



## Hub City Soccer Club Winter Invitational

### Tournament Rules

#### LAW 1 - THE PITCH

- Length greater than width
- Penalty spot – 7 yards from the goal line
- Designated team areas for coaches and subs only
- Spectators are located opposite side from bench areas

#### LAW 2 - THE BALL

- Regulation Age Group Appropriate Outdoor Soccer Ball

#### LAW 3 - THE NUMBER OF PLAYERS

- Maximum number of players is 5 (one of whom is a goalkeeper)
- Minimum number of players to start and finish a match is 3 (one of whom is a goalkeeper)
- Substitution Limit: None
  - Substitution Method - "Flying Substitution". All players but the goalkeeper enter and leave at the halfway line. Goalkeeper substitutions can only be made when ball is out of play and with referee's consent. Improper substitution shall result in a caution for the player not complying with the law, and the restart is an Indirect Free Kick (IDFK) from spot of improper substitution

#### LAW 4 - THE PLAYER'S EQUIPMENT

- Standard Required Equipment:
  - Numbered shirts or jersey
  - Socks
  - Protective shin guards covered by socks
  - Goalkeepers will wear a jersey to distinguish themselves from the other players (no number required)
  - No jewelry
  - Surface Appropriate Footwear
  - Home team will change jersey colors in the case of a conflict

#### LAW 5 - THE REFEREE

- Primary Referee shall be positioned opposite the team benches
- Two Referees shall be used in U15 and older games

#### LAW 6 - THE ASSISTANT (SECOND) REFEREE

##### TIMEKEEPER

- There will be one master clock for all fields
- With running clock, the end of a half or the game will be a horn or other sound. May be referee's whistle

**LAW 7** - DURATION OF THE MATCH

- Duration - Two equal halves of 18 minutes
- Running clock, no time outs. A half shall be extended for the taking of a penalty kick
- Halftime – Two minute half time interval

**LAW 8** - THE START AND RESTART OF PLAY

- Kickoff - Ball deemed in play once it has been touched and moved. The kicker shall not touch ball again before being touched by another player. Goal may NOT be scored directly from a kickoff
- The visiting team shall kick off in the first half. The home team shall kick off in the second half

**LAW 9** - THE BALL IN AND OUT OF PLAY

- Ball out of play –
  - When the ball has wholly crossed the goal line or touchline
  - When game is stopped by a referee
  - When the ball hits the ceiling, a light fixture, support beam, etc, an indirect free kick shall be given to the opposing team at the point directly below where the contact was made. If inside the penalty area, the kick shall be moved outside the penalty area

**LAW 10** - THE METHOD OF SCORING

- When the whole ball has passed over the goal line, between the goal posts, under the crossbar and provided there is no infringement of the laws committed by the team scoring the goal
- The team with the greatest number of goals is winner of match and equal goals results in a draw

**LAW 11** - OFFSIDE

- There is no offside offense

**LAW 12** - FOULS AND MISCONDUCT

- An indirect free kick is awarded when a player intentionally commits any of the following offenses (penalty kick shall be awarded when infringement takes place in penalty area)
  - kicking or attempting to kick an opponent
  - tripping or attempting to trip an opponent
  - jumping at an opponent
  - charging an opponent
  - striking or attempting to strike an opponent
  - spitting at an opponent
  - holding an opponent
  - pushing an opponent
  - handling the ball (except goalkeeper in his/her penalty area)
- Indirect free kick (IFK) when any of the following offences is committed
  - dangerous play
  - impeding
  - sliding at an opponent (except a goalkeeper inside his/her own penalty area while making a save)
  - preventing the goalkeeper from releasing the ball
  - goalkeeper picks up or touches the ball with his hands after a pass from a teammate
  - goalkeeper picks up or touches the ball with his hands after a kick-in from a teammate
  - goalkeeper controls the ball with any part of body for more than 4 seconds
- Players shall be cautioned (shown a yellow card) for infractions as outlined in the Laws of the game
- Players shall be sent off (shown a red card) for infractions as outlined in the Laws of the game
- Rules of expulsion
  - players or coaching staff members sent off may not return for the duration of the match, and may not participate in the next match for that team
  - the team of any player sent off will play short for the duration of that match

- Accumulated Fouls
  - Accumulated Fouls refer to the fouls noted in Law 12, under bullet point 1 (Penalty Kick Fouls)
  - Once a team has accumulated 5 fouls in any one half, starting with the 6<sup>th</sup> foul (and for any and all subsequent fouls), a penalty kick shall be awarded

#### **LAW 13** - THE FREE KICK

- Indirect free kicks (IFK) shall be awarded for any of the IDFK infringements or any other undefined stoppage. Team cannot score directly from an IDFK
  - Opponents at minimum 2 yards/6 feet until ball is in play
  - Kick must be taken with 4 seconds and ball is in play when it has been kicked and moved
  - Kicker cannot play the ball again until it has been touched by another player

#### **LAW 14** - THE PENALTY KICK

- To be taken from the penalty mark (7 yards from the goal line) by a properly identified kicker
- The kicker must shoot at goal with the intention of scoring
- All players (other than the goalkeeper) must be out of the penalty area and behind the ball
- The kicker shall not play the ball a second time until the ball has been touched by another player

#### **LAW 15** - THE KICK-IN

- To be taken in place of the throw-in
- The ball is placed on the touchline before kicking
- The kick-in must be taken within 4 seconds
- The kick-in player cannot play the ball a second time until the ball has been touched by another player
- Players from opposing team must be at least 2 yards/6 feet from point of kick-in
- Cannot score directly from a kick-in

#### **LAW 16** - THE GOAL CLEARANCE

- To be taken in place of goal kick
- Taken from inside the penalty area, the goalkeeper throws the ball into play
- The ball is not in play until it has passed outside of the penalty area
- The throw in must be taken within 4 seconds.
- U14 and below - The Goal Clearance must touch the floor outside the penalty area of goalkeeper's own side of court or another player before passing over the half line. Violation will result in an indirect free kick from the spot crossing the half line
- U15 and above - The Goal Clearance has no limitations. May be thrown over the half line with no violation.
- The goalkeeper cannot score directly from a throw in

#### **LAW 17** - THE CORNER KICK

- Ball placed on the corner
- Must be taken with 4 seconds, failure to do so results in an indirect free kick to the opposing team from the corner
- The kicker cannot play the ball a second time until the ball has been played by another player
- Players of the opposing team must be at least 2 yards/6 feet from the corner
- A goal can be scored directly from a corner kick

#### **ADDITIONAL**

##### GOALKEEPER (RUN OF PLAY)

- May handle ball in goal area
- May not handle the ball from a kick in or a ball intentionally played to the keeper from the foot
- Keeper has 4 seconds to release ball
- During the run of play, a goalkeeper may throw the ball out, or may drop the ball to his/her feet and play it out with the foot. But, a goalkeeper may not punt the ball. A goal may not be scored directly from the keepers hands

#### GOLDEN GOAL OVERTIME (playoff games, quarter, semi's, and finals)

- Each team will begin overtime with 5 players.
- Kick off decided by coin toss
- First team to score wins
- If no goal scored after 2 minutes of play each team will remove a player (4 v 4).
- If no goal scored after 4 minutes of play each team will remove another player (3 v 3).
- If no goal scored after 6 minutes of play, the match will go to a penalty kick shootout.

#### PENALTY KICK SHOOT-OUT (only after overtime in advancement games)

- Main referee decides goal to be used.
- Coin toss to decide order
- 3 kicks taken by 3 different players selected among eligible players with names given to main referee. (eligible players are all players listed on roster)
- After 3 kicks, if still tied additional kicks will be taken by the remaining eligible players on a sudden death basis. All eligible players must kick (unless injured) before a player may take a second kick (applying the theory of reduce to equate)
- Any eligible player may change places with goalkeeper
- Players will remain on opposite half of pitch

### **STANDINGS AND TIE BREAKERS**

- Team advancement from a bracket will be determined by the following point system:
  - WIN** – 3 Points
  - LOSS** – 0 Points
  - TIE** – 1 Point
  - RED CARDS** – 1 Point deducted for each red card or send off (includes players and coaching staff)
- Maximum points per game are 3. A team that receives a forfeit or bye will receive 3 points for that scheduled game. A team that forfeits a game by not showing up will not be allowed to advance to the championship rounds
- No overtime will be played during group competition

### **TIE BREAKING PROCEDURES**

- Within a division, if after the completion of the preliminary rounds, two or more teams are tied, the following will be used sequentially to determine which team advances to the semi-final and championship rounds
  - 1) Winner of head to head competition unless 3 or more teams are tied.
  - 2) Fewest goals allowed
  - 3) Best goal differential (goals for minus goals against; max of 4 goals per game).
  - 4) Kicks from the penalty spot
- In the case of a 3 (or more) team tie within a bracket the following tie-breaker will be used until a team is eliminated then the process starts again with the remaining teams:
  - 1) Fewest goals allowed
  - 2) Best goal differential (goals for minus goals against; max of 4 goals per game)