

RULES FOR THE NATIONAL INDOOR SOCCER CHAMPIONSHIP

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National Indoor Soccer Championship 8255 Melrose Lenexa, KS 66214
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Team Registration : Any team may apply for entry in a National Indoor Soccer Championship (NISC) Regional tournament. Teams that finish in the top three at a Regional tournament are able to register for the National Finals. Division I and II (DI & DII) will be offered in all age groups from U8 through U19 for boys and girls. Adult Divisions are eligible as well.

Team Check-in: Each team must have a representative check-in at the field 1 hour before their first scheduled game of the tournament. The representative must have a fully completed National Indoor Roster and proof of age for each player. Proof of age can be a birth certificate, passport, Drivers license, USYSA player pass, or other government issued ID. These guidelines apply to both US and foreign teams. Please note: once the final roster is submitted, players cannot be added for the duration of the event.

Levels of Play: DI is for teams that are very competitive and want to test themselves against other competitive teams. DII is for teams that compete at a lower level but want to have the opportunity to compete for a National Championship against teams of a similar standard. No Division I Players can compete in Division II - Home facility must confirm Division II standard of play for team

Player Eligibility : Any player is eligible to participate in DI as long as they meet the age group requirements set by USYSA. No player may play for a DII if they have been on a DI roster during the current year. Since no state or provincial roster is required, an unlimited number of guest players are allowed. As long as the guest players fall within the age group guidelines.

Foreign Team : Teams from Mexico and Canada are welcome to compete in Regional and National events for NISC as long as they compete in the appropriate USYSA age group and have received any necessary permission from their home association.

Team Bench Area : Only players and coaches are allowed to be in the team bench area. All other spectators will remain outside of this area.

Tournament Format : Each team will be scheduled for at least 3 games lasting 40 minutes each. The teams will be divided into pools of 3, 4 or 5 teams depending on the number of teams in each age group. The maximum number of games that could be played on a weekend is 6.

RULE 1 - THE BALL: The ball used must be a regulation size 4 or 5 soccer ball. It will be provided by the first team listed on the schedule and must be to the satisfaction of the referee.

For age groups under 12 and below, a size 4 ball must be used. For age groups under 13 and above, a size 5 ball must be used. Where U12 and U13 divisions are combined, the game shall be played with a size 5 ball.

RULE 2 - NUMBER OF PLAYERS: In age divisions U12 and above a game shall be played by two teams, each consisting of not more than six nor less than four players on the field, one of whom must be the goalkeeper. In coed, U11, U10, U9 & U8 age divisions a game shall be played by two teams, each consisting of not more than seven nor less than five players on the field. When U11 and U12 age groups are combined teams will play with 5 field players and a goalie. Teams can each roster a maximum of 18 players and a minimum of 6 or 7 players (depending on age divisions). If multiple time penalties are being served, there shall be a minimum of four players per team on the field of play (5 for coed, U11 and below).

UNLIMITED SUBSTITUTION: During the game, substitutions can be made at any time on an unlimited basis. Player substituted must be within one yard of the bench door, not interfering with play at the time the replacing player enters the field. Too many players on the field will be penalized with a two-minute penalty not designated to any one specific player.

GOALKEEPER SUBSTITUTION: Any teammate may change places with the goalkeeper as per regular substitution procedures. The goalkeeper must wear different colors from field players and referee.

GUARANTEED SUBSTITUTION: The only guaranteed substitutions will occur after an injury stoppage in play or when a goal has been scored. If the substitution is made after an injury only the injured player can be replaced. All other substitutions during this stoppage will be deemed "on the fly." All other substitutions for the duration of the game will be "on the fly."

PLEASE NOTE: Except for the above exceptions all substitutions will be "on the fly."

In the event of a penalized player being injured, that player may proceed to his own bench to receive treatment and be replaced in the penalty box (if one is provided), with another player designated by the coach. If a penalty box is not provided, the penalized player must serve the penalty in his own bench area. The injured player can not return to play until two minutes have passed.

TIME PENALTIES FOR SUBSTITUTION VIOLATIONS: For time penalties, the team will play short for two minutes (yellow card) or five minutes (red card).

GAME FORFEITURE: If a team has not arrived by game time, the tournament officials will determine if the game should be delayed, rescheduled or forfeited.

RULE 3 - PLAYERS' EQUIPMENT: USUAL EQUIPMENT: The equipment of a player is a shirt, shorts, socks, shinguards and indoor soccer footwear. Unique numbers are required on the back of all players' shirts.

FOOTWEAR: A player's footwear must conform to the following standards: flat soled shoes or other footwear designed for artificial surfaces must be worn on fields that have traditional astroturf. Mold cleats may be worn on fields equipped with 'Field Turf', or similar product, if allowed by the facilities house rules.

SHINGUARDS: All players must wear shinguards during play. Under no circumstances may a player participate without shinguards.

GOALKEEPER: The goalkeeper shall wear colors that distinguish him from field players and the referee. Any field player who replaces the goalkeeper must comply with this rule. The goalkeeper may wear protective headgear if it is deemed acceptable by the referee, (i.e., is not dangerous and does not interfere with other players).

DANGEROUS EQUIPMENT: Players shall not be permitted to wear necklaces, chains, earrings or bracelets. Rings shall be removed if deemed dangerous by the referee. Any cast worn must be properly padded to the satisfaction of the referee. Players can only play when their equipment meets with the approval of the referee.

JERSEYS: Teams are required to have matching jerseys and an alternate jersey. The team listed first on the schedule must change if there is a color conflict.

RULE 4 – REFEREES: REFEREES’ AUTHORITY: A one, two or three man system will be used at the discretion of the facility. The authority and exercise of the powers granted to referees by this official rule book commence when they enter the field of play.

POWERS: The referees’ power of penalizing extends to offenses committed when play has been temporarily suspended or when the ball is out of play. Referees’ decisions on points of fact connected with play shall be final, so far as the result of the game is concerned. The referee has the following responsibilities:

(a) Enforce the Rules. (b) Advantage: Refrain from penalizing in cases where they are satisfied that, by so doing, they would give an advantage to the offending team. (c) Power: The referee has the discretionary power to suspend the game for any serious infringement of the Rules, interference by spectators or other cause, should suspension be deemed necessary. In the event of the suspension being attributed to one specific team, that team shall

forfeit the game. If the point total attributed to the non offending team at the time of that suspension exceeds the forfeit point total (3), then the score shall be allowed to stand. If both teams are deemed by the referee to be at fault to a serious degree, a double forfeit will be the result, and neither team will receive any points. (d) Illegal Entry: Allow no person other than the

players and assistant referee to enter the field of play without permission. (e) Injury Stoppage: Stop the game if, in their opinion, a player has been injured; have the player removed as soon as possible from the field of play, without risking

further trauma as a result of removal; and immediately resume the game. Ball possession shall go to the team in possession at the time of the stoppage. If there was no clear possession, the game will resume with a drop ball. (f) Non-player discipline:

Penalize or eject any coach or non playing team personnel. All penalties or ejection’s of non-playing personnel result in a two or five minute penalty to the offending team. (g) Oversee goal totals. The Referee is also responsible for the following:

(a) Indicating illegal substitutions (b) Supervising the timekeepers (c) Keeping a record of the game (d) Submitting the game record to tournament administration (e) Controlling time penalties (f) Ensuring the official time is correct and that full time is

allowed.

RULE 5 - DURATION OF THE GAME: DURATION: The duration of the game will be set by the facility. If an injury occurs the referee will use his/her discretion in stopping the clock.

(a) Ball in Play: The ball is in play once it has traveled half its circumference from any restart. For free kicks by the defensive team originating in their own penalty area, the ball shall not be in play until it has left the penalty area.

(b) Play Extension: Play shall be extended to permit the taking of a penalty kick if the infraction occurred immediately prior to the expiration of time.

(c) If clock malfunctions remaining time will be estimated and re-set to count down from restart of play. If clock is inoperable, the referee will keep time on a watch.

BEFORE PLAY START: In order to keep clocks on time teams must warm up off the field. When the previous game ends teams will be allowed a reasonable amount of time to get all equipment into the bench area and take the field. Please note: There will be no half-time. The clock will be set to count down from 45 minutes at the end of the previous game. The game will be started immediately after five minute countdown expires. No half time break will be taken. Please note: clock continues to run.

TIME-OUTS: There will be no time outs.

OVERTIME PERIOD: In the playoffs, if the score is tied at the end of the final period, there will be a ten-minute sudden-death overtime.

FOR THE PURPOSES OF THE OVERTIME EACH TEAM WILL PLAY WITH A TOTAL OF THREE PLAYERS, INCLUDING THE GOALKEEPER. Play for the overtime will begin immediately. The overtime will begin with a drop ball at the center mark. In coed, the field players must be one male and one female; the goalkeeper can be either gender.

If the game remains tied at the completion of the 10 minute overtime, a 3 man (FIFA style) penalty kick shoot-out will decide the winner. Please note: Only the players on the field at the end of over-time will be allowed to take PK’s.

RULE 6 - THE START OF PLAY: The kick-off can be played in any direction. Players on the team opposing that of the kicker shall remain not less than ten (10) feet from the ball until the kick off. Players from both teams shall remain in their own halves of the field until the ball is in play. The kicker shall not play the ball a second time until it has been touched by another player. A goal can be scored directly from a kick-off. After a goal has been scored, the game shall be restarted in the above manner by the team conceding the goal. At the start of the second half the kick off shall be taken by a player of the opposite team to that of the player who kicked off the previous half.

RESTARTS FOR UNUSUAL CAUSES: For restarts in unusual circumstances (i.e. after injury), the game resumes with a kick, from the location of the ball when play was stopped. This kick is taken by the team that had clear possession prior to the stoppage. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts, whether by kick or drop ball, will be from the top of the restraining arc. Where no restraining arc is marked, it will be taken from the top center of the penalty area line.

FIVE SECOND PLAY REQUIREMENT: Failure by a team to put the ball into play within five seconds, as signaled by the referee, results in a possession turnover.

RULE 7 - BALL IN AND OUT OF PLAY: BALL IN PLAY: The ball is in play at all times unless indicated by the referee.

BALL OUT OF PLAY: The ball is out of play: (a) When it makes contact with the out of play area above the field (nets, glass, boards, building superstructure etc., if identified as such by the facility administration, constitute out -of-play areas). (b) When it has wholly crossed the perimeter wall. (c) When the game has been stopped by the referee. When the ball is out of

play vertically above the field area, the game will be restarted at the nearest one-third mark (line). Please note: The center line is not used for out of play re-starts.

RULE 8 - METHOD OF SCORING: LEGAL GOAL: A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or otherwise propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper within his own penalty area when he propelled the ball.

SCORING: The team scoring the greatest number of goals will be declared the winner. Games can end in a tie (Except for playoffs).

OUTSIDE INTERFERENCE: A goal cannot be allowed if the ball has been touched and/or prevented by some outside agent from passing over the goal line. If this happens in the normal course of play other than at the taking of a penalty kick, the unusual circumstances restart clause will apply.

RULE 9 - DELAY OF GAME: THREE-LINE PASS - There will be no three line pass restriction.

OVER-AND-BACK (PASS/PLAY INTO DEFENSIVE ZONE): There will be no over and back restriction.

TEN-SECOND ADVANCE FROM DEFENSIVE ZONE: There is no ten second advance from the defensive zone.

RULE 10 - FOULS AND TIME PENALTIES: FOULS

A player who commits any of the following offenses while the ball is in play shall be penalized by the referee awarding a free kick to the opposing team, to be taken at the point of the infraction subject to exclusions in Rule 13.

(a) Kicks, or attempts to kick, an opponent. (b) Trips an opponent. (c) Jumps at an opponent. (d) Charges an opponent from behind. (e) Charges an opponent in a violent or dangerous manner. (f) Strikes, elbows, attempts to strike or elbow, or spits at an opponent. (g) Holds an opponent. (h) Pushes an opponent. (i) Handles the ball, (i.e., carries, strikes or propels the ball with his arm or hand). (j) Boarding, (i.e., propelling an opponent into the perimeter wall). A penal time penalty must be assessed for boarding. (k) Dangerous play. (l) Charging fairly at an improper time, (i.e., playing with the shoulder, when the ball is not within playing distance of the players concerned). (m) Obstruction. (n) Slide-tackling

PLEASE NOTE: Due to the widespread restrictions on slide tackling and the potentially dangerous nature of the tactic in proximity to dasher boards, slide tackling is not permitted. Referees will use discretion for normal goalkeeper play within the penalty area. **ALL FREE KICKS ARE DIRECT**

GOALKEEPING RESTRICTIONS: Following infractions shall cause the referee to stop play and award a free kick to the opposing team at top of restraining arc.

(a) The handling of an intentional back pass from a teammate's feet.

(b) Five-Second Distribution: A goalkeeper, in possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within five seconds of having received the ball within the penalty area. Possession shall be defined as control with hand or foot.

(c) Illegal procedure - Handling: A goalkeeper who receives or carries the ball outside of the penalty area by foot, shall not handle the ball inside the penalty area prior to the ball being touched by another player or prior to a stoppage in play.

(d) Once in possession of the ball, the goal keeper can not bounce the ball and catch it again. Additionally, these situations specifically concerning goalkeepers shall apply:

(d) Handball outside penalty area: Intentional handball violations committed by the goalkeeper outside the penalty area shall be interpreted to be "severe in nature" and a time penalty must be assessed against the goalkeeper who, in the opinion of the referee, intentionally handles the ball to break up a play or save a shot on goal outside of the penalty area. Situations whereby the goalkeeper first handles the ball within the penalty area but his momentum carries him outside the penalty area while handling the ball shall not be deemed "severe in nature", and no time penalty shall be assessed.

(e) Goalkeeper Striking: If, during play, the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the referee shall assess a time penalty. A penalty kick will be awarded if the offense was initiated in the penalty area.

GOALKEEPER PRIVILEGES

(a) If a player intentionally obstructs the opposing goalkeeper in an attempt to prevent him putting the ball into play, the referee shall award a free-kick.

(b) Endangering the Goalkeeper: A player who intentionally commits a foul against the goalkeeper which, in the opinion of the referee, falls short of serious foul play (ejection) but, nevertheless, endangers the goalkeeper beyond what is considered to be a normal hazard of play shall be assessed a time penalty.

(c) The goalkeeper shall have clear possession of the ball when he has it held in both hands or pinned against floor, wall, post or crossbar with both hands.

TIME PENALTIES: PENAL TIME PENALTIES: All yellow card issuance's will be punished by a two-minute, re-entry, penal time penalty. All red card issuance's will be punished by an ejection of the specific players at fault and a five-minute, no re-entry, time penalty. Penal time penalties may be assessed against players for committing any of the offenses outlined in Section 12. A time penalty must be assessed for incidents of boarding, elbowing, spitting, striking, and for other offenses deemed severe, tactical or blatant in nature, or for persistently infringing upon the rules. These penalties shall be administered by the showing of a YELLOW OR RED CARD BY THE REFEREE, DEPENDING ON THE NATURE AND SEVERITY OF THE OFFENSE. Penal Time Penalties will also be assessed for un-sportsmanlike and mis-conduct, if deemed severe enough by the referee. These will be assessed to both players and bench personnel, whether or not they are on the field of play. The time penalty will be assessed on the specific offending player or on the team in general, if the offense was committed by the coach, other bench personnel or an unidentified individual on the team. Should any player or non-playing team personnel exhibit misconduct at the conclusion of the game, the referee shall display the appropriate card and inform the tournament administration for further action. Should the card issued be a red (ejection), that player or team personnel member will not be allowed to take part in the team's next game in the competition. If a time penalty is being served at the conclusion of an

elimination round game, (Preliminary Elimination, Quarter Final, Semi Final or Final) the team will continue to play short-handed in overtime period.

PLEASE NOTE: YELLOW AND RED CARDS WILL RESULT IN A TIME PENALTY AND A POWERPLAY AGAINST THE OFFENDING TEAM. EJECTION'S: A player or non-player shall be ejected for incidents of:

(a) Violent Conduct or Serious Foul Play (b) Foul or Abusive Language or Action (c) Accumulation of Two Yellow Card Time Penalties

EJECTED COACH RESTRICTIONS: An ejected coach may not, from the time of his ejection until the conclusion of the game, have any communication with his team's players in the arena.

DELAYED TIME PENALTIES (Yellow Card Advantage): In situations where the referee would want to penalize a player for an infraction by issuing a time penalty, while at the same time wishing to apply the advantage clause of Rule 4, the referee shall acknowledge the foul and signal that the advantage is being continued by raising a Yellow Card above his head and maintaining that signal until such time as:

(a) Opponent Possession: the offending team gains control of the ball, upon which the referee shall signal the foul by means of a whistle and appropriately penalize the offending player. Possession shall be defined as a player having clear control of the ball for more than one second. The restart should be at the point of the original infraction or at the top of the restraining arc if the offense took place inside the offended team's penalty area.

(b) Stoppage: The referee stops play by whistling any other stoppage (i.e. foul by either team or ball out -of-play). The player guilty of the foul which initiated the Yellow Card shall be appropriately penalized, and play should be restarted as appropriate for the original offense. If a foul is committed during the advantage worthy of a second time penalty, both penalties shall be assessed and appropriately served. If both penalties are assessed against one offender, he shall be ejected.

(c) Goal: A goal is scored during the Yellow Card Advantage, upon which the offending player's penalty shall be recorded for accumulation purposes. No time penalty shall be served if a goal is scored by the offended team.

DURATION/EXPIRATION OF TIME PENALTIES; Time penalties shall be subject to the following concerning duration and expiration of penalty time. A player whose time penalty has expired must immediately leave the penalty box, subject to other restrictions in this section.

(a) Powerplay goal: If a team is reduced to a lesser number of players on the field of play than its opponents due to time penalties, and such team is scored upon by its opponent, then the player having the least amount of unexpired time remaining may return, subject to the following conditions:

(1) In cases where there is a goal scored during a delayed yellow card, in which case the penalty resulting from the delayed yellow card shall be recorded but not served, the player whose time penalty resulted in the power play shall remain in the penalty box.

(2) In cases where simultaneous time penalties were awarded and a team is later assessed another time penalty resulting in a powerplay, and a powerplay goal is scored, only the player who was assessed the time penalty that created the powerplay will be released.

(b) Equal number of Penalties: In situations where an equal number of players from each team are serving simultaneous time penalties and a goal is scored, no player shall be released and no time penalty voided.

(c) Penalty Kick Exclusion: A penalized player in the penalty box for a foul resulting in the award of a penalty kick shall be released if the penalty kick is scored.

(d) Multiple Penalties (Team): There must always be a minimum of four players on the field for each team. If a team has two players serving time penalties and a third player receives a time penalty, the third player must still serve his penalty and leave the field. He shall, however, be replaced by a substitute since four players must be on the field. The team will play with four players until the second penalty has lapsed. However, after the first penalty has lapsed the player receiving that penalty can join the rotation of the four field players on a normal substitution basis. Once the second time penalty has lapsed the player receiving that penalty can rejoin the game without having to substitute one of the current field players. Likewise with the third penalty.

(e) Multiple Penalties (Player): Any player receiving two time penalties will be ejected.

(f) Authorized Penalty Box Exit: A player shall not leave the penalty box unless released at one of these occasions:

(1) The expiration of his time penalty, or after a goal, provided that his release does not place too many players on the field (when three or more players are serving time penalties). (2) During half-time, in which case he must return to the penalty box before play is restarted.

PENALTIES ASSESSED TO GOALKEEPER: The first two minute time penalty assessed to a goalkeeper may be served by a field player chosen by the coach. The chosen player may return to play immediately after the penalty expires, unless in a multiple penalty situation as described above. If the goalkeeper receives a second time penalty, he will be ejected.

PLEASE NOTE: THERE ARE NO SHOOT-OUTS. PENALTY KICKS WILL BE AWARDED FOR FOULS IN THE PENALTY AREA DEPENDING ON THEIR SEVERITY AND IMPACT UPON THE OFFENDED TEAM, (SEE RULE 12).

RULE 11 - FREE KICKS: FREE KICK REGULATIONS: When play has been stopped for an infraction, play shall be restarted with a free-kick taken by a player from the opposing team. During the taking of a free-kick, all of the opposing players shall be at least ten feet from the ball until it is in play. The ball must be stationary when a free kick is taken and the kicker shall have five seconds within which to play the ball after being signaled to do so by the referee. Failure to put the ball into play within five seconds of the referee's signal will result in the restart being "turned over" to the opponent. The ball shall be deemed in play when it has traveled half its circumference. Under no circumstances may the player taking any free kick play the ball again before it has been touched by any other player. Playing the ball twice includes playing the ball on the rebound off the perimeter wall, before it has been touched by another player. A goal may be scored directly from such a kick.

LOCATION: Free kicks shall be taken from the point of infraction subject to exclusions listed herein or elsewhere in the rules. The referee may allow a free kick to be taken from a point within a three foot (3') radius of the point of infraction unless, in his opinion, a team gains an unfair advantage, in which case kick shall be retaken.

FREE KICK IN DEFENSIVE GOAL AREA: Notwithstanding any other reference in these Rules to the point from which a free kick is to be taken, a free kick awarded to the defending team, within its own goal area, may be taken from any point within that half of the goal area in which the free kick has been awarded.

FREE KICKS ORIGINATING IN PENALTY AREA: When a player is taking a free kick in his team's penalty area, all opposing players shall remain outside the penalty area until the ball has cleared the penalty area, and shall be at least 10 feet from the ball while the kick is being taken. The ball shall be deemed in play after it has traveled half its circumference (circa 14") and is beyond the penalty area. If the ball is not kicked directly into play, or if the kicker touches the ball again before it has left the penalty area, the kick shall be retaken.

FREE KICK IN ATTACKING PENALTY AREA: Any free kick awarded to the attacking team for a foul or an infraction which occurred in its opponents' penalty area shall be taken at the top of the restraining arc, unless a penalty kick has been awarded.

ONLY FOULS WHICH ARE DEEMED BY THE REFEREE AS HAVING DENIED THE ATTACKING TEAM A GOAL SCORING OPPORTUNITY OR WARRANT A TIME PENALTY, WILL RESULT IN A PENALTY KICK.

INFRACTION IN BENCH AREA/PENALTY BOX: If play is stopped for an infraction which occurred in the bench and/or penalty box, the game shall be restarted with a free kick taken by a player of the opposing team from the place where the ball was when play stopped, subject to the exclusions in Rule 13.

ENCROACHMENT: (a) If a player of the opposing side encroaches into the penalty area or within ten (10) feet of the ball before a free kick is taken, and a member of the team taking the free kick requests compliance with the 10' retreat radius, the referee shall delay the kick until the player complies. If, upon the request of the referee, that player does not comply by immediately retiring the proper distance, he shall be considered guilty of encroachment.

(b) If a defending player within ten (10) feet intentionally interferes with the taking of a free kick, he shall be considered guilty of encroachment. For the first team violation, the referee shall issue a team warning for encroachment to the offending team. For any subsequent violation after being warned for encroachment, an unsportsmanlike time penalty shall be assessed against the offending team to be served by and recorded to the player guilty of the offense.

VIOLATION/KICKER: If the kicker, after taking the free kick, plays the ball a second time before it has been touched by another player, a free kick shall be taken by a player of the opposing team at the point where the second touch took place. If the kicker delays the free kick longer than five seconds after having received a signal from the referee, his team shall lose possession of the restart.

RULE 12 - PENALTY KICK: DEFINITION: Should a player commit one of the fouls (listed in Section 12), within his own penalty area, which warrants a time penalty or denies the opposing team a goalscoring opportunity, he shall be penalized by the taking of a penalty kick (i.e. a free kick from the facility penalty mark taken by a properly identified opponent against the goalkeeper without interference by other players). A penalty kick can be awarded regardless of the position of the ball at the time the offense is committed. **PLEASE NOTE: WHERE, IN THE OPINION OF THE REFEREE, THE FOUL LEADING TO THE AWARD OF A PENALTY KICK WAS COMPLETELY UNINTENTIONAL AND NOT SERIOUS IN NATURE, NO TWO MINUTE TIME PENALTY NEED BE SERVED BY THE OFFENDING PLAYER. PENALTY EXPIRATION EXCLUSION:** If a goal is scored directly from a penalty kick, the offending player shall be released from his time penalty regardless of the number, or nature of other penalties.

PLAYER POSITIONS DURING PENALTY KICK: The referee will not signal for a penalty kick to be taken until all the players are positioned in accordance with the following: all players, with exception of the player taking the kick and the opposing goalkeeper, shall be on the field of play but outside the undrawn extensions of the penalty area lines perpendicular to the goal line. The opposing goalkeeper must stand (without moving his feet) on his own goal line, between the posts, until the ball is kicked. Any encroachment from this position to interfere with the kicker shall result in an Unsportsmanlike Conduct time penalty.

PENALTY KICK IN EXTENDED PLAY: Play shall be extended at the end of each half to allow a penalty kick to be taken or retaken. The extension shall last until the referee has decided whether or not a goal has been scored: (a) Direct from the penalty kick (b) Having rebounded from either goal post or the crossbar directly into goal, or (c) Having been touched or played by the goalkeeper, or (d) Any combination of (b) and (c) The period shall terminate immediately after the referee determines whether a goal has been scored. The provisions of all foregoing paragraphs shall apply, except that no players other than the kicker and the opposing goalkeeper shall be allowed on the field.

PENALTY KICKS TO DETERMINE WINNER OF TIED GAME (Playoffs only): (a) The referee will select the goal to be used. (b) The team winning the toss will have the option to kick first or second. (c) The kicker must begin his approach no further than ten (10) feet from the ball. (d) The three players taking kicks must be on the field at the expiration of time. (e) If the score is tied at the completion of three PK's, the same three players from each team will alternate kicks in order until the point that, both teams having taken the same number of PK's, one team scores more than the other. That team shall be declared the winner. (f) All players taking the kicks, with the exception of the current kicker and the goalkeeper must remain behind the halfway line. The opposing goalkeeper must be in a position outside of the penalty area, by the wall, behind the sight line of the kicker. Players not taking kicks must be in the bench area.

RULE 13 - RESTARTS - BALL OVER PERIMETER WALL: KICK IN: When the whole of the ball passes over the perimeter wall or makes contact with a designated out-of-bounds area (e.g. netting), it shall be kicked in from the point at which it passed over or made contact, by a player from the opposite team from that of the player last making contact. The ball shall be in play immediately after it has traveled half its circumference, except in the case where the kick is taken from a point inside the penalty area, in which case it may not be played a second time nor shall it be deemed in play until it has exited the penalty area. Kick ins are direct.

RULE 14 - TEAM ROSTERS/ELIGIBILITY: ROSTER CONSIDERATIONS: A maximum of eighteen (18) may be placed on a team roster. A player can only play for one team in the same division. Players must be able to provide proof of age when requested by the tournament administration. The following will be accepted as proof of age: (a) birth certificate or copy, (b) drivers license, (c) resident alien (green), card, (d) passport (e) National Soccer Governing Body registration cards. Rosters must be prior to the first game. No player can be added once the first game has begun. Any player found to be ineligible will be banned from the games: any games that have been played by such player(s) will be forfeited.

OTHER CONSIDERATIONS: PROTESTS

No protest on judgment calls will be upheld. Protests can only be made by the designated coach/manager within 30 minutes of the completion of the game. It must be in writing and be submitted with \$100 cash or a money order to the administrative official from the facility. All protests will be ruled upon prior to the next scheduled game that would be affected by such a ruling. The protest fee is not refundable if the protest fails.

ADMINISTRATION AND DISCIPLINE: Will be handled by an administrative official from the facility.

DISCIPLINE: At the discretion of the designated official, the following minimums will be enforced: (a) 2 yellow cards in one game - ejection from game and suspension from next game; (b) 1st red card - ejection from game and suspension from next game; (c) 2nd red card - suspension from tournament. Greater punishment can be assessed, at the discretion of the tournament administration, depending upon the severity of the offense. No accumulation of cards will occur from one game to the next. Any disciplinary action which includes suspension for more than one game will be reported to US Soccer or the appropriate COCACAF governing body.

INJURIES, DAMAGE, THEFT OR LOSS: THE GAME OF SOCCER INVOLVES PHYSICAL CONTACT. SOCCER EXCELLENCE INC., THE FACILITY, SPONSORS OR ANY AUTHORIZED REPRESENTATIVE, AGENT OR EMPLOYEE OF THESE SHALL NOT BE RESPONSIBLE FOR ANY EXPENSE INCURRED BY ANY TEAM IF THE EVENT IS CANCELED IN WHOLE OR IN PART OR FOR ANY LIABILITY IN CONNECTION WITH THE EVENT FOR PERSONAL INJURY OR PROPERTY LOSS IN CONNECTION WITH TRAVELING TO, PARTICIPATING IN, OR TRAVELING HOME FROM THE EVENT. EACH TEAM, PLAYER, COACH OR FAN SHALL PARTICIPATE AT HIS OR HER OWN RISK.

TROPHIES AND AWARDS: Individual awards will be provided for the winners of each division.

INCLEMENT WEATHER POLICY: All teams are encouraged to do everything within their power to attend games. In the event of bad weather resulting in a team's inability to compete, a forfeit will result unless the facility has canceled the game.

NO SHOW & SPIRIT OF THE GAME POLICY: If a team fails to show for a scheduled game or contact tournament officials, the game will be considered a forfeit and the use of the field by the opposing team is at the discretion of the facility management. Teams are requested to appreciate that forfeiture is not in the "spirit" of the competition and detracts from the enjoyment of the event by participants. Where a coach has stated his intent to "throw" a game or states his intent to encourage his players to perform at sub par levels, or where one of the players or parents from that team admits to tournament management that this occurred, the tournament officials have the right to disqualify the team concerned. The team receiving a forfeit will be awarded the normal points for a win and a score which is the average of their goals for and against in their other games (minimum of 1-0 victory). If a team forfeits all of its games, each team in the bracket will receive a score that is the average of their goals scored minus average goals conceded in their other round games (minimum of 1-0 victory). Where single game forfeits are concerned then the team receiving the forfeit shall receive a score that will be an average of the goals scored for and against by the forfeiting team in games played (minimum of 1-0 victory).

CO-ED CONSIDERATIONS: The goalkeeper can be male or female. Penalties must be served by the offending player (male or female), except where the penalty is incurred by the goalkeeper. If this is the case the offending team must remove one field player of their choice. Coed teams can play with a maximum of seven players. If a team is playing with the minimum number of players (5), due to time penalties, one of the field players must be female. If the team is playing with six players due to time penalties, two of the field players must be female. If a team is playing with all 7 players three of the field players must be female.

LOCAL FACILITY RULES : All facility conduct rules must be adhered to. Such rules may include the following: (a) No food or drink in certain areas. (b) Chewing of gum not permitted. (c) Spitting not permitted. (d) Smoking not permitted. (e) Consumption of alcohol not permitted. (f) Filming/Recording/Picture taking in playing area not permitted. These are just a few examples of possible restrictions. Please check with facility management and comply with the house rule structure.

POINTS SYSTEM: The result of each game will be reported to the tournament staff by the referee immediately following the game by turning in the game card to tournament administration. To determine tournament standings, a point system will be used: Please note; bonus points will not be used to determine winners in group play unless there is a tie when the bonus points will be used as tie-breakers (below).

POINT SYSTEM: WIN TIE LOSS

5 2 0

Bonus points will be awarded for the scoring of goals. All goals count as one point only.

GOALS SCORED BONUS POINTS GOALS SCORED BONUS POINTS

4 OR LESS 0 5 or 6 1 point

7 or 8 2 points 9 and above 3 points (Max' game total = 3)

TIE BREAKERS: The following tie breaking procedures will be used to determine league winners or contenders for play-off seeding. 1. Most points (without bonus). 2. Head to Head. 3. Most bonus points. 4. Goal Difference. 5. Most goals scored.

6. Least goals conceded. 7. Most shutouts 8. Coin Toss.

Please note: Each position, either within a division or between divisions, will be determined separately. For example where 3 teams within a division are tied on game points and all 3 beat each other and the fourth place team during round play then the team with the most bonus points will advance as division winner. If a second team advances from round play out of that

division then the tie breaking sequence will begin again and head to head competition between just those two teams will be the second tie breaker. All division winners will automatically advance to elimination round play.

SEEDING: No second place teams from round play will advance to single elimination games above a first place team. No third place teams from round play will advance to single elimination games above a second place team. Seeding for elimination rounds will be based upon tiebreakers (above). Division winners will be given no preference when seeding i.e. a division winner with 10 game points will be seeded behind a division runner up with 12 game points. For elimination round seeding purposes teams will not play against another team that they played in one of their first three games, in the first elimination round game for both teams. The lower of the two seeds affected will rotate with the next lowest seed. Where the lower of the two seeds is the bottom seed or the lowest seed to progress directly to the round immediately after the preliminary elimination round, that team will be rotated with the seeded team immediately above them. I.E. In a 20 team division advancing teams seeded 7th and 10th will play in the preliminary elimination round. However, if they have already played in round play team #10 will rotate with team #9. In the same 20 team division teams seeded 3 and 6 will play in the quarter final. If they have already met in round play team #6 will rotate with team #5 because if team #6 has to rotate with team #7 this will force them to play an extra game in the preliminary elimination round. Please note: Teams will not be rotated if this forces the number 1 and number 2 seed to play each other in the single elimination rounds.