



# Tri-County Sports Complex

## Winter Cup : Tournament Rules

### Rosters

- **Roster Size:**
  - U9 - U19 maximum of 11 players per team
  - Players may not be rostered on more than one team per age division
- **Signed Roster:** A completed TCSC roster, with parent signatures (player signature if over 18), must be submitted 30 minutes prior to the start of your first game.
  - Any player without a signature will not be permitted to participate.
- **Roster Additions:** Players may not be added after rosters are submitted, even in case of injuries.

### Game Regulations

- **Game length:** Each game will consist of one 30 minute period, with running clock and no half-time
  - Final time slots will be determined based on the number of team entries in each division.
  - There will be minimal time between games.
  - At the end of the game, please vacate the field promptly to allow the oncoming teams to prepare for the next game.
- **Clock Stoppage:** The clock will not stop for an injury except during the last minute of play and only at the discretion of the referee.
  - The tournament officials may stop the clock and adjust game times for major injuries.
  - Games that are stopped after 20 minutes of play, and cannot be completed, will be considered final.
- **Home Team:** The home team receives the opening kickoff, and will change or wear pinnies in case of similarly colored uniforms.
- **Number of Players**
  - A minimum of 5 players are required to start/finish a game.
  - Formats

U10 - U14	7 v 7
HS Varsity and JV	6 v 6

- **Jerseys:** All players must have the same color jersey.
  - The goalkeeper jerseys should be a different color from both team's jerseys
- **Shin Guards:** Shin guards are mandatory and must be covered by socks.
- **Casts / Splints:** No casts or splints, unless approved by both the referee and tournament officials.
- **Jewelry:** No jewelry, rubber wristbands or similar items may be worn, unless approved by both the referee and tournament officials.
- **Footwear:** Turf shoes, or flats are permitted - no cleats.

## Game Rules

Standard soccer rules are used with modifications for indoor play.

- **Sliding / Slide Tackling:** Sliding and Slide tackling of any type are prohibited.
  - The only exception is the goalkeeper within their own box
- **Offside Rule:** No offside rule
- **Goalkeeper Distribution:** The ball must be put back into play within 6 seconds of goalkeeper control. Goal kicks and Goalkeeper Distributions may not cross the half.
- **Throw-Ins:** A player may not throw the ball into the opponent's penalty area.
- **Free Kicks / Restarts**
  - All free kicks are indirect (with exception of penalty kicks).
    - Opponents must be at least 3 yards away on free kicks
  - The ball must be put back into play within 6 seconds of the referee's signal.
  - Kick-offs may be played into either half of the field.
- **Ball Hitting Net / Ceiling:** Any ball hitting the netting or ceiling structure will result in an indirect free kick for the opposing team underneath the point of contact.

- Should the point of contact be within the opponent's penalty area, an indirect free kick will be taken at the penalty spot.
- **Penalty Kicks:** Fouls inside the team's own penalty area will result in a penalty kick.
  - All players must be outside the penalty area and the required yards away from the penalty taker. Penalty Kicks will be taken at the top of the arch. Players cannot enter the area until the ball is kicked.
  - The ball is in play once kicked.
- **Substitutions:** Unlimited substitutions at any stoppage of play based on the discretion of the referee.
  - Substitutions must occur from the halfway line.
  - Illegal substitutions may result in a yellow card to the player(s) involved.
- **Pass Back to Goalkeeper:** The goalkeeper may not use hands on intentional foot passes from teammates. Infractions will result in an indirect free kick from the penalty spot.
- **Yellow Cards**
  - Any player receiving a yellow card must serve a 5-minute time penalty.
  - The team may replace the player.
  - Two yellow cards in one game equal a red card.
- **Red Cards**
  - Any player receiving a red card is disqualified from the game and the team will play short for the remainder of the game.
  - A player receiving a red card will receive a minimum 1-game suspension; unless the tournament staff determines further sanctions apply. This applies to the team's next game in that division.
  - A player receiving more than one red card in the tournament will be ineligible for all future tournament games.

## HEADING GUIDELINES

The tournament will follow the guidelines for U.S. Soccer's Player Safety Campaign: Concussion Initiatives & Heading for Youth Players. Players in programs U-11 and younger shall not engage in heading, either in practices or in games.

- TCSC will adhere to these guidelines: no heading for U10 and U12 divisions.
  - When a player deliberately heads the ball in a game, an indirect free kick (IFK) 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 point nearest to where the infringement occurred.
- For U14 and High School Varsity and JV divisions: Heading is permitted as normal.

## BRACKETING, SCORING, AND STANDINGS

- **Bracketing**
  - Number of brackets and teams per bracket will be determined by the number of accepted teams per division.
  - Each team is guaranteed 3 games
  - The tournament will consist of bracket play, followed by playoffs and/or a championship game(s).
- **Scoring**
  - 3 points for a win
  - 1 point for a tie
  - 0 points for a loss
- **Forfeits:** Forfeits shall result in a 0-7 loss.
- **Standings & Tie-Breakers**
  - Division standings will be determined by most points as outlined in the Scoring section
  - In the event that two or more teams tie on points, the tie-breakers will be used in the following order.
    - Head-to-head result (if more than 2 teams are tied, skip this step)
    - Most wins
    - Largest goal differential, with a maximum of +7 per game (ex: 8-0, 8-1, and 7-0 all result in a +7 goal differential for that game)
    - Most shutouts
    - Most goals scored, with max of 7 per game
    - Least goals against, with a max of 7 per game
    - If teams are still tied, a sudden death playoff will be used starting with Best of 3 Penalty Kicks.

\*\*When the tie-breaker system is used, the criteria are followed until one or more teams is eliminated. Then the criteria start over again at the first

tie-breaker with the remaining teams. These are repeated until a winning order is determined.

## DIVISION FORMATS

- Each division will have a specific format based on the number of teams
- If a division has a team or teams drop, and it requires a schedule change, this may also alter the division format.

## OVERTIME AND PENALTY KICKS

Bracket play games may end in a tie. Playoff games will result in penalty kicks if tied at the end of regulation.

- **Best of 3 Penalty Kicks:** Best of 3 penalty kicks, with a coin flip to determine who shoots first.
- **Sudden Death Penalty Kicks:** If after best of 3, the score is still tied, the teams will take one kick at a time in a sudden death situation, alternating each team every round.
  - There is no restriction on who can take the sudden death penalty kicks. The same player (if desired) can continue to shoot every round in Sudden Death.

## GENERAL REGULATIONS

- **Protests:** There are NO protests. All referee decisions are final and may not be appealed. Should you have an administrative issue (ex. questioning player eligibility), please contact the tournament headquarters immediately. The tournament committee will have the final say on any issues.
- **Cancellation:** In the event the tournament is canceled (in part or fully) due to inclement weather or other circumstances, NO REFUNDS WILL BE ISSUED, including housing or travel expenses.
- **Entry Fee:** Once a team has been accepted and payment has been processed, there will be no refunds.

## FACILITY REGULATIONS

- **Behavior:** Coaches and team managers are responsible for overall behavior and conduct of their players, coaches and spectators. Any disruptive behavior during games, to the facility, staff or officials will result in that person(s) being removed from the tournament and/or facility. Persistent or overall unruly behavior may result in the team being disqualified.
- **Spectator Seating:** Only rostered players and coaches are permitted on the bench areas or field of play. Spectator areas are on the opposite side of the field.

- **Club house:** The club house will be closed.

These rules are subject to change based on the best interest of the players, teams, officials, and fair play. All decisions made by the tournament staff are final.