

Willy Roy's Soccer Dome

TOURNAMENT RULES & REGULATIONS

RULES OF REGISTRATION & ELIGIBILITY

- Teams must submit a roster and player passes prior to the start of their first tournament game and have all player information filled out completely. This includes player signatures. Any player under the age of 18 must have a parents signature in order to compete.
- Players are allowed to play on only one team per division.
- Any player playing on a team and not rosterd with that team will result in a forfeit for the team.
- Teams not complying with this procedure will assume guilt and forfeit the game.
- **All youth teams and high school teams must have adult supervision** in the bench area.
- If a player's eligibility is questioned by soccer dome staff, the player or coach must provide proof of age, and or identification.

TOURNAMENT STANDINGS

- Tournament standings are as follows:

3 points for a win, **1 points** for a tie, **0 points** for a loss.

- **Tiebreakers:** 1. Head to Head. 2. Goal differential 3. Most goals scored 4. Least goals scored against
- **Championship Game resulting in a tie:** 3 Penalty kick shoot-out. Sudden death if tied after the third round.

TIME CLOCK

There is no warm up time on the field. TEAMS SHOULD ENTER AND EXIT THE FIELD QUICKLY TO GET THE NEXT GAME STARTED. The clock will run continuously and will not be stopped for any circumstance.

There are no time outs. **28 minute games** (subject to change depending on the tourney).

NUMBER OF PLAYERS

- A maximum number of 18 (U12-Adult) and 14 (U8-U11) players may dress and participate in particular game. A maximum number of 2 coaches are allowed in the team bench area. No unauthorized personnel or spectators are allowed in the bench area. Any bench penalties will result in a time penalty.
- **Maximum** number of players on the field during play (including goalkeeper): **6** (U11 – ADULT); **7** (U8 - U10); **U-4- U7 teams will play on the mini field (3 vs 3 or 4 vs 4)**
- **Minimum** number of players required to start a game: **4** Players

SUBSTITUTIONS

- Substitutions may occur on an unlimited basis and “on the fly”, provided the player leaving the field and the player entering the field do not participate in play while they are simultaneously on the field. This applies to goalkeeper substitution as well. A substitution violation is a 2 minute penalty.

INJURIES

- If there is an injury, the referee will instruct the coach to enter the field and tend to the player. The player must leave the field and not reenter play until the next available substitution. Under no circumstances is a player allowed to continue play while he/she has an open wound and blood is present.

PLAYER EQUIPMENT

- Uniforms must be the same color for every player on the same team and numbered.
- Goalkeepers must wear a jersey which distinguishes them from all other players.
- Jewelry of any kind is strictly prohibited and must be removed.
- Braces or casts must meet the referees approval as to its safety to other players.
- Footwear must be flat-soled indoor or turf shoes. **No outdoor shoes are allowed.**

MANDATORY: ALL PLAYERS MUST WEAR SHINGUARDS.

- 1 warning will be given for equipment violations. Time penalties will be assessed thereafter.

GOALKEEPERS

- Goalkeepers can score with their hands.
- Goalkeepers have 5 seconds to release the ball.
- Punting** is allowed for U6 – U11. No Punting for U12 – ADULT Tournaments
- Goalkeepers are not allowed to handle a ball that was intentionally passed back from any teammate, (**Pass back rule is same as outdoor rules.**) unless given from the head or chest.

MISCELLANEOUS TEAM RULES

- LATE TEAMS:** If a team is late or does not have enough players to start the game, the clock will begin and the opposing team will be awarded one goal. Every five minutes a goal will be given until the team has enough players or fifteen minutes has elapsed. A forfeit will result after 15 minutes and result in a score of 4-0.

REFEREES AND OFFICIALS

- The referee is responsible for controlling the game and has complete authority when they are on the field of play. All referee decisions are final. Any protest must be made in writing to Soccer Dome management directly after the game.
- Any **verbal abuse towards officials** and/or management is strictly prohibited. Any type of abuse may result in ejection or possible dismissal from the tournament and facility.

FOULS AND MISCONDUCT

- Any player who intentionally kicks, trips, strikes, boards, jumps at, pushes, holds, charges, commits dangerous play, obstructs, or handles the ball (except the goalkeeper within their own penalty box), will be penalized by awarding a free kick to the opposition. Any of the above fouls will be judged by a 2 minute time penalty blue card.
- All free kicks are direct.
- Time Penalties: Time penalties will be assessed by the referee against any player (s) for committing offenses deemed severe, tactical, or blatant in nature. These penalties will be administered by showing of a Blue, Yellow, or Red Card depending on the severity of the offense and the intent of the player (s).

BLUE CARD

- A **two minute** penalty
- A team must play shorthanded for 2 full minutes unless the opponent scores a goal before the two minutes has expired.
- A player who commits a foul in the penalty area and is worthy of a penalty kick, will receive a 2 minute.
- An offense committed by a team in the penalty area which is not worthy of a penalty kick will result in a free kick taken from the top of the restraining arc.
- When both teams receive an equal number of blue cards, they must both play shorthanded for the full two minutes no matter how many goals are scored during that time.
- A player who receives two blue cards in the same game will receive a yellow card, a third penalty, a player will receive a red card.
- Blue Card Violations:** Any hard, dangerous or unnecessary foul; jumping the boards; illegal substitutions; goalkeeper intentionally handling the ball outside the penalty area; encroachment or slide tackling.

SLIDING and SLIDE TACKLING:

- When a player purposely leaves both of their feet to Slide on the ground or tackle an opponent. The Soccer Dome allows no sliding or slide tackling in all games.
A foul is awarded against the player who committed the slide tackle. U12 and above teams will be awarded a 2 minute penalty.

YELLOW CARD

- If issued, is a warning and shall result in a **2 minute time penalty** to be served by the offending player (s). The accumulation of 2 blue cards will result in a Yellow Card.

RED CARD

- If issued, shall result in a **5 minute time penalty** to be served by another player from the offending team. The ejected player must leave the field and bench area.
- A player receiving a **red card** will automatically receive a **one game suspension**.
- Penalized team shall remain shorthanded for the entire duration of the penalty.
- The accumulation of 3 blue cards will result in a Red Card.
- At the discretion of Soccer Dome Management, any suspension may be increased after further review with officials.**

FIGHTING

- Fighting will not be tolerated.**
- Any player who fights will be suspended for the remainder of the tournament.

MISCELLANEOUS RULES

FREE KICKS AND RESTARTS

- All free kicks and restarts (including kickoffs and kickins) are **direct**.
- Opposing players must stand **10 feet from the ball** and must not interfere or encroach in any way.
- All players have **five seconds** to play the ball after being signaled by the referee to do so, including goalkeepers after handling the ball. Otherwise the ball will be awarded to the other team with a direct kick.
- Out of Bounds Rule:** when the ball leaves the field of play over the wall it will be restarted at the location where it went out.
- Ceiling Rule:** If the ball hits the ceiling or any hanging object, the ball will be restarted by the opposing team directly on the white dot closest to where the ball hit. If this location within the penalty area, then the ball will be restarted on the restraining arc.
- Holding the Boards:** A player may only grab the boards for protection. Using the boards to gain an advantage will result in a restart for the opposition.

PLAYER AND TEAM CONDUCT

•NO CHEWING GUM ON PLAYING FIELDS

•Chewing Gum will result in a Red Card violation.

•**No food or drinks** permitted on the playing field or bench area. Only bottled water.

•**THE SOCCER DOME DOES NOT COVER ANY INJURIES SUSTAINED WHILE PLAYING SOCCER IN THE ARENA. ALL PLAYERS PLAY AT THEIR OWN RISK**

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