



The Game will be played using FIFA Laws of the Game with the following exceptions.

Law 1 - The Field of Play

1.1 Dimensions: Fields are 195 feet by 95 feet.

1.2 Field Markings: The field is marked like a normal soccer field with the dimensions reduced to be in proportion to the size of the field. In addition, 2 lines equally spaced between the center line and the goal have been added.

1.3 Goals: Goals are 8 feet by 14 feet

Law 2 - The Ball

Approved Ball Specifications: The circumference of the ball shall be between 27 and 28 inches. The match ball should be inflated to an appropriate pressure. A size 5 ball will be used by all divisions with the exception that youth divisions U12 and younger will use a size 4 ball. (Balls to be provided)

Law 3 - Number of Players/Substitutions

3.1 Teams: The game shall be played by two teams each consisting of 8 players for U9 thru U12, 7 players for U13 thru U15, and 6 players for U16 thru U18.

3.2 Substitutes: The Referee's authority and jurisdiction shall extend to all bench personnel and players. All players shall enter & exit the field of play at the midfield line. (team side only)

3.3 Unlimited Substitutions: During the game, unlimited "on-the-fly" substitutions are permitted at any time for field players and the goalkeeper provided that both the following two conditions are satisfied:

- a) The player(s) leaving the field must be within the touchline at the player's own bench area, or off the field in the bench area, before the substitution is made.
- b) Neither players entering the field or players departing the field may participate in play when they are simultaneously on the field.

An illegal substitution will be penalized by an indirect free kick from the location of the ball when play was stopped .

3.4 Guaranteed Substitution: The restart of play will be delayed until the completion of substitutions by either team in the following instances:

- a) After a goal has been scored
- b) On an injury time out
- c) When the ball leaves the field of play
- d) After a superstructure violation.
- e) At any other unusual stoppage, with the Referee's permission.

There will be no guaranteed substitutions in the last 2 minutes of the game.

Law 4 - Players' Equipment

4.1 Usual Equipment: The equipment of a player is a shirt, shorts, socks, shinguards and indoor soccer footwear. Except for the goalkeeper, no long pants or sweats are permitted. Permanent numbers must be worn on the shirt, at least 4" in height. Each player on a team shall wear a number which is unique for that team.

4.3 Footwear: A player's footwear must be flat-soled shoes or others designed for an artificial surface. (no cleats)

Law 5 - Referees

5.1 Referee's Authority: A system employing one Referee is used. Their authority begins when they enter the field of play. The Referee is responsible for the record of the game and the keeping of time.

Law 6 - Assistant Referee

Not Applicable

Law 7 - Duration of the Game

7.1 Duration: The duration of a regulation tournament game shall be one (1) twenty-five (25) minute period. No half-time.

- a) *Ball out of Play:* The clock may be stopped for injuries at the discretion of the Referee.
- b) *Play Extension:* Play shall be extended to permit the taking of a penalty kick if an infraction occurred immediately prior to the expiration of time.
- c) *Clock Malfunction:* In case of clock malfunction, the Referee shall add or subtract time as deemed appropriate, and/or keep time on an alternate time piece.

Law 8 - The Start of Play

8.1 Kick-off: The team facing the score board takes the kick-off.

8.2 Dropped Ball: When restarting the game after a stoppage of play for any cause not covered elsewhere in these Laws, the Referee shall drop the ball at the place where play was stopped. If in the penalty box, the ball shall be dropped at the nearest point outside the penalty box.

Law 9 - Ball In and Out of Play

9.1 Ball In Play: No Change

9.2 Ball Out of Play: The ball is out of play:

- a) When it has completely crossed the touch line.
- b) When it hits any part of the building superstructure or net above the field of play. Play will be restarted with an indirect free kick for the opposing team at the nearest line where it hit the superstructure or net. It shall be a guaranteed substitution occasion.
- c) If the ball hits the superstructure or net in the penalty box area the ball will go to the nearest line.

Law 10 - Method Of Scoring

No Change to Law 10

Law 11- Off sides and 3 line

- a) Off Sides: There is no off sides
- b) 3-Line Rule: The ball cannot cross the 3 lines in the air. This applies to kick by Goalkeeper, from a free kick, throw-in or from the normal run of play. Violation of the 3-line rule will result in an indirect free kick from the line closest to where the kick was taken.

Law 12 - Fouls / Misconduct

12.1 Fouls: A player who intentionally commits any of the following offenses shall be penalized by the Referee awarding a free kick to the opposing team. The kick is taken from the point of the infraction (subject to the exclusions in Law 8,9,11,12).

- a) *Sliding tackle:* An indirect free kick is awarded against the offending team.

12.2 Goalkeeping Restrictions: The following infractions are to be penalized by the Referee awarding a direct free kick to the opponents at the top of the restraining arc:

- a) *Passback:* The goalkeeper shall not handle the ball (pick-up) if a teammate passes the ball back intentionally.
- b) *5-Second Distribution:* Once a goalkeeper obtains possession of the ball within the penalty area, the ball must be distributed outside of the penalty area or to another player within five (5) seconds. Possession shall be defined as control with hand.

12.3 Cautionable Offense: Spitting on the Field Carpet: A player who spits on the carpet at any time during the course of a game, including between periods, shall be cautioned and shown the yellow card. At all other times, the Referee shall report the incident to

the league via the Game Report.

Law 13 - Free Kicks

13.1 Free Kick Regulations: When play has been stopped for a foul or other infraction, play shall be restarted with a "free" kick taken by a player of the opposing team. When a free kick is being taken, all the opposing players shall be at least six yards (6yd.) from the ball. The ball must be stationary when a free kick is taken. A whistle is required for all restarts at the top of the arc.

a) Location: Subject to the exclusions in these Laws, a free kick shall be taken from within three feet of the point of infraction. If a team gains an unfair advantage from the location of the kick, the kick shall be retaken.

b) Free Kicks Originating in Penalty Area: When a player is taking a free kick from within the defensive penalty area, all opposing players shall remain outside the penalty area and at least 18' from the location of the ball until the ball has been kicked out of the penalty area. The ball is not in play until it leaves the penalty area. If the ball is not kicked directly into play, the kick shall be retaken.

c) Free Kick in Attacking Penalty Area: an indirect free kick awarded to the attacking team in its opponent's penalty area shall be taken at the top of the restraining arc unless a penalty kick has been awarded. A penalty kick shall be taken in accordance with Law 14.

d) Direct or indirect free kick: (excluding Corner kicks) no attacking player can stand in the goal box. Violation is a Goal kick.

Law 14 - Penalty Kick

14.1 For age groups U15 and older: All Penalty kicks will be taken from the top of the penalty box.

14.2 For age groups U14 and under: All Penalty kicks will be taken from the marked Penalty spot.

Law 15 - The Throw-in

No Change to Law 15

Law 16 - The Goal Kick

No Change to Law 16.

Law 17 - The Corner Kick

No Change to Law 17.

APPENDIX

Standings: A max goal differential of 7 will be enforced for all tournament games

U10 - U18:

-Awards will be given to the first place team in these age groups.

-Teams will be ranked by points: Win = 3pts / Tie = 1pt / Loss = 0pts

-Ties will be broken by:

- 1) Goal Differential
- 2) Head to Head
- 3) Fewest goals allowed
- 4) Most games holding opponent scoreless
- 5) Most goals scored

-Final Game to be played by top 2 teams. If this ends in a tie, penalty kicks will be taken to decide the winner (Field 4)

Cards: A player or coach who receives a red card (or 2 yellow) will be ejected from the game. They must leave the bench area, If a player/coach refuses to leave the bench the Referee may suspend the game. Any player or Coach red carded must sit out the next game.

Protests: Protests are not allowed. The decision of the tournament committee is final