

2010 CASA INDOOR SOCCER TOURNAMENT RULES

North Coast Indoor Soccer Facility Lodi
8099 Lake Road
Seville, OH 44273

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

MultiPlex
18909 S. Miles Rd.
Warrensville Hts., OH 44128

(CSU has additional rules that apply to their facility and theses are included at the end of the CASA Indoor Soccer Tournament Rules.)

1. **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

Lodi

U12 and under – 7 field players + keeper

U13 and up – 6 field players + keeper

CSU

7 field player + keeper

Multiplex

U8-U11 - 6 players + keeper

3. **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 division. NOTE: 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.

4. **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).
5. **Shin Guards:** Mandatory – all players must wear them.

6. **Dangerous Equipment:** The referee shall determine if equipment is dangerous to any of the players on the field. No jewelry is allowed. Indoor shoes or turf soccer shoes only are allowed at Lodi and Multiplex. Outdoor molded cleats are recommended for CSU. The referee decides if the player can play.
7. **Fouls & Misconduct:** The referee is responsible for calling fouls including but not limited to: tripping, pushing, holding, jumping, charging, delay of game, etc. If, in the opinion of the referee, a foul is of such nature as to warrant additional punishment besides a free kick, **a two (2) minute blue card will be issued as well as a shootout. Boarding is an automatic two (2) minute penalty with a shootout.** Any player who receives a time penalty will proceed immediately to the penalty box to serve the two (2) minutes. If the opposing team scores the shootout or a goal during the two (2) minute penalty the player may return to the field. Dissent, or the failure to give your name will result in a yellow card and an additional two (2) minute penalty. The bench shall be asked to identify the player and if they refuse the player shall receive a red card. Players are expected to cooperate with the referee and play within the spirit of the game. Any player spitting or throwing gum on the field shall be given a two (2) minute penalty.
8. **Accumulation of Penalties:** A player receiving a blue card (Time Penalty) who commits another foul, which warrants an additional time penalty, will receive a yellow card. If this same player commits a third offense, which warrants a time penalty, they will be issued a red card, 5 minute penalty and ejected from the game.
9. **Ejection's:** Any player or manager/coach, etc. ejected from a game must leave the soccer area and retire to the locker room or lobby area of the Facility, or face further disciplinary action. Any ejection will result in a minimum of one game suspension, with such game being the game immediately following the game where the ejection took place.
10. **Violent Conduct/Serious Foul Play:** Any player and/or team official ejected for violent conduct such as striking, fighting, assaulting an official, or verbal abuse of an official, shall be suspended for the remainder of the tournament. The Facility reserves the right to prohibit any person from participating in a CASA Indoor Tournament or entering any Facility due to gross misconduct on the soccer fields, within the building and/or on the property grounds. For any violations not covered herein in the CASA Indoor Tournament rules and regulations, the Facility Director and/or Tournament Director shall determine the penalty imposed or the interpretations of any matters.
11. **Three Line Violation:** The three-line violation rule will be in effect at Lodi and MultiPlex facilities..
12. **Goalkeeper Possession:** FIFA outdoor back pass rules will apply. The keeper may not control the ball with his feet outside the goalkeeper box and bring the ball into the box and then use his hands without a player on the opposing team touching the ball first. **PUNISHMENT:** Loss of possession and restart at the top of the arc.
13. **Restarts and Substitutions:** ALL SUBSTITUTIONS ARE ON THE FLY – NO GUARANTEED SUBSTITUTIONS EXCEPT GOALS AND INJURIES. Restarts must be taken within five (5) seconds after the ball is ready for play. Opponents must allow the required 10 feet from the restart kick. Intentional encroachment is a two (2) minute time penalty. Players must enter and leave the playing field at their own bench areas. A two (2) minute time penalty will be assessed for violations. Please enter and leave through the bench doors. Do not jump over the boards to enter or leave the playing field.

14. **Ball Over Perimeter Wall:** When the whole of the ball passes over the perimeter wall along the touchline, it shall be kicked in from the point it was last touched or played before exiting the field. **If the ball was last touched or played standing in his/her own penalty area, the restart shall be at the top of the restraining arc nearest his/her team's penalty area.**
15. **If the ball hits the netting , lights above the field-of-play or building superstructure,** the referee will be sole judge as to whether any contact has occurred, and teams are advised to continue to play until they hear a whistle. Play will be stopped for contact and a free kick will be awarded to the opponent at the center spot of the nearest "zone" line where contact occurred (Never the halfway line).
16. **Goal Kick:** When the whole of the ball passes over the perimeter wall between the corner flagposts having last been played by a member of the attacking team, play shall be restarted with a goal kick.
17. **Corner Kick:** When the whole of the ball having last been played by one of the defending team passes over the end perimeter wall between the corner flag posts, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick.
18. **Penalty Kicks:** All penalty kicks are to be taken from the top of the arc.
19. **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.
20. **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.

21. **Rules to Determine Group Champions:**

a) *Points:*

Win	3 Points
Tie	1 Points
Loss	0 Points

b) *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.

b) *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 3 v 3 (2 field players + keeper). 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).

21. **Appeals:** There will be NO APPEALS.

22. **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.

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

See CSU rules below

Tournament Rules for CSU

Outdoor rules that apply:

- Throw-ins
- Corner kicks
- 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.

Modified rules:

- NO offsides
 - NO punting or drop kicks allowed by any player, including goalie.
 - 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.
 - **Penalty kicks** are taken from the penalty spot which is the regulation distance of **12 yards** from the goal line.
 - 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.)
 - 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.
 - Subs are "on the fly" or when the ball leaves the playing area (out of bounds, throw-in, goal kick, corner kick). No guaranteed substitutions except for goals and injury. To substitute "on the fly" players enter and exit field at center line.
- Outdoor molded cleats are recommended.