

Steel Cup Gametime Fieldhouse Rules

155 Nestle Way, Breinigsville, PA 18031

FIFA Rules apply unless specified otherwise.

1. NO FOOD, GUM, OR DRUNK ON ALL TURF. This includes Halftime.
2. The Gametime Fieldhouse allows for cleats, indoor cleats, or sneakers.
3. All teams will play with 7 players, 6 field players and a goalkeeper. A team needs a minimum of 6 rostered players on the field to begin a game. There will be a grace period of 5 minutes after the scheduled starting time before a forfeit is declared. Once game has begun, a team must field 5 rostered players or the game is declared a forfeit. In case of forfeit, winning team receives a 3-0 win.
 - a. Teams aging from U9 to U12 have the option to play as a 6v6 or 5v5
 - b. Teams aging U13 and up have the option to play as 6V6, 5v5, or 4v4
 - i. Both teams need to come to an agreement and let the referee know before the game begins
 - ii. If teams do not come to an agreement, teams will play 7v7
4. No Offside.
5. Goals can be scored only from the offensive half. A shot originating from the defense half will be treated as an indirect kick for purposes of a goal.
6. The ball is considered out of bounds when it makes contact with any part of the net or ceiling.
 - a. A ball that makes contact with the ceiling will result in that player facing a 2 minute penalty
7. No Boarding. Boarding (hockey checking) may result in 2-minute penalty.
8. No slide tackling towards players. Slide tackling may result in 2-minute penalty.
9. All restarts, other than those as a result of a foul, are indirect kicks. This includes corner kicks. Restarts as a result of a foul are either direct or indirect in accordance with FIFA rules. Penalty kicks are taken 1 v 1, (attacker against keeper) for 5 seconds or one shot. Attacker begins with ball at mid line and keeper begins on goal line. Play stops after 5 seconds or after the shot. Restart would either be a goal kick or a center tap.
10. Defenders must be at least 10 feet from the ball on free kicks or restarts.

11. Opening kick may travel backwards.
12. The outdoor pass back rule to a keeper is in effect. Keeper must have one foot in the penalty area to touch ball with their hands.
13. After gaining control of the ball, the keeper must distribute the ball with a throw (no punting or drop-kicks). The throw may not enter the opposing penalty area until it touches a player, the floor or the wall. Violation of this rule will result in an indirect free kick at the centerline.
14. Goal kick must also touch a player, the floor or the wall before entering the opposing penalty area.
15. Sub on the fly. Players should be off the field before sub enters. Keeper may hold ball longer than 5 seconds to allow subs at referee's discretion.
16. If a player receives a YELLOW CARD, that player will receive a 2-minute penalty. Goalkeepers who receive a YELLOW CARD will also be required to serve a 2-minute penalty. If a goalkeeper receives a yellow card the team will play short one player but you may put in another goalkeeper. If a player receives a second YELLOW CARD, that player will be out for remainder of this game and the team will play short one player for the remainder of the game. If a goalkeeper receives two yellow cards the team will play short one player but you may put in another goalkeeper.
17. If a player receives a direct RED CARD, that player will be out for the remainder of the game and the team will play short one player for the remainder of the game. If a goalkeeper receives a red card the team will play short one player but you may put in another goalkeeper. A player who receives a direct RED CARD is prohibited from playing in any game for the rest of the Steel Cup. Any coach receiving a red card is prohibited from coaching during any game throughout the rest of the Steel Cup.
18. Referees have the ability to issue a 2-minute penalty to any player **without** necessarily giving them a Yellow or Red card (or a combination of penalty and card). Team who receive a 2 minute penalty must play down a man until the referee indicates their penalty is over.
 - a. Referees have the ability to issue a 2-minute penalty to any coach that uses excessive bantering, language, and/or aggression
 - i. Coach issued a 2-minute penalty must exit the field perimeter
19. Game Times - Referee will control the clock.
 - a. All games will be 35 minutes long with no halves
20. ALL PLAYERS MUST WEAR SHIN GUARDS.

21. If a team is leading by 7 goals or more, the leading team must remove one player from the field.
 - a. As soon as the lead is less than 7, the leading team may play with a full field again
22. Home team must change uniform or wear pinnies if referee determines there is a color conflict.
 - a. All teams must bring 2 different colored uniforms
23. Players are only allowed to play with one team per age group. (Exceptions in extreme cases when a team in the same club submits multiple teams and are short on players)
24. Player must have properly completed waiver form to be eligible to play. **If a player plays without this wavier, team is subject to a forfeit.**
25. NO PROTEST ALLOWED.
26. If game is cancelled due to weather conditions, please contact gfricchione@bethlehemsteelfc.com for future dates and updates.
27. STANDINGS - Win =3, Tie = 1, Loss = 0 points
 - a. Tiebreaker Criteria
 - i. Head-to-Head Competition (2-Team tie only)
 - ii. Total Goal Differential Maximum (Maximum 4 goal differential per game)
 - iii. Least Total Goals Allowed
 - iv. Least Red Cards Received/Least Yellow Cards Received