

# Dixon Indoor Soccer Tournament Rules

All Local/Onslow County Teams must check-in Friday night at Dixon Middle School between 6:00 PM and 8:00 PM. All others must check-in 1 hour before their first. If teams play Friday night, teams must check-in 1 hour prior to first game.

ALL GENERAL RULES OF SOCCER WILL APPLY WITH THE FOLLOWING EXCEPTIONS AND MODIFICATIONS:

1. LENGTH OF MATCHES: A match will consist two 12 minute halves and one minute halftime break.
2. FACILITIES: Will have adequate floor space for play.
  - a. Each facility shall have a timekeeper/scorekeeper who will assist in keeping penalty time.
  - b. Coaches/Players shall not bring soccer balls to the facilities.
  - c. Penalty Area: There will be 2 clearly marked rectangular penalty areas. Penalty areas will extend in width (6) feet from each goal post and in depth (12) feet from the goal line.
  - d. Penalty Kicks: Kicks will be taken from a clearly marked spot (24) feet from the center of the goal. All players not involved in the kick will remain (10) feet from and behind the ball.
  - e. All teams in all age groups will play on courts with clearly marked boundaries. No age groups will play with walls.
3. GAME TIMES: Match game times will be strictly adhered to. Teams shall be at the court and ready to play at their scheduled time. A team must have a minimum of (4) player to start. A forfeit will be awarded if a team is not ready to start at the scheduled game time. Teams must be ready to play 30 minutes prior to their game time in the event the tournament is running ahead of schedule.
4. ELIGIBILITY: All players will be required to prove their age prior to playing. This may be done by providing a Birth Certificate, military ID or Driver's License. Players can only be added to a roster prior to the first match unless a team receives injuries or illness that would cause this team to play short at which time the Tournament Committee can allow

a player to be added late. Added player must be age appropriate. All players 18 and over must sign a Medical Waiver. Parents/Guardian must sign for players under 18.

5. ROSTER/NUMBER OF PLAYERS: Each team may have up to a maximum of (10) player on their roster.
  - a. All teams will play 5v5. One of the players must be clearly identified as the goal keeper.
  - b. Substitutions are permitted at any time during the match and will be conducted on the fly. The player coming off must be within (10) feet of the bench before the substitute can enter. The goalkeeper may also be substituted on the fly providing the substitute is properly equipped prior to the exchange. If the goalkeeper is substituted because of an injury, the substitute will be permitted time to suit up. Infractions of this rule will result in an Indirect Free Kick from the spot where the ball was when the whistle was blown.
  - c. Players playing on TWO teams must be registered on both teams; playing in a different age group, and be playing up an age group. Players cannot play down into a lower age group.
6. FEES: In the event a Team is not accepted, all fees will be returned. Upon acceptance to the tournament, The Team fees will be forfeited and no refunds will be made in the event of cancellation or shorting of any matches due to inclement weather or a condition beyond the Tournament Committee's control.
7. PROTESTS: No protest will be entertained concerning the interpretation of the Laws of the Game by the Referee. Any other protest will be ruled upon by the Tournament Directors. If any such protest is made, it must be in writing no more than (1) hour after the match that is being protested. The protest must be accompanied by \$100.00 in cash, which will be returned if the protest is upheld. The appeals committee will make protest decisions. The committee will be made up of the Tournament Directors on-site. A quorum will consist of at least (3) Tournament Directors. All decisions of the Appeals Committee will be considered final.
8. NUMBER OF REFEREES: 12-U and older will have (2) Referees to officiate the match. 10-U and younger will have (1) Referee. All Referees will be USSF certified officials.
9. ADVANCEMENT: All matches will have a winner. In case of a tie at the end of regulation play, the game shall be resolved in the following manner.
  - a. A (2) minute sudden victory overtime period will be played without the use of goal keepers.
  - b. If the match is still tied after the (2) minute period has expired, (1) additional player from each team will be removed and another (2) minute sudden victory

period will be played. This procedure will be continuing until it becomes 2V2. Once a 2v2 situation occurs, play shall continue without the use of the clock until one team scores. Two minute penalties will not be awarded during 2v2 play. However, if a player commits an act that would normally result in a two minute penalty, that player must be substituted with another player before play can continue. If a player is ejected during 2v2 play the game is immediately ended and the team with (2) players remaining will be awarded the win

- c. If a team is awarded a penalty kick during overtime, the defending team may select a player on the court to act as a goalkeeper for taking of the penalty kick. The goalkeeper may use his/her hands for one attempt to block the kick. If the kick is blocked, the acting goalkeeper immediately become a field player and cannot use his/her hands to deny additional shots.
- d. At the conclusion of primary matches, teams will be ranked in there groups based on wins and losses with 3 points awarded for a win. Any situation in which two teams have the same number of wins, the overall winner of the group will be determined by the following criteria in order as follows.
  - i. Head to Head completion
  - ii. Fewest goals allowed
  - iii. Bonus points. (Goal differential up to 3)
  - iv. In the event that more than a two way tie exists, the overall winner will be determined by the following criteria in order as follows:
    - 1. Fewest Goals allowed
    - 2. Bonus Points (Goal Differential up to 3)
    - 3. Playoff consisting of a 3v3, using the 2 minute overtime rules, with Matches determined by the drawing from a hat. The (2) higher numbers will play first.

10. FORFEIT MATCH SCORE: In all matches, forfeit games will be recorded as a 3-0 win.

11. PLAYER EQUIPMENT:

- a. Shoes: All players must wear shoes that do not mark the gym floor.
- b. Uniforms: All field players must have matching uniforms. In the event of a uniform color conflict, the home team (team listed first on schedule) will change jerseys.
- c. Shin guards are mandatory and in the opinion of the referee must provide a reasonable degree of protection. Altered shin guards are not permitted.

12. BALL SIZE: All age groups will play with a size 4 Futsal Ball.

13. BALL IN AND OUT OF PLAY:

All age groups will play on a court with clearly marked boundaries for the sidelines and touchlines. THERE WILL BE NO USAGE OF ANY WALLS AT ANY AGE GROUP.

- a. If the ball is propelled out of play, such that the ball goes over the touch line or strikes the ceiling or ceiling fixtures, it shall be whistled dead and an indirect free kick shall be awarded to the team that did not last touch the ball. The free kick shall be taken from the spot closest to where the ball went out of play or struck the ceiling unless the spot is in the penalty area, in which case the ball will be kicked from the closest spot outside the penalty area.
- b. If the ball goes out of play over the end line, play will be restarted with a goal kick or corner kick as appropriate.
- c. A goal kick shall not be propelled across the halfway line on the fly without either touching the floor, sidewall or another player. Penalty shall be an indirect free kick taken anywhere along the halfway line.
- d. Corner kicks shall be taken from the designated spot.
- e. Dead space areas where the ball may become lodged or stuck will be whistled dead and the appropriate restart will be awarded.
- f. The kick off will be an indirect kick and may be played in any direction.
- g. If the goal keeper takes possession of the ball by hand, the ball must be put back into play by hand action only. The goal keeper may not put the ball down and dribble with his/her feet as a field player. The goal keeper may not punt or drop kick the ball into play. The penalty shall be an indirect free kick outside the penalty area.
- h. On all free kicks, the opposing team shall remain at least 10 feet from the ball or on the goal line.

14. FOULS AND MISCONDUCT:

- a. The nine FIFA outdoor penal fouls (direct kicks) shall be direct kick fouls. If the defending team commits one of these fouls in their own penalty area, a penalty kick will be awarded.
- b. All other fouls shall be indirect.
- c. There shall be NO SLIDE TACKLING by any player and no intentional sliding play of the ball by any field player. The goal keeper shall not slide outside the penalty area. All challenges by the goal keeper outside the penalty area must be upright.
- d. There shall be no charging the goalie, fairly or otherwise.
- e. Delay by the goal keeper with tactics designed to delay the game will not be tolerated. The goal keeper must release the ball into play within (6) seconds. Players are not allowed to go to a corner or any other part of the playing field and try to hold the ball to intentionally kill remaining time. A indirect free kick will be awarded to the opposing team if this is attempted.

- f. The goal keeper shall not throw the ball past the halfway line on the fly unless the ball has touched the floor or another player. The penalty shall be a indirect free kick anywhere along the halfway line.
- g. The goal keeper can use his/her hands to control the ball outside the penalty area as long as the goal keeper maintains contact with the floor inside the penalty area.
- h. There shall be no off sides.
- i. Restart after a goal is scored will be a kick off from mid-court.

15. TWO (2) MINUTE PENALTIES, CAUTIONS AND EJECTIONS:

- a. A player receiving a yellow card will serve a (2) minute penalty. During overtime periods if a team has multiple players receiving (2) minute penalties, that team will be allowed to substitute in order to maintain a minimum of (2) players on the court.
- b. Time on (2) minute penalties must be served completely and shall carry over to the next period. Regulation or overtime. It is solely the responsibility of the penalized player to watch the match official, who is keeping time for the penalty, for the signal to return to play.
- c. Ejections: Unsportsmanlike conduct will not be tolerated in any degree. Any player, coach or spectator that is ejected will be out for the remainder of that match and the next match their team actually plays. Any player ejected for fighting will be out for the remainder of the tournament. Any player, coach or spectator receiving (2) ejections will be out for the remainder of the tournament.