

# A.Y.S.O. 2019

## TRI-CITY INVITATION INDOOR SOCCER TOURNAMENT RULES

### DIVISIONS 8U, 10U, 12U AND 14U

#### I. TIME KEEPING AND GAME LENGTH:

- A. The game clock will not be stopped for any reason, including substitutions, ball out of bounds, penalties, etc. A game injury will stop time and the injured player must come out of the game for at least 2 minutes. If the injured player's team has no substitutes, then the player will not be required to leave the game and if the player leaves, then he/she may return anytime.
- B. Non-finals games will start approximately every 20 minutes. The actual playing time will be 18 minutes in length. Semi-finals and final game will 20 minutes in length and will start approximately every half hour.
- C. The timekeeper will announce quarter substitutions. The timekeeper will sound a hornet half time and at the end of the game.

#### II. PLAYERS/UNIFORMS/SHOES:

- A. This tournament is intended to be a fun extension of the fall season for your entire team. ALL players from your team MUST be invited to participate. Violation of this will result in immediate disqualification of your team.
- B. In 14U division, only players from the regular FALL AYSO season may participate in this tournament. In 10U & 12U division, teams may include up to two 'GUEST' players from one other team, provided that each player is an officially registered player from that FALL team. And the FALL team of the "quest" player is not entered in this indoor tournament. See the special rules on the registration form on adding players. All GUEST players need to be approved by each city tournament director. Teams that are short players should register their team and then the tournament director will complete all roster additions (10u & 12U). The 8U division tournament is non-competitive. The 8U teams are allowed to combine players at will. However, the 10U, 12U and 14U divisions are competitive and these limitations will be strictly enforced. See **10U special supplement**.
- C. Coaches of 10U, 12U and 14U teams will be asked to certify that all the players are from his/her AYSO Fall roster or qualified QUEST players (10U & 12U only). Names of players entered in the tournament will be compared by the tournament committee to the Fall roster and teams found to not comply with these rules will be disqualified.

- D. Fall AYSO teams in U10, U12 and U14 divisions who enter at least 12 players in the tournament may elect to be split into two teams for the tournament. If such an election is made, the tournament director will split the list of entered players into two teams; and no players may be moved from one team to the other or added by the coach.
- E. The maximum of 6 players are allowed on the court at one time. The minimum number of players allowed is 4. If a team cannot field at least 4 players at the beginning of the game, the team will forfeit the game with a score of 1-0. If a team cannot maintain at least 4 players at all times during the game (including players in the penalty box), the referee will end the game and call a forfeit and the winning score will be determined by the timekeeper. If the forfeit team is winning at the time of the game is ended, two points will be subtracted and the opposing team will be accorded the win. If the two teams are tied, one point will be added to the opposing team.
- F. If team uniforms are similar in color, the HOME team will wear pullover jerseys.
- G. **Sweatpants and/or long underwear MAY NOT BE WORN by any player. All players must wear their full fall issued AYSO uniform to all tournament games (jersey, shorts and socks). No other uniforms will be allowed. ONLY FLAT RUBBER SOLED SHOES ARE TO BE WORN IN THE GYMS. Coaches, please inform your players that cleats will not be allowed. The shoes must be tied or strapped securely and MUST stay on during the entire game. **NO SLIP ON TYPE SHOES MAY BE WORN.** SHIN GUARDS must be worn under socks so that the protection is directly over the leg.**

III. **LINE-UP CARDS AND HOME TEAM DESIGNATION:**

- A. **Submit line-up cards to the timekeeper during the first half of the game PRIOR to your game. DO NOT FILL OUT ANY SUBSTITUTIONS.**
- B. **Line-up card should have first and last name, jersey number, team name and tournament number and game date and time.**
- C. The HOME team for each game will be indicated on the game schedule. The Home team starts the game with a kickoff and defends the goal to the right of the timekeeper. **THE HOME TEAMS SITS TO THE RIGHT OF THE TIME KEEPER WITH THE OPPOSING TEAM ON THE LEFT. COACHES ARE TO SIT IN THE SPACE NEXT TO THE TIMEKEEPER STATION IN ORDER TO ALLOW THEM TO HEAR THE SUBSTITUTION CALLS AND TO BE AVAILABLE FOR QUESTIONS FROM THE TIMEKEEPER.** At half-time the play stops (but the clock does not) just long enough for the teams to switch sides on the court (but not on the benches) and the guest team starts the second half with a kickoff. **The HOME team starts any overtime period and kicks first on any tie-breaker shoot-outs.**

## **IIV SUBSTITUTIONS**

- A. All players in attendance **MUST** play ONE quarter with in the first three quarters of play. **HOWEVER**, Guest player may not play **MORE** than players on the original fall roster. Teams are allowed **ONE MINUTE TO COMPLETE SUBSTITUTION**. The timekeeper will keep track of the substitution times. **FREE** substitutions allowed in fourth (4<sup>th</sup>) quarter and overtime play only – **PROVIDED THAT ALL OF THE PLAYERS IN ATTENDANCE HAVE PARTICIPATED IN AT LEAST ONE COMPLETE QUARTER OF PLAY DURING THE FIRST 3 QUARTER OF THE GAME.**
- B. **The substituting player(s) go directly in to the game and immediately replace a player. THE GAME DOES NOT STOP!!THE CLOCK DOES NOT STOP!!** As one minute is allowed to complete this exchange. It is strongly recommended that complete team not be sent onto the court in mass, but several players at a time. This keeps the game flowing and reduces confusion. Each player being removed from the game for a substitute must come off the court immediately upon their replacement taking up their position. **The one-minute substitution time is to facilitate a smooth transition without interrupting the game. The one-minute substitution time does not mean that a team may deliberately have more than 6 players actively playing at one time. If, in the judgement of the referee and the timekeeper, a team engages in un-sportsman like behavior by not immediately removing players that have been substituted for, then an indirect free kick shall be awarded to the other team.**
- C. **Substitution of a player out on penalty: If substituting a player serving a penalty time out – place your new player in the penalty box and the timekeeper will send him/her onto the floor when the penalty time is completed.**
- D. **The timekeeper shall signal referee with a blast of the horn if a team has too many players on the court after the substitution period has expired. An indirect free kick will be awarded to the other time.**
- E. **In the event of an injury to a player who must leave the court, that player may be replaced immediately.**

## V. GOAL KEEPING

- A. There is NO goalkeeper in the traditional sense. However, ONE and only ONE player may be placed in the goal area. The goal area is the area between the goal post and extending from the goal line to a distance of approximately 4 feet in front of the goal line. A player entering and immediately leaving the goal area in legitimate pursuit of the ball is not considered to be “placed in the goal area”. Two players may be placed between the ball and the goal to defend any indirect free kick. The player assigned to protect the goal may be change at any time during the course of the game.
- B. **THE GOALKEEPER MAY NOT USE HIS/HER HANDS WHEN PROTECTING THE GOAL.** A handball preventing a goal will result in a **TWO (2) minute penalty and an indirect free kick for the opposing team. If in the judgment of the referee, the handball was deliberate (i.e., catching the ball or punching the ball), a yellow card MAY be issued as well, but will not add to the two minute penalty already assessed. Or in the judgment of the referee, award the goal if deliberate. U10 and U12 goalkeeper may not head the ball. This will result in an indirect free kick for the opposing team taken from a position of approximately 20 feet from the side of the goal area to the side of the goal.**
- C. At no time may the goalkeeper or any other player hold onto the goal. This will result in a **TWO (2) MINUTE penalty out of the game.**
- D. At no time shall the goalkeeper or any other player play the ball from **INSIDE THE GOAL.** This will result in an indirect free kick for the opposing team taken from a position of **approximately 20 feet from the side of the goal area to the side of the goal.**

## VI DESCRIPTION OF GOALS, OUT OF BOUNDS, ETC

- A. When a ball is kicked out-of-bounds or lodged in the equipment of the facility, play shall be restarted with a dropped ball at the **20-foot mark** (to the side of the goal). If the ball becomes lodged in the back of the net and only one player is near the ball, the player may remove the ball and continue play, but if an opposing player is also there, the referee will blow the whistle to stop play and play will restart with a drop ball at the 20 foot mark. If the ball is kick into the spectators and immediately returned to the playing field without spectator manipulation, the referee will allow the play to continue. If the ball is thrown in so that one team has an unfair advantage, the referee will restart with a drop ball.

- B. Kicking the ball up to the ceiling is discouraged. If, the judgement of the referee, a ball is kicked up ceiling in a matter that creates a risk of damage to the facility lights, ventilation system, scoreboard, et., then the other team may be awarded an indirect kick. As the ceilings differ in each facility, please check with the timekeeper if you have questions.
- C. **The goals will be approximately 6 feet high and 8 feet wide.**

## VII PENALTIES, FOULS AND MISCONDUCT:

- A. Infractions resulting in a two- minute penalty box time an indirect free kick are;
  - 1. Slide tackles/kicks
  - 2. A handball preventing a goal
  - 3. **Caution issued (yellow card) minus 1 point. Red card minus 2 points**
  - 4. **Holding of the goal by any player, including any player who is defending the goal.**

**Each gym will have a designated penalty box area and the penalty time will not begin until the player is seated in the designated box.**

- B. Two-minute penalties for infractions are canceled when the opposing team scores, with the exception of a cautioned player (yellow card). All time must be served for cautioned players.
- C. ions resulting in awarding the ball to the opposing team are:
  - 1. Shoe coming off
  - 2. Pushing
- D. Regardless of where on the floor any of the above infractions may occur, the team awarded the ball will take possession where the ball was located at the time of the infraction.
- E. **NO PENALTY KICKS WILL BE AWARDED IN ANY GAME.**
- F. All free kicks are indirect. All defenders must be 10 feet away from the ball and only **two** defenders may stand between the goal and the ball.
- G. Law XII (major and minor fouls will be enforced. ANY PARTICIPANT ejected (RED CARDED) from the game must leave immediately and must not be present at the next played game. A cautioned player MUST serve two minutes in the penalty box. Any participant who receives TWO RED CARDS will be excluded from the remainder of the tournament.
- H. Coaches and Parents need to respect the “KID ZONE”. Misconduct, court entry or timekeeper discussion/distraction during play may disqualify your team from this tournament.

## VIII. SCORING

- A. There are no direct free kicks indoor soccer. **YOU CANNOT SCORE A GOAL ON A DIRECT KICK ON KICKOFF.** A kickoff that goes directly into the goal will result in a goal kick by the defending team.
- B. COACHES are responsible for VERIFYING THE FINAL SCORE of all their games with the scorekeeper IMMEDIATELY after each game. NO protests will be considered once the score has been verified and finalized. If a coach disagrees with the final score as recorded by the timekeeper, the director will determine the final score after he/she consults with the coaches and referee.
- C. The tournament will include round robin and elimination games. There will be no overtime and/or shoot-outs during round robin play. The tournament director will assign teams to round robin groups after all registrations have been completed. Winners of round robin groups and in some cases, "wild card" second place teams enter the elimination rounds.
- D. TOURNAMENT groups will usually contain 4 to 5 teams. Each team in the group will usually play all of the other teams in the same group. Each team will be awarded points based on scores as follow:

**WIN: 6 POINTS plus 1 POINT FOR EACH GOAL SCORED UP TO 3 ADDITIONAL POINTS.**

**MAXIMUM POINTS =9**

**TIE: 3 POINTS plus 1 POINT FOR EACH GOAL SCORED UP TO 2 ADDITIONAL POINTS.**

**MAXIMUM POINTS =5**

**LOSS: 0 POINTS plus 1 POINT FOR EACH GOAL SCORED UP TO 2 ADDITIONAL POINTS.**

**MAXIMUM POINTS = 2**

**MINUS 2 POINT FOR EACH PLAYER/COACH EJECTION ( 1 RED CARD OR 2 YELLOW.**

**The team with the most points accumulated at the end of round robin games will advance to the elimination round. Depending on the number of teams and groups in the tournament, additional "wild card" entrants to the elimination round may be selected from among teams finishing second place round robin play. If teams are tied in total points, the tie will be broken as follows:**

**If two teams are tied:**

1. **Result of head to head game between the tied teams.**
2. **Least total goals scored**
3. **Most goals scored**
4. **Shoot-out The winner advances. The shoot-out will be held when all regular round robin play has been completed,**

**If three teams are tied:**

1. **Result of head to head game between the tied team.**
  2. **Least total goals scored**
  3. **Most goals scored**
  4. **Shoot-out or if all still tied, decision as to which team(s) will advance will be made by the tournament director.**
- E. Running up the score is highly discouraged. The team can never be awarded any more than 3 points based on goals.
- F. .Elimination rounds are single game elimination. Only the winner advances to the next level. No game may end in a tie. Therefore, if the teams are tied at the end of the regulation play the following will occur:
1. Five minute overtime – Free substitution- First goal scored wins the game. If no goals are scored then....
  2. Shoot-out between the teams. **SEE SECTION IX ON SHOOT-OUTS.**

**IX. SHOOT-OUTS**

- A. Shoot-out distances vary according to ages. The distance will be as follows::
  1. U12 & U14            50 feet from the goal
  2. U10                    45 feet from the goal
- B. Five shooters and two runner (defenders) are selected by the coach of each team prior to the shoot-out. The players may be both shooter and runners. The coach as well as all other players must remain on the bench.
- C. Five shooter line up in the center of the court. The two defenders from the opposing team line up on a spot **20 feet** from the side of the goal. Both defenders must be on the same side of the goal.
- D. The shooter may run to shoot the ball, but may not advance until the referee has blown the whistle to start play. The shoot may touch the ball only once (no dribbling).

- E. Defenders may not leave their mark until the ball has been KICKED (no running starts). The defenders may slide to block the ball and they may use their hands to block the ball. If they should leave their spot prior to the ball being kicked, the shot will be retaken if missed but allowed if the shot is made. Additionally one defender will be allowed for the shot being retaken. Therefore, there will always be 1 defender.
- F. The shots on goal will be alternated with the HOME TEAM shooting first. Each team will have 5 shots on goal. The most points scored wins. If the teams are still tied after all designated players have shot on goal, the teams will continue to alternate (using the same five shooters and in the same order) until one scores and then other fails.