



## 2006 Indoor Championship Rules

All USSF rules will apply except:

- No off-sides.
- Substitutions can be made at any time on an unlimited basis. Player substitutions must not interfere with play at the time the replacing player enters the field.
- Punting or drop kicking by the goalkeeper will NOT be permitted. The following infraction will result in an indirect free kick from the halfway line to the opposing team.
- Throw-ins will be used when the ball is out-of-bounds.
- Defenders must remain at least 5 yards from ball on all restarts.
- 7 v 7 includes 6 field players and goalkeeper.
- 7 x 21 goals will be used.
- The field will be approximately 56 x 40 yards.
- First team listed is the home team and will kick-off first. Home team shall wear white, unless both coaches make other arrangements prior to kick-off.
- No overtime or shootouts in bracket play. Draws stand.
- All officials will be sanctioned and certified.
- All players must wear shin-guards during play.
- Players who receive a red card will be ejected for the remainder of the game and are not allowed to play in the next game.
- Games will be 40 minutes running time. There is no half time period, no time outs and players do not change ends. If an injury occurs the clock will continue to run up to a period of five minutes, prior to the clock being stopped for injury. The tournament director has the option of stopping the clock in the last five minutes of a game.
- No tolerance policy – The tournament directors will not accept any abuse of tournament referees or officials. The directors reserve the right to eject and ban from the tournament any individual or team who has abused an official, be it club volunteer or certified referee. Any coach or team official shall be held responsible for the action of any individual who in the opinion of the referee or tournament official, is a supporter of that team.

- If the tournament gets behind, game times may be shortened at the discretion of the tournament director.

#### **SCORING SYSTEM:**

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

#### **TIE-BREAKER IN BRACKET PLAY**

- Head-to-Head
- Goals differential
- Penalty kicks
- If more than two teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence until the tie is broken.

#### **Penalty Shootout Procedure**

- Three kicks to be taken by any three players on the roster. If two teams are still tied after three kicks, the same three players will take the additional kicks on a sudden death basis.

**ALL DECISIONS OR RULE INTERPRETATIONS MADE BY THE TOURNAMENT DIRECTOR WILL BE FINAL**