

## MIDWEST NATIONAL INDOOR CHAMPIONSHIPS 2016

### SUMMARY OF RULES

**SUBSTITUTION:** All substitution will be on the fly except after a goal or one for one on an injury.

**TIME PENALTIES:** All time penalties will be indicated by the award of either yellow or red cards. A yellow is a 2 minute and red a 5 minute penalty. A yellow (2 minute) penalty will end when the offending team is scored against. A red (5 minute) penalty will not end when the offending team is scored against.

**PLAYER'S EQUIPMENT:** All players must wear shin guards during play. All teams must wear numbered uniforms, all teams must have a home and an away jersey. In the event of a color clash the HOME team must change. Team listed first on the schedule is the home team.

**FOOTWEAR: ONLY TURF SHOES, INDOOR FLATS AND GYMSHOES ARE ALLOWED.**

**ABSOLUTELY NO OUTDOOR CLEATS, OR 6 STUDED METAL CLEATS.**

**CLOCK BEFORE PLAY STARTS:** The clock will be set to count down two minutes before the start of play. The game will be started immediately after the two minute countdown expires.

**TIME CLOCK** 1. All games are played with a continuous running time clock. 2. Only REFEREES, TIMEKEEPER, or S.E.I. EMPLOYEES are permitted to operate time clock. ONLY THE REFEREE can request another party to start or stop the time clock. 3. UNAUTHORIZED STOPPAGE of the time clock by coaches or players will result in a time penalty for that team. 4. The clock may be stopped for an INJURY or LOST BALL by referee. 5. At the referee's discretion, in a one (1) goal differential or possibly a tie game The clock may be stopped at the last two (2) minutes of a game if he/she feels a team is purposely wasting time. the clock WILL stop anytime at all dead balls at the referee's discretion.

**OVERTIME PERIOD:** In the single elimination rounds, if the score is tied at the end of game, there will be a ten (10) minute sudden death golden goal overtime. For the purposes of the overtime each team will play with a total of three players, including the goalkeeper. The overtime will begin with a drop ball at the center mark.

**THREE LINE PASS:** There is no three line pass restriction.

**GOALKEEPING RESTRICTIONS:** Goalkeeper cannot handle back passes from team-mates feet. Rule interpreted same as outdoor. Infraction will be penalized with a free kick from top of restraining arc.

**ISSUANCE OF CARDS:** Because two yellow cards result in an ejection referees are encouraged to issue cards in the same manner as for outdoor play.

**BENCH PENALTIES:** Bench penalties will result in the offending team playing short.

**PENALTY KICKS:** 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. 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.

**SLIDING TACKLES:** All sliding tackles are illegal.

**OUT OF BOUNDS:** If the ball hits anything above the field (i.e. net or ceiling), it is deemed out of play. A goal cannot be scored as a result of hitting the ceiling net. Balls that leave the field by going over the side boards or into a net on the side of the field will be placed on a spot near the side boards directly below where the ball left the field.

**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) driver's license, (c) resident alien (green), card, (d) passport (e) Rosters must be turned in to tournament officials 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.

**POINT SYSTEM:** WIN (3) TIE (1) LOSS (0) Points. No bonus goal will be awarded in the event of shutout.

**TIE BREAKERS:** The following tie breaking procedures will be used to determine league winners or contenders for play-off seeding.

1. Most points.
2. Head to Head.
3. Goal Difference.
4. Most goals scored .
5. Least goals conceded.
6. Coin Toss.

**FINAL THOUGHT:** Soccer is a game of skill, technique, physical endurance, competition, sportsmanship, fun and fair-play, but nevertheless it is a contact sport. If for any reason you feel you may get hurt on the field, then it is advisable that you do not participate.

Best of Luck to all participants.