

Second Annual FHSC 4v4 Indoor Soccer Tournament

Saturday-Sunday, February 16-17, 2008 (U-8 Coed, U-9 Coed, High School Coed, and Adults Coed Teams)
Thursday-Friday, February 21-22* and Saturday-Sunday, February 23-24, 2008 (U-11 Coed, U-12 Coed, U-14 Boys, and U-14 Girls Teams)

** Only Manhattan teams will be scheduled for play on Thursday-Friday, February 21-22, 2008*

Tournament Location: **Manhattan Sports Academy, 615 11th Street, Manhattan, KS**



Tournament Rules (Revised: Sunday, February 10, 2008)

Coaches will bear the sole responsibility for the accuracy of their roster and for entering their team in the proper age division.

The coach will be the sole spokesperson for the team in any discussions of rule interpretations, judgment calls and protests.

The Tournament is a fundraiser activity for the **Flint Hills Soccer Club**. The tournament fee is absolutely non-refundable.

1. RULES OF PLAY

Except as otherwise provided herein, the FIFA "Laws of the Game" shall govern this tournament.

2. ELIGIBILITY

The ten age divisions for this tournament will be as follows:

- **U-8** born on or after 08/01/1999
- **U-9** born on or after 08/01/1998
- **U-10** born on or after 08/01/1997
- **U-11** born on or after 08/01/1996
- **U-12** born on or after 08/01/1995
- **U-13** born on or after 08/01/1994
- **U-14** born on or after 08/01/1993
- **U-16** born on or after 08/01/1991
- **U-18** born on or after 08/01/1989

Proof of Age: All players in the youth divisions must be prepared to show proof of age such as KSYSA-issued player card or birth certificate. If challenged, and no proof is shown, the player will

be disqualified. If one or more players are disqualified and it results in a team not having enough players to compete, the team will be disqualified with no refunds.

Team Roster: Teams shall have no more than eight (8) players on their roster. **No player may play on more than one team without prior approval from the Tournament Directors.** Girls are allowed to play with boys teams. However, boys are not allowed to play with girls teams.

3. DIVISIONS

There will be separate male and female divisions in some age brackets. However, some age brackets are made of combined male and female teams. (Males and females may be combined in a coed team roster.)

If there are not enough teams to form a single age division, the Tournament Directors can combine teams from different age divisions to form a combined age division for the tournament. Each team that enters the tournament must accept the fact that the team may play against one year older teams in a combined age division.

4. BALLS

The tournament will provide indoor soccer game balls. U-12 and younger divisions will use size 4 balls; all other divisions will use size 5.

5. EQUIPMENT AND UNIFORMS

All teams must have two sets of matching jerseys, one light and the other a contrasting color. Each jersey must be uniquely numbered. The home team (that listed first in the schedule) will be responsible for changing jersey color in the event of color duplication. Shin guards, completely covered by socks, are required for all players. Any cast must be completely covered with at least two inches of foam padding and be over wrapped. Any player playing with a cast must provide a written release from a doctor. Any braces of an unyielding material must be covered by at least two inches of foam padding and be over wrapped, or by a cover designed for the protection of others.

Indoor soccer shoes (or tennis shoes with white soles) are recommended. The players cannot wear their outdoor soccer shoes with cleats.

6. SUBSTITUTIONS

Substitutions shall be unlimited, "flying substitutions"; however, no more than four players can be actively involved in the game during substitutions. The player leaving the game should be off of the court before the new player enters the court. If in the opinion of the referee the offending team was seeking to gain an unfair advantage by having too many players, an indirect free kick taken from the middle of the half-field line will be called against the offending team.

7. CAUTIONS - YELLOW CARDS

Any player receiving a caution (yellow card) must be substituted for. The cautioned player may return at the next substitution opportunity.

However, the cautioned player must remain out of the game for at least two minutes.

8. RED CARDS

Referees have the right to eject a player from the game for continual dissent or as a result of an incident that warrants sending off such as serious foul play, violent conduct, foul or abusive language, or second instance of a cautionable offense. The team may not substitute the ejected player, but may continue to play with their remaining players, assuming the team still has a minimum of three players. At the discretion of the referee, any person sent off the field may be required to leave the gymnasium. Refusal to leave may result in termination and forfeiture of the game. Coaches may be red carded for their own behavior, or that of their spectators. Players and coaches red-carded in any game will also be banned from the next scheduled tournament game. The Tournament Directors reserves the right to extend the disqualification based on the nature of the offense.

9. SCORING

In the preliminary rounds, points will be awarded as follows:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal to a maximum of 3 per game
- 1 point for a shutout
- -2 points for each red card issued

In the event of a points-total tie in preliminary round standings, the following will be used to determine the group winner:

1. winner of head to head competition
2. goal spread (goals scored minus goals conceded) with a maximum of 6 per game
3. fewest goals allowed
4. most goals scored (maximum 6 per game)
5. a penalty kick competition

10. TOURNAMENT FORMAT

- In divisions with only one pool of three teams, pool play will consist of a round robin competition to determine the seeding of the three teams. After the end of the preliminary games, the first seed team, which has the highest points, will advance to the championship game. The winner of the game between the second seed and third seed teams will play the first seed team in the championship game.
- In divisions with only one pool of four teams, pool play will consist of a single round robin competition. The winner is strictly determined by total points and the tie breaker rule applies. There will be no championship game.
- In divisions with only one pool of five teams, pool play will consist of a single round robin competition. The winner is strictly determined by total points and the tie breaker rule applies. There will be no championship game.
- In divisions with two pools of three (3) teams each, teams will participate in crossover pool play. At the end of the preliminary games, there will be two semifinal games with the first ranked team from each pool playing the second ranked team from the other pool. The

winners of the two semifinal games will advance to the championship game.

- ***Awards (medals) will be given to the first and second place finishers of each age division.***

11. FORFEITS

A forfeit will be declared against a team that fails to report at game time with at least 3 rostered players. Teams must start the game with three players and will be allowed to continue a game with a minimum of three players. Under no circumstance will a team be allowed to start a game with only two players or continue play with only two players. When this occurs, the team short of players will forfeit the game.

Any team that quits the field of play before the conclusion of play will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Directors.

A forfeited game will be recorded as a 6-0 win for the winner and a 0-6 loss for the loser. Total points awarded the winner in a forfeit will be 10.

When the situation warrants, the Tournament Directors may declare a double forfeit with no points being awarded to either team.

12. PROTESTS

Protests will only be allowed for the following reasons:

1. opposing player ineligibility
2. Improper interpretation of FIFA Laws of the game (as modified for this tournament), where direct bearing on the outcome of the game is at issue.

Judgment calls cannot be protested.

Protests must be filed with the Tournament Directors, in writing, within 30 minutes of the completion of the game, and must be accompanied by \$25 cash money. Any money used to lodge a protest is non-refundable.

The decision of the tournament Directors is final.

13. UNFINISHED GAMES

If a game is terminated by the referee, and neither team is at fault, it shall be considered a complete game if at least 50% of the 2nd half has been played.

Games may be shortened or eliminated in cases of inclement weather.

14. TEAM ROSTER

Any team wishing to make changes to their roster must submit their request to the Tournament Directors before the deadline of **Monday, February 11, 2008.**

15. PLAYER AND/OR TEAM OFFICIAL SUSPENSIONS

A player or team official who is ejected from a game will be suspended for the next tournament game. An individual may receive more than a one-game suspension. A player or coach red-carded must serve their suspension before participating in any tournament game.

16. SPORTSMANSHIP AND GOODWILL

Games with a ten goal or more differential after 1/2 of play will be ended at the half.

Coaches are responsible for their sidelines and their players at all times.

17. COACHING

Only positive coaching, including tactical information, instruction and encouragement of the coach's own team is allowed.

18. TOURNAMENT DIRECTORS

The Tournament Directors will act and decide upon the interpretation of these rules and regulations. The decision of the Tournament Directors will be final. The Tournament Directors reserves the right to disqualify, or eject, a player, team, coach or spectator.

19. TEAM SIZE

Teams will each field a maximum of 4 players. No players will have goalkeeper privileges. Teams must have a minimum of three players on field to play.

20. FIELD DIMENSIONS

The field dimensions will be that of the Manhattan Sports Academy gymnasium at 615 11th street.

21. GOAL BOX (5'x11')

The goal box (5 feet wide by 11 feet long) is directly in front of the sunken goal. The sunken goals dimensions are 5 feet wide by 3 feet tall. In order to facilitate a well-played game, players are not allowed to touch the ball in the goal area (5'x11') in front of the goal. No player may touch the ball within the goal box; however, any player may move

through the goal box. A ball on the line of the goal box is considered part of the goal box and may not be touched. If a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop within the goal box, a goal kick is awarded to the defensive team.

22. GAME DURATION

A game shall consist of two **15-minute halves** separated by a **three-minute half-time period**, or the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie, except in playoffs.

23. PLAYOFF OVERTIME

Shall consist of a sudden victory ("golden goal") play with a maximum length of three minutes. If no team has scored in this three-minute period, the winner will be determined by sudden death penalty-kick shootout. Players will rotate with each penalty kick, beginning with the players on the field at the overtime period's end, until one team scores unanswered.

24. NO GOAL KEEPER:

There is no goal keeper in the Indoor Soccer Tournament. If a player uses his/her hand to prevent the opposing team from scoring within a team's defensive half of the field, the opponent team will be awarded a penalty kick. All other hand balls will be an indirect kick at the spot of the foul.

25. PENALTY KICKS

Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the middle of the half-field line, with all players behind the half-field line. No player may play the ball after it is kicked. If a goal is not scored, a goal kick will be taken by the team against whom the penalty kick was taken.

26. FIVE YARD RULE

In all dead ball situations, defending players must stand at least five yards from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

27. KICK INS

Should the ball be played out of the gym area in a manner not covered elsewhere in these rules an indirect free kick will be given to the opposing team

at a spot nearest where the ball left the playing area.

28. NO OFFSIDE

There will be no offside penalty in the Indoor Soccer Tournament play.

29. SLIDE TACKLING

Slide tackling will not be allowed. Players must stay upright and on their feet when going in to make a tackle. This does not prevent players from sliding to stop or intercept a ball, but **NO** contact can be made with opposing players.

30. INDIRECT KICKS

All dead ball kicks (including kick-ins, free kicks, and kick offs) are indirect with the exception of penalty kicks. If a player kicks the ball so high that the ball goes above the rafters then the opposing team is awarded an indirect free kick taken from the middle of the half-field line.

31. KICKOFF

The home team will start the game with a kickoff in the first half. The visitor team will start the game with a kickoff in the second half. Kickoffs may be taken in either direction.

32. GOAL SCORING

A goal may be scored only from a touch with a team's offensive half of the field. If a team scores a goal from their defensive half, the goal will not be counted and a goal kick will be awarded to the opposing team.

33. GOAL KICKS

Goal kicks may be taken at any spot within the area directly in front of the goal, five yards from the goal line including the goal area. A goal kick will be awarded should the ball touch any player or object above the lockers on the west side of the gym.

34. CORNER KICKS

A corner kick will be awarded to the attacking team only if it is in the opinion of the referee that a player from the defending team deliberately kicks the ball above the shelf above the lockers on the west side of the gym. A corner kick is an indirect kick.

