



## **Penn Hills Soccer Association 2026 Ambush Indoor Tournament Rules**

1. Each team may roster up to 12 players. Individual trophies will be provided for first and second place teams. A maximum of twelve individual trophies will be provided. Additional trophies can be obtained at your expense.
2. This tournament is intended for D5 and D6 level travel or club/inhouse recreational teams ONLY. D4 Travel, Cup, Classic, or Academy teams are NOT Eligible to enter. All players must have the same club/ community/ school affiliation. (No guest players allowed from other clubs).
3. Age verification and/or club membership must be presented **in the event of a dispute**. The tournament is open to local or club teams. Guest players from other clubs are prohibited. Travel teams from PA West can supply evidence for their player's club membership by bringing their travel rosters. Individuals who are not part of a travel team are required to provide evidence that the player in question resides in the same municipality as the club or participates in its in-house or recreational league. Clubs that fail to adhere to this regulation will forfeit all matches and awards without exception. Players may only be on the roster for 1 team per division.
4. All teams will be placed in co-ed divisions.
5. There will be five field players and a goalie for the following age groups: U9 (2017), U10(2016), U12 (2014), U13 (2013), U14 (2012).
6. Substitutions will be made on the fly. A player leaving the field must be 3 feet from the touchline, before a new player can enter the field of play. Players must exit and enter from their team bench side of the field. A team having too many players on the field will result in a two-minute penalty. Goalkeeper changes must be reported to the referee and can only be made at stoppages of play.
7. Each team shall be uniformly dressed, except for the goalkeeper. Teams are asked to bring their playing shoes and to put them on in the Fralic Center. Preferred shoe type: Turf/indoor/tennis shoes. Outdoor spikes are allowed but not preferred. Conflict in jersey color will require the visiting team to change.
8. An adult team manager or coach must be on the bench with his/her team during their game and the team manager/coach is responsible for the conduct of his/her team.
9. Registration Procedure: Teams must report 30 minutes prior to the start of their first game. They must report to the field no later than the start of their first game. Any team arriving after the deadline will forfeit the game. The Forfeiting team's opponent will receive a 1-0 win.
10. Home teams, listed first on the schedule, will kick-off to start the game. Kick-offs can be in any direction. All kick-offs will be taken only after the referee signals by means of a whistle.
11. Each regular and semi-final game will be one 15-minute period. Each championship game will consist of two 10-minute halves. The clock shall run in all instances with the exception of injuries and official referee timeouts. The referee is the official timekeeper.
12. Balls hitting the ceiling or any other obstruction shall result in an indirect free kick to the non-offending team from the spot of the violation.
13. When an opposing player is taking any kicks, the defending players must stay back a minimum of 10 feet.
14. Goalkeepers have 5 seconds to put the ball into play after making a save. If the goalkeeper holds the



ball too long, an indirect free kick will be awarded to the non-offending team from the penalty mark. Also, the goalkeeper, having released the ball from his hands, cannot play it again with his hands until an opponent has played it. The penalty for double possession is an indirect free kick from the penalty mark. Any ball played from the hands of the goalkeeper (thrown or punted) MUST touch a field player or bounce before crossing midfield. This rule also applies to goal kicks. Players are also permitted to take goal kicks, with a limit of 5 seconds to put the ball in play.

15. There will be no overtime in the preliminary rounds.
16. Scoring – 3 points for a win and 1 point for a tie. Goal differential will be calculated to a maximum goal difference of SIX goals.
17. Age groups with 4 or 5 teams, the top 4 will advance to the Semi-final games. No odd number of teams will be allowed beyond 5 in any age group.
18. All 6 teams are placed into one single competition group. They will **not** be split into separate pools or brackets.
19. Age groups with 8 teams will have two brackets (A and B). The top two teams from each bracket will advance to the Semi-final games. Games will be set as Bracket A Winner versus Bracket B Runner Up and Bracket B Winner versus Bracket A Runner Up.
20. Age groups with 10 teams will have two brackets (A and B). The top two teams from each bracket will advance to the Semi-final games. Games will be set as Bracket A Winner versus Bracket B Runner Up and Bracket B Winner versus Bracket A Runner Up.
21. Tiebreakers:
  - a. Head-to-Head (only applies for 2 tied teams; does not apply in the event if 3 or more teams are tied)
  - b. Goal Differential (six goal differential maximum for each match).
  - c. Points Against.
  - d. Points For.
  - e. Percentage.
  - f. Win Percentage.
22. Playoff, Semi-final, and Championship games tiebreakers:
  - a. One three minute Overtime period. This OT period is NOT golden goal format.
  - b. If tied after the Overtime, there will be a shootout between the players on the field at the end of the game (including goalkeepers). If tied after the 6 players, the shooting order will restart and will be sudden death (each team gets a shot per round).
23. Kick-off – defending team must stay 10 feet from the ball until the ball is played.
24. Corner and goal kicks proceed according to general soccer rules, with the exception of all corner kicks which are indirect and the nearest defending player must stay back a minimum of 10 feet. Due to the close proximity of a fence near one corner, all corner kicks at that end of the field will be taken at the opposite corner away from the fence. Any and all kicks or goalie distributions originating from the offensive team's penalty area, goal box or behind the midline are indirect. Goals can only be scored by the offensive team after gaining the mid-line while in the offensive half of the field. All goal kicks and goalkeeper throws must be played or touch the floor prior to reaching the midline. If the ball is not played or touched prior to reaching the midline, an indirect free kick from the midline will be awarded to the non-offending team.
25. Throw-ins will be taken when the ball passes over the side touchlines. Throw-ins shall be indirect.
26. Cards:

Yellow Card – Player off for two minutes while the team plays one player short. Player may return after two minutes expires or after the non-offending team scores, whichever occurs first.



Two Yellow Cards In Same Game – Player is ejected from game. Player out the remainder of the tournament. The team plays short for the remainder of the game, but plays full strength for their remaining games.

Red Card – Player is ejected from game. Player out the remainder of the tournament. The team plays short for the remainder of the game, but plays full strength for their remaining games.

27. All kicks awarded will be indirect, with the exception of penalty kicks.

28. Sliding is allowed. NO SLIDE TACKLING is permitted at any time.

Slide tackling will result in an indirect free kick from the spot of the slide tackle.

29. NO OFFSIDES

30. No jewelry is permitted to be worn during the game.

31. All FIFA laws shall apply, except as modified herein.

32. All referee decisions are final! No protests will be permitted.