

2010 CASA INDOOR SOCCER TOURNAMENT RULES

Cleveland Indoor Classic – Girls- Feb. 13-14, 2010 **Revised February 9, 2010**

CSU -Krenzler Field at Cleveland State University
E. 18th St. at Chester Ave
Cleveland, OH 44114

General Rules

Roster: No restrictions on number of players on a roster. Only players on the roster prior to first game can play for the team during the tournament.

Field Players:

Number of Field Players for Cleveland Indoor Classic

CSU

U8-U14 - 6 field players + keeper (*for 2010 tournament only*)

U15 up – 6 field players + keeper

Playing on Multiple Number of Teams

A player may play for more than one team, providing that they are listed on BOTH rosters and that the 2 teams are not in the same *age* division.(i.e. a younger player may play “up” in an older age division) Age division is defined as including both Premier and Division 1 levels. (i.e. a player may *not* play on both a U13 Division 1 and U13 Premier team)

Note Exception:: If a team decides to split into 2 teams and pay for 2 team entries in order to maximize playing time for it’s players, they could use the same goalkeeper for both teams in the same division. However, the GK can only play as a GK and not on the field at any time.

Uniforms: All players on a team shall wear jerseys of the exact same color except the Goalkeeper who shall wear a jersey, which distinguishes him from all other players and the referee. All uniforms shall be numbered. Home team must change jerseys if both teams are the same color (team listed first is the home team).

Shin Guards: Mandatory – all players must wear them.

Dangerous Equipment: The referee shall determine if equipment is dangerous to any of the players on the field. No jewelry is allowed. Outdoor molded cleats are recommended for CSU. The referee decides if the player can play.

Length of Game: The clock will be set for 35 minutes and will begin to run for the next game immediately following conclusion of the prior game. In case of a serious injury, the referee may decide to stop time. The referee may terminate a game because of bad conduct of players, coaches, or spectators. The tournament director shall determine the outcome of any game termination. Teams are to leave the field immediately after the conclusion of their game. The home team shall kick-off.

Forfeits: There will be a one - minute grace period for a team to field enough players. After one minute, the game will be forfeited by the team without enough players to field a team. All games forfeited for any reason will have a 1-0 result

Rules to Determine Group Champions:

<i>Points:</i>	Win	3 Points
	Tie	1 Points
	Loss	0 Points

Tie Breakers:

1. Total Points
2. Head to Head (if 3 or more teams are tied, head to head will not be used)
3. Goal difference – subtract total goals allowed from total goals scored. Please note: The maximum recorded goal difference in any one game shall be four (4)
4. Most Goals Scored (up to 4 per game)
5. Least Goals Allowed
6. Sudden Death Penalty Shots
7. In event of forfeit, rules 3 and 4 will be placed in a “per game average”

Divisions with wild card teams will use the same criteria as outlined above to determine a winner. Wild card winners will not be paired against each other or against the winner of their group. The final determination of the pairing will be the decision of the Tournament Committee

Competition Format

Bracket of 4 teams: Each team will play the other and the group winner and 2nd place point getter will play in the final.

Bracket of 5 teams: Round Robin play (4 games) – the team with the most points at the conclusion of the round robin will be declared the Champion

Bracket of 6 teams: Played as one group of six teams with three teams playing the 2 teams in their group, and one crossover. The crossover games count in the standings to determine the playoff teams. The two teams accumulating the most points from ALL six teams will play each other in the final.

Bracket of 7 teams:

Each team will play 2 games within the group of seven (7). They will then be seeded 1 through 7. The first seed has a bye and will automatically move on to the semi-final game. In this seeding situation, 2 teams from the same club **may** play each other in the third game.

Bracket of 8 teams: Played as two groups of four teams. Each team will play the other teams in their group and group winners will play each other in the final.

Bracket of 10 teams: Played as a group of Four (4) and group of Six (6) (See Bracket of 4 and Bracket of 6 above) The group of 4 winner, the top two teams in the group of 6, and the next highest point getter out of the remaining 7 teams play in the Semi-Finals. Teams will be seeded based on total points - #1 vs. #4, #2 vs. #3... If the teams have already played each other in group play, adjustments will be made with the lower seeds being switched.

Bracket of 12 teams: Played as three groups of four (4). The three group winners and the next highest point winner will advance to the semi's. Teams will be seeded based on total points - #1 vs. #4, #2 vs. #3. If the teams have already played each other in group play, adjustment will be made with the lower seeds being switched.

Semi-Finals & Finals If the score is tied at the end of the game, there will be a five (5) minute sudden death overtime. The overtime period will be:

4 v 4 (3 field players + keeper) at CSU

If still tied after the overtime, Penalty Kicks shall be used to choose the winner. The Penalty Kicks shall be sudden death. Teams from the same club will not meet until the finals, (exception: 7 team bracket –see above).

Appeals: There will be NO APPEALS.

Insurance: All teams must supply their own additional insurance. Teams registered with US Club Soccer must have notified US Club they are playing indoor to have valid insurance coverage for indoor. All players (or parents, if minors) must sign a roster/waiver form before participation.

Awards: Individual awards will be presented to first place champions and second place finalists in each age division.

Facility Rules for CSU only – no boards

Outdoor rules that apply:

- Throw-ins
- Corner kicks
- Penalty kicks are taken from the penalty spot which is the regulation distance of 12 yards from the goal line
- Player infractions (yellow/red cards)
- 2 yellow cards = red card
- Red card is a 1 game suspension
- We follow all FIFA rules with the following modifications listed below

Modified rules:

- **NO BLUE CARDS**
- No offsides
- No punts or drop kicks by keeper. Resulting penalty: free kick on the centerline. Exception: U8-U10 keepers MAY punt or drop kick
- Keeper may bring ball in the box with his feet and pick it up.
- All **goal kicks** start in the keepers hands and can be thrown or dropped to surface. At the start of the goal kick all opponents must be positioned outside the penalty area. The ball is deemed in play as soon as the goalkeeper releases the ball from their hands. At that time opponents may enter the penalty area. The goalkeeper may drop the ball to their feet. The play is live and possession of the ball may be challenged by the opponents. The ball does not have to leave the penalty area to be considered legally put into play.
- All opponents must be 15 feet from the ball on **free kicks**. The ball is in play as soon as it moves. This includes all kicks taken by the defensive team inside their penalty area. The ball does not have to leave the penalty area to be considered legally put into play.
- Any stoppage in play as the result of injury or other occurrence will result in an in-direct free kick to the team in possession (as opposed to a drop ball.)
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There is no time penalty for a yellow card. 2 yellow cards in the same match equal a red card. A red carded player cannot reenter the game in which he was red carded. The red carded player's team play short-handed for 5 full minutes regardless of how many goals are scored. After 5 minutes, the team can replace the red carded player with a different player. A player who receives/accumulates a red card will be ejected. The player must leave soccer area or face further disciplinary action. Any ejection will result in a minimum of a one game suspension, with such game being the game immediately following the game where the ejection took place. NOTE: Tournament Directors may use their discretion in overriding suspension based on the severity of the infraction.

Subs “on the fly” are ELIMINATED at CSU. Follow the normal indoor substitutions rules with the change of NO substitutions on the fly. NO subs are allowed in the last two minutes at the end of the game. All substitutions are at the discretion of the referee.

Slide tackles are allowed.

Outdoor molded cleats are recommended.