

TOURNAMENT RULES

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at Indoor Sports Pavilion.
16 West Hanover Ave. Randolph, NJ 07869

Tournament Director:

Tim Ertl 862-242-6455 tim@ispeventcenter.com

Tournament Director:

Ollie Hilliker 609-651-6932 ollie@nationalsportgroup.com

REGISTRATION

Team Check-in/Registration Requirements

Current Original Player Passes; either USYS State Association or US Club Soccer passes. If team does not have USYS or US Club Soccer Passes, then either a birth certificate, or passport must be sent to the tournament director.

Current Original Roster; either USYS State Association or US Club Soccer roster. A copy of the official roster must be left at HQ for the duration of the event. If you do not have an official state roster, then the ISP Ultimate Winter Challenge Roster can be used.

Guest Players identified: Written on front of Roster

All rosters & player passes or age verification documents, must be emailed to ollie@nationalsportgrup.com and tim@ispeventcenter.com prior to the state of the event.

IFAB Rules will be used with the following exceptions:

Roster Sizes:

- Teams are limited to players identified at registration, and the players dressed for each game are limited to the following sizes
- 7v7 teams are limited to 14 players identified at registration

No Build Out Line (7v7).

Heading.

Deliberate heading is not allowed in U11 and below games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Ball Size:

Size 5 U13 and up

Size 4 U12 and below

Game Duration:

25 minutes (no half time) * All teams are guaranteed 3 games.

Time is kept by the clock not the referee.

The game starts and finishes on the buzzer.

Substitutions:

Unlimited substitutions “on the fly”: The player coming off the field needs to be completely off the field before the “new” player can enter the field. Failing to do so will result in a yellow card for the player entering the field. Players must exit and enter from the center line whenever possible. Under no circumstances may substitutions be after the game has ended in a tie where penalty kicks will be required to determine a winner.

Home Team / Away Team:

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist. The Away Team starts with kick-off. Home team decides which goal to defend.

Forfeits:

Teams not at the field ready to play with a minimum of 4 eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 5 – 0. Teams forfeiting games will not be able to advance to any potential playoff rounds.

Player’s Equipment:

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than 1/2 inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.

Rules for Advancement:

Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) point for each Tie

Zero (0) points for each Loss

*In the event of a tie in points at the end of bracket play; the winner for advancement to Semi- Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3-team tie, proceed to the next tiebreaker)
2. Goal differential, maximum of +/-5 per game (Team wins 6-0, gets +5 GD, losing team gets -5)
3. Goals For (maximum of 5 goals per game)
4. Goals Against (maximum of 5 goals per game)
5. Most Shutouts.
6. Penalty Spot Procedure (3 Penalty kicks per team).

When the tiebreaker system is used, the criteria are followed from 1 through 5 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains.

Resolving Ties in Semi-Final and Final Match:

If the semi-final or finals match are tied at the end of regulation time, the game will be decided by the Kicks from the Penalty Spot Procedure. 3 Penalty Kicks per team. Using only the players remaining on the field at the end of the game. It will go to "sudden death" Penalty Kicks in case there is a tie after the first 3 penalty kicks for each team. Every player on the field must take a penalty until another player can take a second penalty.

Protest:

There will be no official protests. All officiating/tournament decisions are final.

Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field. No spectators are allowed behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated.

Coaches.

A maximum of 3 coaches is allowed per team at games. No exceptions!

Out of Bounds.

The ball is out when it has entirely crossed the line. Indoor Sports Pavilion, LLC is not a continuous play facility and therefore the nets are out of play.

Goals.

Can only be scored by usual methods. Goal cannot be scored from side-line kick-in.

Offside.

There is no offside.

Cards.

If a player gets a red card, the team plays 1 player short for the remainder of the game. If a red card is received during a tournament, the player may not play in the next game.

Free Kicks.

Defenders must be at least 5 yards from the ball.

Penalty Kick.

All players must be outside the box and behind the ball. All penalty kicks will be taken from 1 yard outside the penalty box.

Throw In.

There is no throw in. Balls will be kicked in. Defenders must retreat at least 5 yards.

Goal Kick.

Cannot cross the halfway line on the fly. The ball must touch goalkeeper's half of the field or any player. No punting or drop kicks are allowed. Ball must be on the ground if kicked by keeper after a save.

Corner Kick.

Defenders must retreat at least 5 yards.

Kick Off.

Indirect.

Scoring.

Goals can be scored from anywhere on the field.

Ceiling/Beams.

Any ball that hits the ceiling or beams is a dead ball, which results in the other team taking control of the ball starting with an in-direct free kick at the midline.

Slide Tackling.

Slide tackling is not allowed if there is risk of physical contact between players. If this should occur, it is an automatic yellow card (see cards above)

ISP Ultimate Winter Challenge Event Champions

Only the winning team (max 14 players) will receive an award.

All rules and regulations of the Indoor Sports Pavilion, including, but not limited to, regarding behavior/conduct, food on the field, etc. must be adhered to without exception. All violations of the rules and regulations shall be strictly enforced.