proper padding and permission of the referees and tournament director.

No slide tackling allowed. Slide tackles will result in a direct free kick and may, at the discretion of the referee; result in a yellow or red card to the offending player.

No spitting on the floor or turf. If you need to spit, please spit in the trashcan.

ALL KICKS ARE DIRECT, including the kickoff. The nearest defender must, at a minimum, be 3 paces (10 feet) away from the ball. The kicker has 5 seconds to restart the game. Passes back to the keeper that result in a free kick are to be taken at the nearest point on the penalty box, not the keeper box.

No protests will be allowed. Please remember that all calls that are judgmental calls will be honored. Decisions of the tournament director & referees are final.

2-minute (yellow card) penalties:

- Severe, blatant fouls, such as boarding, etc.
- Slide tackling.
- Violation of the substitution rules.
- Too many players on the field, open gates, or player hopping over the boards.
- Misconduct, dissent or disrespect.
- Any field player may serve a 2-minute penalty for the goalkeeper.
- 2 minute penalty ends when the time runs out or the opposing team scores, whichever occurs first.

Red card penalties: Team will play short-handed if a player is issued a red card.

- 2nd yellow card offense
- All other red card offenses as listed in FIFA Laws of the Game (except fighting see below)
- Players issued a red card may not participate any further in the game they are red-carded and must sit out their team's next scheduled game.
- More than one red card during a single match will result in the automatic forfeit for the team committing the offenses. NO EXCEPTIONS
- Fighting or excessive abuse of the referee shall, at the sole discretion of the referee, result in a red card issued to the offending player(s) or Coaches. Teams guilty of this offense must play the remainder of the game short-handed. Players issued a red card are to be prevented from any further participation in the tournament and are to immediately leave the indoor arena facility.

All red cards will be reported by the Tournament Director to the player's home club and state organization. Upon issuance of a red card, the referee will notify the scorekeeper as to the severity.

It is the responsibility of each coach and team manager to ensure the appropriate behavior of its fans and spectators. Spectator use of noisemakers is prohibited.

The scorekeeper shall keep track of each team's cumulative fouls (excluding substitution fouls). Upon a team's 6th cumulative foul (\*see below), the referee shall award a shoot-out situation against the opposing team to be taken as follows: The ball is to be placed on the yellow line which intersects the violating team's defensive 1/3rd of the field. A single player from the team committing the lesser number of fouls shall be allowed to stand behind the ball and the defending team's goalkeeper is to stand in his/her goal with his/her heels on the goal-line. All other player's are to remain behind the centerline. Upon a signal by the referee the player standing next to the ball restarts the game by touching the ball. Once ball is touched, the game restarts as a normal game. Player may touch the ball as much as he/she would like and there is no requirement for another player to first touch the ball to score. Upon the above occurrence, the scorekeeper shall re-set the penalized team's cumulative fouls to zero. Fouls carry over from one half to the next. After 6 fouls it only takes 4 to award another shoot-out.

Preliminary round games will be scored as follows: Win - 6 points, Tie - 3 points, Loss - 0 points.

In case of tied scores after the preliminary rounds, the winning team will be decided in the following order:

1. Winner of head to head competition (only includes the tied teams).
2. Goal differential (max. 5 per game).
3. Most goals scored (max. 5 per game).
4. Least goals allowed (max. 5 per game).
5. Most shutouts
6. Least amount of red cards

Teams still tied after all of the above will toss a coin to determine the points winner. Forfeited games will be recorded as a 5-0 win for the non-forfeiting team. No grace period is to be allowed for teams not ready to play at the scheduled game time.

Play-Offs: Games which must result in a winner and are tied at the end of regulation time (i.e. semi-finals, finals, etc.) will be decided by a Penalty Shootout immediately following the game. Each team will take 5 shootout attempts. The team that scores more goals in their 5 attempts will be declared the winner. If teams are still tied after the 5 attempts then each team will take 1 shootout attempt until there is a winner.

The tournament and its director cannot be held responsible for weather conditions. As such any adjustments to the tournament schedule(s) and game time(s), including cancellation of the tournament, due to weather conditions are solely the decisions of the tournament director. Refunds will not be given due to changes or cancellations brought about because of weather conditions.