

2016 WinterFest Rules and Regulations

1. The roster for teams participating in the Winter Fest is due the day of the tournament. Coaches must have their tournament roster with them with players info (name, date of birth). Coaches must also keep copies of birth certificates that can be reviewed anytime by Tournament Officials. Player passes are not required for this tournament.

2. The maximum number of players permitted on a roster is 12. If a team has more than 12, they need to get their roster approved by Tournament Officials.

3. All teams are to check in 30 minutes prior to their first game.

4. Age group competitions will consist of six (6) field players plus a goalkeeper (7v7).

5. All substitutions will be made “on the fly” and may occur on an unlimited basis provided the player leaving the field arrives at the bench area when the new player enters the field. Note: If a goalkeeper is replaced by another goal keeper, the referee should be notified of the change. The new goalkeeper should be properly uniformed so as not to pose a color conflict with all other competitive participants on the field (teams /opposing goalkeeper)

6. Player's Equipment

*Each team is required to be uniformly dressed with numbered jerseys

*Goalkeeper must wear colors, which distinguish him/her from the other players

*Players out of uniform will not be permitted to participate.

*All participants are instructed to wear appropriate shoes (turf shoes, cleats, indoor soccer shoes, or sneakers are permitted)

*SHIN GUARDS ARE REQUIRED(No players will be permitted to participate without them)

7. Referee

*All games will be officiated using a single referee system.

*The referee is responsible for control of the game.

8. The game clock will be timed on the field with the official. No score boards will be placed on fields. Coaches are recommended to keep track on time on their own as well.

9. Event Officials

*A Competition Coordinator/Director will be on site to supervise all aspects of the tournament. The Coordinator/Director will be responsible to resolve any issues during the competition. He/She has the right to intervene whenever and however necessary to maintain the proper conduct, competition and atmosphere during the tournament.

10. In keeping with the spirit of a one-day tournament, protests are not permitted.

11. Duration of the Game

*All games are twenty-four (24) minutes in length(2 x 12min halves).

*During preliminary rounds, all ties will remain ties.

*In play-offs(semis or finals), a one (1) minute break will be followed by a five (5)minute sudden death(Golden Goal) .

*If tied after sudden death play, a round of three (3)“kicks from the penalty spot” will be taken by each team alternately. Any rostered and game-eligible player from the game participants is eligible to shoot, but only six players are to be identified from both teams for the kicks.

*If after three (3)kicks by both teams are taken, the teams are still tied, then sudden death “kicks from the penalty spot” will be taken.

*If all six (6) players from each team have participated in the Penalty Kick phase and the game remains tied, the order shall be repeated and each round of penalty kicks shall remain “sudden death.”

12. Start of Play and Forfeited Games

*All teams, prior to entering the field of play should be properly stretched and ready to play ten (10) minutes prior to the start of each game as teams are not permitted any warm-up time on the field.

13. Starting line-ups should be set and all coaching points made prior to entering the field area.

14. The game start time is approximate for all games after the first scheduled game for a team. Games are played in consecutive order and in some cases games may start prior to the scheduled game time. Please pay attention to whether the games are running ‘ahead’ so that your team is ready when your game is ready to start.

15. Home team will start the first half with the kickoff. The away team for the 2nd half. Overtime will begin with a drop ball. On the drop ball, play will begin once the ball touches the ground. [The ball is dropped again if it is touched by a player before it makes contact with the ground].

16. Kick-offs are indirect.

17. A forfeit will be declared for a team if at least five (5) players are not ready to play within a two (2) minute grace period. A loss goes to the team that forfeits.

18. A team that forfeits any game because of a fight, a violent altercation or ineligible player(s) may, at the discretion of the Tournament Competition Coordinator/Director, be expelled from the remainder of the indoor cup and any remaining games for that team may be declared a forfeit.

19. If the players on the sidelines enter the field of play and join in an altercation, the Tournament Coordinator/Director may declare a forfeit to the offending team and any of those players may be expelled by the referee or Coordinator/Director.

*If both teams have players involved in an altercation or are considered to be involved by the referee, then a double forfeit may be declared. A double forfeit will result in neither team receiving any points for that game (it is NOT a tie).

*If a team has two (2) players red carded from the same game, then that team will forfeit the game, regardless of the score subject to the decision of the Competition Coordinator/Director.

20. A forfeit win shall be reported as a 5-0 win. Teams receiving a forfeit win will receive credit for scoring 5 goals and conceding 0 goals. The team that forfeits their game will receive a 5-0 loss (0 goals FOR and 5 goals AGAINST).

21. Ball In and Out of Play

*The ball is out of play when it strikes the ceiling, lights, protective nets, or any fixture not part of the field. Play resumes with a kick from the spot on the sideline nearest where the ball struck the protective nets, ceiling, lights, or fixture not part of the field.

*The ball is out of play when (1) it passes completely over the touchline, (2) when a goal is scored or (3) when the referee stops play.

*Play resumes with a kick-in from the spot on the sideline where the ball left the field (or in the event of a goal, a kickoff at midfield)

*Kick-ins, although indirect, are not restricted to a height level.

*Kick-ins shall be placed on the sideline nearest where the ball went out of bounds for restart. Kick-ins, because they are technically placed "in bounds" (on the line to start with), will change possession if they are kicked straight out of bounds without touching another player.

*Balls played over the end (or goal) line by the offense will be played as a "six yard" kick by the defense from inside the penalty area as defined by the venue.

*Balls played over the end (or goal) line by the defense will be played as a "corner" kick by the offense from the corner area of

the field as defined by the venue.

*Kick-ins are indirect free kicks

22. Method of Scoring

*A goal is scored when the entire ball passes completely over the goal line, providing no infraction has been committed by the attacking team

*If a team is up by 6 or more goals, the losing team can add a player to the field.

23. Standings

*Tournament bracket standings are determined based on game points which are awarded as follows:

win = three (3) game points, tie =one (1) game point and

loss = zero (0) game points.

Teams will also receive 1 point for a shut-out.

*In the event that two teams are tied in total game points at the end of the preliminary rounds, divisional winners will then be determined by the following criteria in the listed order:

- *head to head(if played)

- *goals differential (max +/- 5)

- *goal against

- *shutouts

- *goal for

- *coin flip

*In the event 3 or more teams are tied in total points at the end of preliminary rounds, divisional winners will be determined by the following:

- *goal differential (max +/- 5)

- *goals against

- *shut outs

- *goals for

- *teams selected from a hat(first team picked will be seeded as #1, then next team to be seeded #2, then #3 and #4)

24. Offside Rules

*The offside rule will not be enforced.

25. Fouls and Misconduct

*All fouls are restarted as an indirect kick, except pks.

*For all indirect kicks, all opponents must be at least five (5) yards from the ball. Pks. All players must be behind the penalty spot 10 yards(not to the side). Refs will help players sort their positions before the kick.

*For all indirect fouls committed in the penalty area, the resulting free kick shall be placed outside the penalty area line nearest the location of the foul. Direct free kicks in the penalty area shall result in a penalty kick. The resulting penalty kick shall be taken from the facility's designated penalty kick spot. Yellow Breaches pk spot will be taken from the top of the box. The ref will place the ball at the correct spot.

*Players may be cautioned or sent off by the referee per standard FIFA rules. A player receiving a yellow card is not required to leave the field.

*A player receiving a direct red card or a red card because of two (2) yellow cards in that game shall be removed from the game and may not play further in that game.

*If a player receives a red card during a game they are suspended for their next scheduled game including the balance of the game that they received the red card in. The Coordinator may impose additional penalties for violent conduct including suspension for the remainder of the Indoor Tourney.

*If a player receives two (2) red cards during the tournament they are suspended for the remainder of the Indoor Tourney.

*ALL slide tackles are illegal and play restarts with an indirect free kick at the spot of the foul. A player MAY slide (i.e. to keep a ball in bounds, intercept a pass); however, the player sliding may not be within playing distance of an opponent as determined by the referee. Due to the nature of goalkeeping, a goalkeeper may slide while attempting to make a save in their penalty area as long as that slide is not deemed a “slide tackle” as determined by the referee. If the goalkeeper is determined to be “slide tackling” in the opinion of the referee, the referee shall stop play and restart with an indirect free kick at the spot of the foul.

*Players are to yield five (5) yards or more immediately for all free kicks. Players failing to yield 5 yards or intentionally delaying a restart may receive an immediate caution (yellow card) for the infraction. The player or team taking the free kick DOES NOT have to ask for the mandatory five yards to get it. It is the responsibility of the defending team to automatically yield 5 yards on restarts and free kicks.

*No restart shall be taken closer than 5 yards to an opponent’s goal. Fouls, of an indirect nature, created inside of 5 yards from an opponent’s goal line shall be placed no closer than 5 yards from the goal line.

26. Goalkeeper Restrictions

*The goalkeeper, having released the ball from his/her hands, cannot play it again with his/her hands until it has been played by an opponent, unless a stoppage of play occurs.

*Goalkeepers have approximately six (6) seconds to distribute the ball after recovering from making a save.

*The goalkeeper can bring the ball from outside of the penalty area into the penalty area with his/her feet and pick up the ball consistent with the outdoor rules.

*Goalkeepers may not reach outside of the penalty area with their hands, bring the ball into their penalty area with their hands and pick up the ball. This violation would result in an indirect free kick from the spot where the goalkeeper handled the ball outside the penalty area.

*Goalkeepers may not punt or dropkick the ball.

*Goalkeepers may throw the ball in the air past midfield without it touching anyone. They may not throw the ball into the opposite penalty area. Results will be an indirect kick coming out from anywhere in the box it landed in.

*Two bounces of the ball prior to the goal keeper playing it with his/her foot negates their distribution being qualified a “drop kick”. If a goalkeeper releases the ball from his/her hands and rolls the ball on the ground, they may kick the ball past the half-field line in the air similar to a field player. An infraction of this rule will result in an indirect free kick at the half-field line where the ball crossed midfield.

*Goal kicks may cross midfield in the air without being touched by a player. Goal kicks may not go DIRECTLY into or cross through the boundaries of (in the air) the opposing penalty area. The restart for this infraction is an indirect free kick from anywhere inside the penalty area where the goal kick landed/crossed. No one may score directly from a goal kick.

*The back pass rule, consistent with the outdoor rules, is in effect at ALL facilities.

27. Awards

*Individual player awards, will be given to the playing members of the Champion and Finalist of each flight of each age group and gender. All coaches and players are required to go to the designated award presentation area immediately following their respective championship game. There will be no Team Award or Coach Award.

28. General

*Any team withdrawing from the tournament after the close of registration will have their application fee returned to them as long as that team can be replaced. Replacement teams may have their application fee discounted. Teams withdrawing within 24 hours of the day of the tournament will not have their application fee returned regardless of whether a replacement team can be found.

*No alcoholic beverages are permitted at any venue. Players, coaches, and parents must follow the rules of the facility.

*Competition Coordinator/Director reserves the right to make rule /schedule changes to make the competition and rules fair/correct should unforeseen anomalies arise. Changes will be conveyed to the teams through their respective coaching staffs or team manager.

*Participation in the Indoor Tourney is at your own risk. Medical trainer may/may not be on site. In case of emergency, contact outside emergency medical personnel.

*In event of “poor” weather and the facility is closed, refunds to all teams will be given. If the facility remains open, the tourney will go on as schedule. Teams with travel issues are to contact the tourney Director to help resolve issues.

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