

# Lenape Valley Soccer Club

## 2010 Indoor Futsal Tournament Rules

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Welcome to the **Lenape Valley Soccer Club's 3 v 3 and 4 v 4 Tournaments.**

- 1) No smoking or alcoholic beverages ANYWHERE on school property.
- 2) All food and drink MUST be kept out of the gymnasiums, and should not be left unattended.
- 3) Small children MUST be supervised. They are not to be left alone to wander the building.
- 4) Participants and spectators are expected to stay in the designated areas of the school.
- 5) No soccer balls are allowed outside of the gym.

Reminder to those of you who are the adults responsible for the team:

- You are responsible for the conduct of the players while they are not playing, but once the game starts, you are a spectator.
- There will be no coaching in the 3 v 3 tournaments. If a referee feels you are influencing the game, he will warn you once, and then ask you to leave the gym. Part of a player's development is learning to make their own decisions on the field, not relying on someone else to yell instructions from the sidelines.
- U8, U9, and U10 teams will play a 4 v 4 format and may have an adult to help rotate the players during substitutions. Once the game is in play, the adult again becomes a spectator.

### TOURNAMENT RULES

**REGISTRATION:** All teams must register at least 30 minutes prior to their first game. Player passes or photocopies of the passes (both sides) must be presented. Players listed on the registration form who are unable to attend may be replaced by another player, as long as the registration criteria is met. Rosters are frozen once a team starts to play its first game. A team cannot have more than 4 players (or 5 players for U8 U9 and U10 divisions).

**GAMES:** Group games will be 10 minutes long. Ties will stand in group play (no overtime). Playoff games that end in a tie will play sudden death overtime with goalkeepers removed (2v2, or 3 v 3 for U8, U9, and U10). The clock will not stop for substitutions. The clock will only stop on occasions (e.g. injury) at the discretion of the referee.

**SUBSTITUTION:** There will be substitutions at the first natural stoppages after the 2 1/2 minute, 5 minute and 7 1/2 minute marks of the game. U8, U9, and U10 divisions will substitute at the first natural stoppage after the 2, 4, 6 and 8 minute marks of the game. A natural stoppage would be a free kick, ball out of play, injury or goal. At each substitution, the player entering the game becomes the goalkeeper, the goalkeeper becomes a field player, and one of the field players goes out as a substitute. The order of substitution must be given to the scorekeeper by the team captain prior to each game. The order must be set so each player serves the proper time as goalkeeper, field player and substitute. In a playoff game that goes to overtime, substitution will continue at the same intervals.

**GOALKEEPER:** The goalkeeper shall be designated by the wearing of a scrimmage vest (supplied by the tournament). The substitute entering the game as the goalkeeper should have the vest on when they come in, while the goalkeeper moving to a field position should take his/her vest off and give it to the field player going out as a substitute. Play will not be delayed to exchange gloves or other equipment. The goalkeeper may use his/her hands anywhere inside the penalty area (basketball court 3 point line). Back passes from field players to the goalkeeper may not be picked up/touched with hands. All distributions (throw or kick) must touch a player or the floor before entering the opposing penalty area, unless the goalkeeper has placed the ball on the ground and dribbled with possession outside the area.

**RESTARTS:** The defending team must give 8 feet on all restarts. The following rules apply:

**Kickoff:** Indirect kick may be played backward.

**Side out of Bounds:** Direct kick from where the ball went out of play.

**Goal Kick:** Indirect kick taken on the endline. Ball must touch a player or the floor before entering the opposite penalty area. Goal kicks can be played to goalkeeper, but (s) he cannot pick up/touch with hands.

**Corner Kick:** Direct kick from the corner of the playing area

**Free Kick for a Foul:** Direct kick taken from the place of the foul.

**Free Kick for a direct kick foul committed inside the penalty area:** Penalty kick from the top of the 3 point circle.

**Free Kick for an indirect kick foul committed inside the penalty area:** Direct kick from the top of the 3 point circle.

**Ball hits ceiling:** Direct kick underneath spot where ball hit ceiling (treat as indirect if in the penalty area).

**Play Stopped for Injury:** Drop ball.

**INJURIES/MISSING:** An injured player who leaves the game may not re-enter until the next automatic substitution, and must re-enter in his/her normal spot in the rotation. If in the opinion of the referee and/or scorekeeper, an injury is being faked to alter the substitution rotation, the team will automatically forfeit the game. If an injured player cannot resume play, the remaining players must continue to rotate the goalkeeper position at each automatic substitution. If a player is missing for a whole game, only the remaining members of the team play the rest of the tournament.

**MISCELLANEOUS:** Winning team captain must pick-up the scorecard and present it to the tournament director for posting. No warm-up prior to games. **NO SOCCER BALL SHOULD BE BROUGHT INTO THE BUILDING.** The tournament director will determine disciplinary action for a player receiving a red card.

### **RULE CLARIFICATIONS**

- A team may make changes to the players listed on their registration form and roster up until the start of their first game. Players who were on the original registration form can be replaced up to the start of their first game.
- No medical situation will allow a player to bypass their turn as the goalkeeper (i.e. cast, splint, etc)
- If a team is reduced to three players (injury, illness, early departure), the team may continue to play, with the three remaining players rotating for the goalkeeper position each substitution stoppage. If a player misses part of a game due to injury, they may play the next game. If a player misses an entire game due to an injury, then they may no longer participate.
- If a team starts a tournament with the maximum number of players, they are the only players who can compete for that team. If a team starts the tournament down one player, they may add one more player prior to their third game. Once they have started their third game, they may no longer add a player.
- Protests – There will be no protests.
- Yellow Cards
  - A yellow carded player will not be allowed further play in that game for 2 minutes but may be substituted for. The Yellow carded player must sit next to the scorers table in the designated penalty area. At the expiration of the penalty, the player will resume his position in the rotation at that time.
  - A second yellow card to the same player during the game will exclude the player from further play in that game and may not be substituted for. The penalized team will play shorthanded for the remainder of the game.
  - If three yellow cards are issued to the player during the tournament, the player will not be allowed further play in the tournament.
- A Red cards
  - A Red carded player will not be allowed further play in that game and may NOT be substituted for.
  - A Second red card to the same player during the tournament will exclude the player from further play in the tournament.
  - Intentionally boarding opponent, in the opinion of the referee, will constitute a red card.
- **SLIDE TACKLING IS NOT PERMITTED**

## **POINT STRUCTURE**

- *Scoring System: 6 points will be awarded for a Win, 3 point for a tie, 0 for a loss. In Addition, a bonus point will be awarded for each goal scored (win, lose, or tie) up to a maximum of 3 per game. A bonus point will also be awarded for shutout win.*
  - *Thus the following points can be achieved:*
    - *Win and score 3 or more goals 9 points (10 if a shutout)*
    - *Win and score 2 goals 8 points (9 if a shutout)*
    - *Win and score 1 goal 7 points (8 if a shutout)*
    - *Tie and score 3 or more goals 6 points*
    - *Tie and score 2 goals 5 points*
    - *Tie and score 1 goal 4 points*
    - *Tie and score 0 goals 3 points*
    - *Lose and score 3 or more goals 3 points*
    - *Lose and score 2 goals 2 points*
    - *Lose and score 1 goal 1 point*
    - *Lose and score 0 goals 0 points*

## **PLAYOFF STRUCTURE**

*The playoff structure will be determined prior to the tournament and will be based on the number of teams and divisions in that age division.*

## **TIEBREAKERS**

### **For Determining Order of Finish Within a Group:**

*1. **Head-to-Head Game:** Result between the two teams during group play. If two teams tied, then:*

- ***Goal Difference:** Group difference during all group games (goals for minus goals against). A maximum of 5 goals (plus or minus) is allowable per game. If goal difference is tied, then:*
- ***Goals For:** Total goals scored during all group games. Again, a maximum of 5 goals per game is allowable. If goals for is tied, then:*

***Goals Against:** Total goals allowed during all group games. Again, a maximum of 5 goals per game is allowable. If goals against is tied, then:*

*2. **Result Against Best Opponent:** Result and score of game against highest finishing common opponent. If both teams have the same result, then the goal difference and goals for (in that order) are used. Again, a maximum of +/- 5 goals per game. If results against best opponent are tied, then;*

*3. **Sudden Death Game / Penalty Kick / Coin Toss:** At the discretion of the tournament director.*

### **For Determining Wildcard Spots:**

*1. **Points in the Standings:** Points (wins, draws, goals scored & shutouts obtained from all group games. If tied, then;*

*2. **Wins in the Standings:** Most number of wins from all group games. If still tied, then;*

*3. **Goal Difference:** Group difference during all group games (goals for minus goals against). A maximum of 5 goals (plus or minus) is allowable per game. If goal difference is tied, then;*

*4. **Goals For:** Total goals scored during all group games. Again, a maximum of 5 goals per game is allowable. If goals for is tied, then;*

*5. **Goals Against:** Total goals allowed during all group games. Again, a maximum of 5 goals per game is allowable. If goals against is tied, then;*

**6. Result Against Group Winner:** Result and score of game against team that finished 1<sup>st</sup> in their respective groups. If both teams have the same result, then the goal difference and goals for (in that order) are used. Again, a maximum of +/- 5 goals per game.

**7. Sudden Death Game / Penalty Kick / Coin Toss:** At the discretion of the tournament director.

**Other Notes Concerning Tiebreakers:**

*If three teams are tied, the tiebreakers are used (in order) to rank one team above or below the other two. If two teams remain tied, those two teams go back to the first tiebreaker until one ranks above the other. Also note that no team forfeiting a game will advance to playoffs. A forfeited game will count as a 2-0 result for calculating points, goal difference, goals for and goals against.*