

Hampton Roads Indoor Soccer Championship Rules

TEAM ELIGIBILITY AND REGISTRATION

The tournament is open to all teams that are affiliate members of the United States Soccer Federation. All U-9 thru U-19 teams are allowed a maximum of 10 players with up to 3 guest players. All players may be rostered to play on one team only during the duration of this tournament. Accepted teams must provide at registration one (1) hour before 1st match: 2 copies of current State Approved Roster, Individual Medical Release forms (notarized copies are not required), current US Youth Soccer Player Passes with picture permanently attached for all rostered and guest players, and Permission to travel form, if required (see page 5 for specific details). Rosters and player passes for the 2008-2009 seasonal year will be used for this tournament.

PLAYER ELIGIBILITY

This tournament is open to teams in the following ages:

U9 (8/1/99); U10 (8/1/98); U11 (8/1/97); U12 (8/1/96); U13 (8/1/95); U14 (8/1/94); U15 (8/1/93); U16 (8/1/92); U17 (8/1/91); U18 (8/1/90); and U19 (8/1/89).

The Tournament Committee reserves the right to combine age groups if necessary.

GENERAL

All tournament matches will be played in accordance with "The Laws of the Game" as issued by FIFA except as modified in the "Tournament Rules." All decisions of the referee(s) are final and binding. There are no protests regarding the outcome of a match or sanctions.

The Tournament Director reserves the right to decide on all matters relative to the tournament and its decisions are final. The Tournament Committee reserves the right to make the following changes in the event of inclement weather:

- 1 Relocation and/or reschedule match
- 2 Reduce scheduled duration of a match
- 3 Change division structure
- 4 Cancel a match
- 5 Cancel any or all games

Under no circumstances whatsoever will the Tournament Committee, any official sponsor, or VYSA be responsible for expenses (including tournament entry fee) incurred by any team. This includes a situation where the tournament or any game(s) is/are cancelled in whole or part.

INCLEMENT WEATHER

In the event of inclement weather forcing games to be the Tournament Director reserves the right to reschedule the matches at the 1st available date. Regardless of weather conditions, teams and coaches must be at the game site and ready to play at the scheduled time unless told otherwise. Failure to appear will result in forfeiture of the game. As stated in the application, no refunds will occur as a result of inclement weather.

REFEREES

All referees will be USSF certified. A one-man system will be used for all matches.

SIDELINES

Coaches and **players** will **share** the **same side** of the field as designated by the field marshal. **All spectators** will take up a position on the **opposite side** of the field during the time that the match is in progress. Coaches, players and spectators for all participating teams must remain on their respective sides of the field during the time of the match. Behavior of spectators associated with the team remains the responsibility of the coach. The referee and field marshal are authorized to remove any spectator whose behavior, in their opinion, interferes with the play of the game.

Alcoholic beverages will not be permitted at any tournament side; violators will be subject to criminal prosecution.

START OF PLAY

All U-9 through U-19 team(s) that cannot field five (5) players at the scheduled start time of a match shall forfeit the match. Any team forfeiting the match shall be declared the loser by a score of three (3) goals to none (0).

If there is **no** referee present within ten minutes of the scheduled start time, the match shall be rescheduled unless both teams' coaches agree to proceed. If the match proceeds, the score shall stand as played. Should the referee arrive at the match, he should enter the match at the appropriate break in the play and volunteer referee shall be relieved of their duties.

It is the duty of the coaches to ensure that players report to the field **15 minutes** prior to the start time of each match for possible verification of rosters and players passes. Player passes and roster must be present at the field for the duration of every game.

The game ball, is provided by the tournament.

PROTESTS

NO PROTESTS WILL BE PERMITTED.

PLAYER EQUIPMENT

Shoes must meet FIFA specification. All players must wear shin-guards.

Padded casts will be allowed **ONLY** under these conditions:

1. They are well padded in foam or other protective material AND
2. The player with the cast does not attempt to use it to an advantage or to harm other players AND
3. The referee approves the cast.
4. Such approval will not be unreasonably withheld.

In the event of a uniform conflict, the HOME team must change (listed first on schedule).

BALL SIZE

U-9 thru U19 Size 4 futsal ball

DURATION OF MATCHES AND FORMAT

ALL MATCHES WILL START ON TIME. The duration of games are listed below. The referee is the official timekeeper of the match and reserves the right to shorten the interval between games if necessary. During the preliminary matches there will be no injury time allowed.

- 1 U-9 thru U19 25 min. games
- 2 Teams will switch ends at 12 minutes into game.
- 3 Team not kicking off to start the game will get 2nd half kick-off.
- 4 Clock will not stop to allow teams to switch ends.

SUBSTITUTIONS

Substitutes are on the fly, player off before substitute on as to not interfere with play. If more than 2 players are being substituted at one time it is suggested to do so after a scoring of a goal or when your team is in possession of the ball during a goal clearance or kick-in. In the event of a violation the offending team is potentially yellow carded for too many players on the court.

DIVISION STANDINGS

Division standings will be decided by the following point system:

- | | | |
|---|----------------|----------|
| 1 | Win or forfeit | 3 points |
| 2 | Tie | 1 point |
| 3 | Loss | 0 points |

TOURNAMENT TIE BREAKERS

(Determination of wild cards first and second place winners)

Total points ties within divisions and/or brackets will be broken by the following tiebreakers in order:

1. Head to head competition during the tournament of the two tied teams. (Disregard if more than two teams are tied – **Never revert back to this tiebreaker if more than two teams are tied**).
2. Least amount of goals allowed.
3. Team with the highest goal differential. A maximum differential of three (3) goals per match will be counted. Positive only.
4. Most wins.
5. Total goals scored.
6. If still tied after steps 1 through 5, both teams will proceed to an available field, at a time and place directed by the Field Marshall, and take penalty kicks in accordance with FIFA tie breaker rules.

3 TEAM TIE-BREAKER CLARIFICATION

If three teams are tied with the same points, follow the procedure below to determine finalist.

Example

Step 1: Three teams each have 6 team points. “A” is winner over “B”, “B” over “C” and “C” over “A”. Three teams are tied, so #1 above (head-to-head) is disregarded.

Step 2: Team “A” has allowed 7 goals. “B” and “C” have each allowed 5 goals. Therefore, “A” is eliminated.

Step 3: Once one team is eliminated revert back to head to head. If two teams are tied in goals against, those teams will use penalty kicks to eliminate one team and then once one team is eliminated, head to head will be used to determine the finalist.

TOURNAMENT OVERTIME

All preliminary and consolation matches will remain a tie. In semi-final and final matches, if regulation play ends in a tie score, the following steps will be taken:

1. Semi-final and final games will play an additional 3 minutes to determine winner.

2. The players from each team must stay on the field of play and will meet at the center at the end of the game.
3. Captains will meet for the coin toss to decide who kicks first.

4. If still tied after 1st 3 minutes PK's will be taken.
5. Only players on the court after the 1st overtime can participate in the 1st set of 5 PK's.
6. If score still remains tied players not participating in 1st series shall be used in the 2nd set.
7. If still tied all players are eligible to take 3rd set of PK's.
8. Referee decides which goal will be used.

WARNINGS & EJECTIONS

If a player is ejected from a match – red card by the referee – the player must sit out the remainder of that match, plus his team's next tournament match. No substitution will be made for the ejection of a player during the match that the red card was issued.

Two yellow cards to the same player in the same match equal a red card and will result in immediate ejection from that match. Coaches in receipt of a red or two yellow cards in the same match are subject to the same penalties as outlined above for players. A coach ejected from a match will not be allowed in the vicinity of the field for the remainder of that match and for his team's next match.

Coaches are responsible for their players, parents and guests on the sideline. No team or club official may enter the field of play regardless of the circumstances unless that person has been given permission to enter the field of play by the referee.

Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the Tournament Committee and a more strenuous penalty, which is not subject to appeal, may be employed.

PROBLEMS/QUESTIONS

In the event of a problem, or if a team has a question about the tournament, they should first check with the Site Coordinator at their respective field location. The Site Coordinator will check periodically with the Tournament Headquarters and can handle most problems. The Tournament Director will ultimately decide all issues not resolved on the field locations. All decisions of the Tournament Director are final.

REGION 1 POLICY REGARDING APPLICATION TO HOST A TOURNAMENT

Region 1 has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region 1. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region 1 teams to travel to tournaments within Region 1.

The new policy states that any US Youth Soccer State Association teams within Region 1 that is accepted into a tournament in Region 1 do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

"Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission). An approved team roster does need to be provided to tournament officials, along with current player passes from its organization."

NOTE: Two states have an exception to this policy: Connecticut and New Jersey.

NATIONAL STATE ASSOCIATION IN REGION 1

Connecticut Jr. Soccer Assn. – Must provide Permission to Travel
Delaware Youth Soccer Assn.
Eastern New York Youth Soccer Assn.
Eastern Pennsylvania Youth Soccer Assn.
Soccer Maine
Maryland Youth Soccer Assn.
Massachusetts Youth Soccer Assn.
New Hampshire Soccer Assn.
*New Jersey Youth Soccer Assn. – Must provide Permission to Travel
New York State West Youth Soccer Assn.
Pennsylvania West State Soccer Assn.
Soccer Rhode Island
Vermont Soccer Assn.
Virginia Youth Soccer Assn.
West Virginia Soccer Assn.

TEAM CONTACT

At registration, each team is required to provide local contact information, such as the name of the hotel where the team is staying (if applicable) and cell phone numbers for the coach and team manager. These contacts must be available at all times during the tournament. Also at registration, you will sign for a copy of the official tournament schedule for your team. Please review this schedule as changes may have occurred since the schedule was first released.

TOURNAMENT HOTLINE INFORMATION

The tournament hotline will be 757-833-3736. Updates will be made daily by 7AM during the tournament, as applicable.

DISCLAIMER

No requests for application fee refunds after acceptance will be considered.

Playing Rules

- All re-starts must be taken **within four seconds** of the ball being ready for play.
- **A player can not touch the opponent before the ball when attempting to win possession of the ball.**
- Players **must** be at least fifteen feet from the ball on free kicks (10 feet on kickoffs).
- If a player is sent off, the team must play down a man for two minutes or until the opposing team scores a goal. The team can only then substitute if the opposing team is eligible to have more players on the court than the team of the player that was sent off.
- Goal keeper can not re-handle the ball until it has passed the half line or until it has been played by an opponent.
- Restart for the sideline out of bounds is a kick-in (kicker can't have either foot on field).

- All fouls against a player and fouls for handling the ball are direct free kicks.
- Technical violations are indirect free kicks.
- Kick-ins are indirect.
- Goal kicks are thrown by (only) the goal keeper, are indirect and can't cross midfield in air. Indirect free kick will be given as a result of this infraction.
- A "Second whistle" is not required for normal restarts.
- Substitutes are on the fly, player off before substitute on.
- There is no offside.
- A goal can be scored from the kick-off.
- On free kicks, the ball is in play when it is touched and moves (except kicks by teams inside their own penalty area).
- On free kicks by a team inside their own penalty area, the ball is in play when it leaves the area.
- The penalty spot is twenty feet from the goal line instead of thirty feet.
- The field dimensions are all smaller than soccer.
- The ball is smaller and has much less bounce.
- The teams are five-a-side (need five to start and three to continue a match).
- The matches consists of a 25 minute game with teams switching ends at the 12 minute mark.
- The ceiling is out of bounds. IFK taken where ball struck ceiling.
- Corner kicks are the same as soccer.
- Only the goal keeper can wear pants. All other players wear shorts.
- There is one referee; his/her decisions are final. The referee is normally located outside the touchline near midfield.