

## **LaGrange Soccer Club – Indoor Tournament Rules (large field)**

- Teams must register 30 minutes prior to scheduled kickoff of their first game.
- Games are 28 minutes in length.
- Teams absent at the start of a scheduled game will forfeit, and be charged with a loss with zero goals scored.
- Only registered players with valid player passes will be allowed to participate. A team roster, player passes, medical release forms and approved Guest Player Release forms (if appropriate) must be presented at Registration before starting play.
- Players may not play for more than one team per bracket (AM, PM or Eve) at the same time.
- A maximum of 3 Guest players are allowed per team.
- Casts of any type and ALL jewelry are strictly prohibited.
- The tournament will be held snow, rain or shine. There will be no refunds for non-appearance due to weather.
- All rules are F.I.F.A. rules except where stated otherwise.
- All matches are continuous clock and there are no halftime breaks.
- Coaches are responsible to have their team ready to play within 2 minutes of the finish of the previous game.
- The home team is the team listed on the left side of the schedule.
- The visiting team will kick off.
- Substitutions allowed with referee's permission
- Balls over the touchline will be THROWN IN.
- Balls hitting the ceiling or fixtures which are within the boundaries of the field of play are in play and play will continue.
- Slide tackling is prohibited and will be considered Dangerous Play, and result in an indirect free kick.

### Scoring shall be as follows:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout
- **MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED**
- A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)
- A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).
- Forfeits: a team winning a game by forfeit shall be credited with a 1-0 win, with 6 points awarded. No points will be given for goals or shut out.

In the event of a tie in points at the end of bracket play, the winner will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Fewest goals against.
3. Most total wins.
4. Most shut outs.
5. If a tie still exists after steps 1 through 4, FIFA Kicks from the Penalty Mark will be taken by each team to determine the winner.

Playoff Game: If a playoff game ends in a tie, it will revert back to tie breaker rules.

- A player or coach who receives a **RED CARD** is **AUTOMATICALLY EJECTED FROM THE ENTIRE TOURNAMENT**, and the team must play short for remainder of that match.
- Two **YELLOW CARDS** to any player or coach during a match will result in a **RED CARD**.
- Decisions of the referees and tournament committee are not subject to appeal.
- The tournament director can adjust tournament schedule at any time for the best interest of the tournament.
- The tournament committee shall have final say over anything not covered in these written rules.
- **Each team must bring an alternate set of jerseys.**
- In the event of a conflict of colors, **the home team must change.**
- All participants and spectators will be expected to observe the game in progress from designated spectators only and not block entrances, exits, etc.
- Each team and player participating in the tournament does so at his/her own risk and agrees to accept all responsibility for any injuries. LaGrange Soccer Club, Gold's Gym, their officers and tournament officials can not accept any responsibility for any injuries.
- Additional information, material and/or corrections may be issued on tournament day.
- Smoking, alcohol consumption, outside food and outside drink are strictly prohibited throughout the facility.
- Coaches are responsible for team/spectator behavior.
- Games will start and stop with the horn. **There will be no stoppage time.**