

BISON INDOOR CUP RULES

FIFA rules apply unless otherwise specified.

- ❖ Players must be enrolled in grade 12 or lower, be properly registered with a member organization of the United States Soccer Federation (TSSA, US Club Soccer, etc.) and have a valid laminated player card and medical release. Use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament. Players may play on only one team per age group. May play on another team in a different age group. Coaches are responsible for the players' conduct at all times.
- ❖ Team Size for U15 and older is a maximum of five players on the field of play at one time. Roster size is a minimum of six and a maximum of 10 players. Rosters are frozen after the first game is played. Teams must have three players to start a game or it is considered a forfeit which gives the winning team 10 points and the forfeiting team zero points.
- ❖ Team Size for U14 and younger is a maximum of six players on the field at one time. Roster size is a minimum of seven and a maximum of 10 players. Rosters are frozen at check-in. Teams must have four players to start a game or it is considered a forfeit which gives the winning team 10 points and the forfeiting team zero points.
- ❖ Equipment of the players must include shin guards worn at all times. Players may not wear shoes that mark the gym floor. The safety of any medical equipment such as casts or braces must be approved by the referee. All field players must wear the same color shirts with individual numbers imprinted on the shirts (or be approved by tournament director). If two teams have similar colored shirts, the home team must change to an alternate color. Goalkeepers must wear a shirt of different color from either team.
- ❖ Prior to play, teams must enter through the designated team entrance. Teams may practice **ONLY** in designated warm-up areas. Any balls coming onto the field of play from warm-up areas will be held at the scorer's table until the end of the team's last game of the tournament. Teams must be ready and in the staging area five minutes before game time. Teams must immediately take the field at the conclusion of the preceding game unless a break is scheduled. **TEAMS NOT ON THE FLOOR WITHIN TWO MINUTES AFTER THE CONCLUSION OF THE PRECEDING GAME WILL FORFEIT THAT GAME.** The team listed first on the schedule is designated as the home team. The home team will defend the goal closest to the gym lobby.
- ❖ Duration of play will be one 18-minute period with no half-time. Game length may be

adjusted to maintain the schedule or to compensate for inclement weather. Games may be played either earlier or later to accommodate needed schedule changes.

- ❖ Start of Play at the beginning of the game and after each goal will be by a kick-off of the visiting team. **KICK-OFFS MAY ONLY BE PLAYED BACKWARD.**

Ball is out of play when it wholly crosses the touchlines or goal lines at the sides and ends of the field play. The restart will be by kick-in instead of throw-in. Kick-ins are indirect. The ball is also out of play when it strikes the ceiling or any object suspended from the ceiling. The kicker must serve a one-minute penalty and the restart will be an indirect free kick for the other team from a spot directly underneath where the ball struck the ceiling or object.

- ❖ Free substitution will be allowed at any time from the team's side of the field of play in the area between the team's bench and the halfway line. Substitutes must wait for the players that are leaving the game to cross the touch line before the subs may enter the field of play.

Offside rules will NOT apply.

Goal kicks and Corner kicks are direct and are taken from on or behind the appropriately designated positions. Goal kicks may cross the half line in the air.

Goalkeepers may only throw a ball that is in their hand(s). Punting or drop kicking a ball will result in an indirect free kick for the other team from a spot closest to the point at which the foul occurred but no closer than 10 feet from the goal. Goalkeeper may not throw the ball in the air past the half line.

Direct Free Kicks are direct and Indirect Free Kicks are indirect. Players on the defending team must remain a minimum of 10 feet from the spot of the kick. Free kicks will be taken from the spot of the foul.

- ❖ Fouls committed by a team inside its own penalty area will be addressed as:
 1. Direct free kicks will be penalty kicks. Penalty kicks will be taken from the top of the key closest to the goal with the goalkeeper defending and the game clock stopped.
 2. Indirect free kicks will be taken from a spot closest to the point at which the foul occurred but no closer than 10 feet from the goal.Five team fouls in one game will result in a penalty kick for the fouled team. For each additional three fouls the team accumulates, an additional penalty kick will be awarded to the fouled team.

- ❖ Ejected players cannot play in the remainder of the current game and the team's next

game. Players ejected in two games will be ejected from the tournament. Players damaging school property will be ejected from the tournament.

Cautions (yellow cards) result in a one-minute penalty served by the offending player in the penalty box. Substitution of a cautioned player is not allowed. Two cautions (yellow cards) in one game constitute an ejection (red card).

Delaying the game by deliberately kicking or throwing the ball out of bounds will result in an automatic caution (yellow card).

Slide tackling will result in an automatic caution (yellow card).

- ❖ Penalty time is served in the penalty box by the scorer's table. The scorer is responsible for keeping penalty time. Penalty time given to a goalkeeper may be served by another player. Players serving penalty time may not be substituted for; teams must play a player down. A goal scored by the other team cancels the remaining penalty time.

Point system results in a maximum of 10 points per game: Win=6 points, Tie=3 points, Loss =0 points, Shut Out= 1 bonus point, Each goal scored=1 bonus point (maximum of three per game).

Tiebreakers will be used if, after calculation of the above, a tie still exists between two or more teams.

1. Head to head
2. Goal differential (Max of 3 per game)
3. Fewest total goals allowed
4. Most shutouts
5. Most total goals scored (Max of 3 per game)
6. Shootout

Tied finals or semifinals will, after a two-minute break, go directly to a 10 minute golden goal "play down" where one field player from each team leaves the floor at one-minute intervals until a goal is scored. There are no substitutions. "Play down" will go until two players are left on the field. If still tied after 10 minutes, 3 penalty kicks will be taken by players chosen by the coaches (do not have to be on the field in overtime). If still tied, alternating penalty kicks will be taken by players that have not yet taken a penalty kick until one team makes and one team misses in the same round.

Protests will not be allowed. Officials' (two game referees, scorekeeper, timekeeper, head referee) decisions are final regarding interpretation of facts or rules. Any official has the right to remove any unruly player, coach or spectator from the premises.