

- 13) Qualifying round games will be 20 minutes; playoff games will be 25 minutes.
- 14) Tie breaking system:
- a) **Qualifying Rounds**
 - i) In case two (2) teams are tied in total points, then the following applies. The first tiebreaker is head to head play. If head to head play does not apply then the goal differential will be used. (Total goals for - Total goals against).
 - ii) If still tied, a five (5) minute period will be played. This is **not** a **Golden Goal** situation.
 - iii) If still tied, an additional five (5) minute period will be played. After each minute of play, one (1) player from each team will be removed and play will continue. Teams may start any five (5) approved players in the period. (Substitutions are allowed). During this period the **Golden Goal** (sudden death) concept will be utilized.
 - b) **Championship Games**
 - i) If the game is tied at the end of regulation play, a five (5) minute overtime period will be played. Teams may start any five (5) approved players in the overtime period. (Substitutions are allowed)
 - ii) If the game is tied after the five-minute overtime period, a second overtime period will be played. Teams may start any five (5) approved players in the overtime period. (Substitutions are allowed) The clock will be set at 5 minutes. After each minute of play, the clock will be stopped and one (1) player from each team will be removed and play will continue. (Substitutions are allowed). Once a 1 vs 1 occurs, the clock will be shut off and the first team to score a goal will be declared the winner.
- 15) The players of each team will select the MVP from the opposite team.
- 16) All rulings by the tournament committee will be binding and final.

Wayne Wings Youth Soccer Club

16th Annual Indoor Soccer Tournament

March 27th & 28th, 2010

TOURNAMENT RULES

- 1) Players
 - a) A player can only play for 1 team per day.
 - b) Teams must start a game with a min of 4 players and a max of 6 players.
 - c) Teams will play 6v6 (5 plus the keeper).
 - d) Ages will comply with the NYSWYSA age matrix for the 2010 season. E.g., a U14 player cannot be older than August 1, 1995 birth date.
- 2) The team listed first in the game schedule is designated the home team. The home team must wear an alternate color in cases of uniform color similarities, and is responsible for providing the game ball.
- 3) Substitutions can be made on the fly, providing the substituted player does not touch the ball immediately upon entering the field.
- 4) Playing Area
 - a) A ball hitting anything above the matting or blue boarders will be out of play and declared a dead ball. When the ceiling is struck, play will be restarted at the closest point on the half line.
 - b) In gym A, there is an out of bounds line on the spectator side. An out of bounds will result in an indirect kick in bounds.
 - c) The goalkeeper area will be marked with tape. The goalkeeper must release the ball within 6 seconds. The ball must touch the floor or the walls before going over half field. In addition, they may roll the ball on the floor, become a field player and play the ball as they wish. **Drop kicks are prohibited. The ball must be on the ground to be kicked.**
- 5) The kick-off must be a backward pass
- 6) The pass back rule to the goalie will be enforced.
- 7) Equipment
 - a) Shin guards are mandatory.
 - b) U9– U12 will use a size 4 ball, U13 - U14 will use a size 5 ball.
- 8) Free kicks
 - a) Violations will result in an indirect kick from the location of the foul.
 - b) Handballs or other major infractions in the goalie area will result in a **direct kick** from a designated area on the floor.
 - c) Opposing players will be no closer than 10' to the ball on a restart.
- 9) Fouls

Charging, foul language, boarding, spitting, and slide tackling will result in a major penalty.

 - a) Major penalty will be at the referee's discretion.
 - b) Major penalty will result in a two (2) minute ejection (Blue Card) from that game. The time is non – releasable.
 - c) Any Coach or Player who is ejected will have two (2) minutes to leave the court. If they do not leave within the 2 minutes, the opposing team will win 3 - 0.
 - d) Any player receiving two (2) Blue Cards in a single game will be ejected for the remainder of the game and will miss their team's next scheduled game.
 - e) Any Spectator, Coach or Player will be ejected from the tournament if he/she is involved in an altercation.
 - f) Teams will continue the game short handed as a result of any ejection.
- 10) Games in the U8/10 divisions will follow the 1997 USYSA 10 and under format, no standings will be kept in these divisions. We will present participation awards to all U8/10 players.
- 11) If a team is 3 minutes late for a game unless delayed by another game, that game will be forfeited. Score 3-0.
- 12) Scoring:
 - a) Points:
 - i) 5 points for a win
 - ii) 3 points for a tie
 - iii) 1 point for each goal, up to 3 goals
 - iv) ½ point for a shutout
 - b) Examples:
 - i) 3 goals to 0: 5 pts for win, 1 pt for ea goal, ½ pt for shutout = 8 ½ pts to 0
 - ii) 0 goals to 0: 3 pts for tie, ½ pt for shutout = 3 ½ points for both teams