

Ocean City Recreation and Parks
24th Annual St. Patrick's Indoor Soccer Tournament
Rules and Regulations 2012

The Ocean City Indoor Soccer Rules are based on the Youth and Amateur Edition of the United States Indoor Soccer Association rulebook. If a rule is not specifically covered in this document the US Indoor Youth and Amateur rulebook will be consulted. This book is available at www.usindoor.com.

Eligibility and Team Composition

1. Teams are divided into age divisions of U10, U12, U14, U16, and U18 (age as of 8/1/11) or Open (18+ as of 3/16/12).
2. Coaches should have proof of age for all players. The tournament directors shall immediately rule upon any age eligibility protest announced during a game.
3. Rosters are limited to 18 players and **2 coaches**. Only these players and coaches may be in the bench area. **Ejected players or coaches may not be in the bench area and may be asked to leave the facility if deemed necessary by tournament staff.**
4. Players may only participate on 1 team per age group. For females they must choose either the girls' or the boys' division. For example, they may not be on a U10 boys and a U10 girl's team.
5. A final roster is due at check-in (Friday night between 4 and 10pm & 30 minutes prior to playing)

Game Fundamentals

1. Games are six players a side (including the keeper) ***Exceptions: Games played in the East Gym in the Adult Open Divisions will play five players a side (including the keeper). Games played in the West Gym in the U10 Divisions will play seven players a side (including the keeper).**
2. Teams must have a minimum of **four** players to start the game.
3. The game has two, 17-minute halves.
4. Halftime is up to three minutes in duration.
5. Each team has one, 30-second timeout per game which can only be called when the team has possession and the ball is out of bounds, a dead ball situation, after a goal, or when the ball is in your goalkeeper's possession. Each team receives one 30-second timeout during overtime and timeouts do not carry over from the game.
6. During pool play, games ending in a tie score will be recorded as a tie.
7. **Game time is forfeit time.** Teams must be ready to play at the assigned time. Arrive **at least** 15 minutes prior to your contest. A forfeit is a +/-10 goal differential.
8. If at anytime in the second half a team leads by 10 goals, the game is over. (Mercy Rule)

Equipment

1. Ocean City Recreation and Parks shall provide all game and warm-up balls.
2. Absolutely no jewelry is permitted. Medic-Alert tags are not jewelry if properly covered.
3. Each player must wear a matching color jersey with a number on the back of the jersey.
4. The goalkeeper's jersey must be different from that of the rest of his/her team and the opponents.

5. **All players must wear shin guards.**

6. Any braces and/or casts must be properly padded as to not endanger any player. The game officials shall approve these prior to each contest.

Playing Rules (Based on US Indoor Soccer Association rules)

1. Any ball that leaves the playing area, hits the netting above the dasher walls, strikes the ceiling, contacts the divider curtain is out of bounds. Play will be restarted with a free kick or goalkeeper distribution as appropriate.
2. **Goalkeeper distribution** is a restart method in which the goalkeeper may throw or punt the ball. It is used when an attacking player last touches a ball before it goes out of bounds between the corner marks.
3. All **restarts after a foul** are direct and **do not** require an official's whistle, but may be used as directed by the official.
4. For all **out of bounds restarts** there shall be **2 whistles**, one to stop play and one to start play. This is a guaranteed substitution. **In the last 2 minutes of the second half and in the last 2 minutes of overtime there are no guaranteed substitutions. Substitutions may be made "on the fly" at any time.**
5. There are no offsides.
6. Slide tackling is illegal. Goalkeepers may slide in order to protect the goal.
7. Any ball striking or flying over the gym partition (curtain) is out of bounds.
8. Kickoffs in the East Gym will occur from the top of the goal box. In the West Gym kickoffs will be from mid court.
9. Running full speed into the dasher walls and/or breaking ceiling insulation can both be cited as "damage to the facility" and penalty time may be assessed.
10. Goalkeeper possession is relative to the position of the ball, not the person.
11. For all restarts a minimum of 10 feet of space **must** be given by the defense.
12. The goalkeeper must play the ball within 5 seconds of gaining control with his/her hands.
13. The goalkeeper may not handle a ball that is passed back by a teammate.
14. The only time a penalty kick is awarded after a foul is committed in the penalty box is when a card is issued for the infraction.
15. Any player who is found to be bleeding must be removed from the game until the bleeding is appropriately bandaged. If the uniform is saturated with blood the uniform must be changed prior to the player returning to the game.
16. The officials have the authority to rule on any point not covered by these rules or the US Indoor Soccer Youth and Amateur Rule Book.

Fouls and Misconduct

1. Any penalty of two minutes (**unless otherwise noted in these rules**) shall be served by the offender and will terminate if the opposing team should score. A penalty of five minutes shall be served entirely regardless of the number of times the opponent scores.

2. The officials will only be using **Blue and Red cards** for fouls and misconduct. **Blue** cards will carry a penalty of two minutes. **Red** cards will carry a penalty of five minutes that are non-releasable. **A player who receives three blue cards in the same game will be shown a RED card. Ejection from the game shall occur and the participant will be ejected from playing in the next scheduled game.**
3. Dissent against the official will result in a **non-releasable** two minute (blue card) penalty. The team will play down a player regardless of an opponent score. Foul and abusive language directed against an opponent, player, staff member or the official will result in a 5-minute RED card penalty. The team will play down a player regardless of an opponent score.
4. A field player shall serve penalty time charged to the goalkeeper unless the official rules the foul to be flagrant in nature. In those cases the goalkeeper shall serve his/her penalty time.
5. **Unsportsmanlike conduct from the coach/bench** shall result in a **non-releasable** two minute penalty. The team will play down a player regardless of an opponent score.
6. An ejection (red card) results in the offender being ineligible to participate in the current game and at **least one** subsequent game. A member of the offender's team shall serve a 5-minute nonreleasable penalty. Following the 5-minute powerplay the team will be back to full strength. The offender's team does not play down for the entire contest (except when the ejection occurs with less than 5 minutes remaining in the contest).
7. Any player or coach who is ejected will be suspended from the contest they are currently playing and the next scheduled game. The tournament directors will make a ruling on the exact penalties after discussions with the game officials, scorekeepers, and team personnel.
8. Any player or coach that receives a **red card** at the **end of an elimination game** will be subject to disciplinary action in any future tournaments in which they choose to participate.
9. Tournament directors, officials and facility staff may eject team members, coaches, and spectators from the facility for any reason they deem necessary to provide safety and maintain control of the event.
10. Any team or person who is ejected from our tournament indefinitely will be reported to The Mid-Atlantic Recreation and Sports Alliance. For more information contact www.marpsa.com

Playoff Information

1. Playoff brackets will be single elimination and updated as soon as the staff has all relevant information.
2. Games that end in a tie will have a five-minute sudden death overtime period with **each team playing a man down**. A coin toss will determine kick-off and direction of play. All other game rules still apply. If the game remains tied **penalty kicks** will be used to determine a winner.
3. Each team will select 5 players for the **penalty kicks**. From those five, 3 will be selected to shoot. Each team will use the keeper in place at the end of the contest (only changed if injured). After each team has taken 3 shots the team with the most goals shall be declared the winner. If the score is still tied then we go into sudden death, where each team takes a further one penalty each, repeated until only one team scores, resulting in the winning of the game. The remaining two players shoot first and then it starts back with the first shooter. (The goalkeeper may be selected to shoot.)
4. Teams will be seeded in the playoffs by pool play record. The following tiebreakers will be used when necessary.
 1. Head to Head competition.
 2. Fewest Goals allowed.
 3. Plus/minus goal ratio
 4. Coin Flip

