



## **Clarksville SC Winter Turf Classic Series Rules**

Clarksville Soccer Club Indoor Turf Tournament Series shall be open to all teams with the correct aged players. Players may NOT play or be rostered with more than one team in a division during any event.

### **TEAM CHECK-IN:**

All teams are required to check-in no later than 30 minutes prior to their first tournament game time. Teams MUST provide a team roster with each player's full name and date of birth. Each player must also sign a medical release form that is provided by the tournament. Medical release forms can be submitted at check-in. Tournament roster will remain with tournament staff.

### **NUMBER OF PLAYERS:**

U8-U12 will consist of six field players and a goalkeeper. Roster max is 12 players. 7v7 format

U13-U19 and Adult will consist of five field players and a goalkeeper. Roster max is 12 players. 6v6 format

### **GAME SCHEDULE:**

The official schedule will be posted on the Clarksville Soccer Club website. Any last minute schedule changes will also be posted on the website and communicated by the Tournament Director. All efforts will be made to contact any teams involved in any schedule changes but the responsibility lies with the team coaches and managers to check the schedule on the website one day prior to the first scheduled game. Each team is guaranteed a minimum of 3 games.

### **MATCH BALL:**

A game ball will be provided by the tournament. U8-U12 age groups will use size 4 balls and U13-U18 will use a size 5 ball. No exceptions.

### **DURATION OF THE GAME:**

All games will consist of one 28-minute half. No half time. Clock runs continuously to maximize game play. Clock will start and stop at the discretion of tournament officials & staff. **All games will start ON TIME.**

### **EQUIPMENT:**

Teams will wear matching uniforms (shirts, shorts) with numbers on the back of the shirts. Only standard indoor shoes or tennis/athletic shoes are allowed. **NO CLEATS.** All players must wear shin guards. Casts and splints must be properly wrapped and play eligibility will be determined by the referee. If not stated above, FIFA rules apply.

### **REFEREES:**

The number of referees at each game will be at the discretion of the tournament director. FIFA Laws of the Game shall apply, unless otherwise noted below.

### **START OF PLAY AND RESTARTS:**

The ball may be played in any direction from kick offs.

All restarts are direct in nature. The opposition must stand a minimum of 10 feet away from the ball on all restarts.

When a game is restarted after an injury, the restart kick will be taken by the team that had clear possession prior to the stoppage. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts whether by kick or drop ball, will be from the top of the restraining arc.

### **5 SECOND RESTART VIOLATION:**

Failure by a team to put the ball into play within five (5) seconds, as signaled by the referee, results in a possession turnover.

### **THREE LINE VIOLATION:**

In the three-line rule, the ball may not cross over all three lines of the field without touching a player, the wall, or the floor. Violation of this rule results in a free kick taken from the center of the yellow line intersecting the violating team's defensive 1/3<sup>rd</sup> of the field.

### **SUBSTITUTION VIOLATION:**

Substitutions may be made at any time – on the fly. The game will not stop for substitutions. Players entering the field of play may do so ONLY when the substituted player is within reach just outside of the substitutes door (team bench). The player being substituted may not attempt to play the ball once he/she is within the defined area. Violation of the substitution rule will result in a yellow card for the violating player (2-minute time penalty).

The substitution door to the field of play shall remain closed as to not interfere with the game play. Infractions will result in a free kick from the nearest hash line.

### **NETTING VIOLATION:**

Balls that touch the top net result in a direct free kick from the line below the nearest to where the ball touched the net. Exception: In the defensive 1/3<sup>rd</sup> of the field, the attacking team shall take the restart from the center of the yellow line dividing defending team's final 1/3<sup>rd</sup> of the field. Balls touching the side netting result in restarts on the nearest side yellow line. Balls touching the back net result in either a goal kick or a corner kick. There shall be **NO OFFSIDES** rule in effect.

### **GOALKEEPING RESTRICTIONS:**

Goalies may NOT punt or drop kick the ball. Goalies may only throw the ball or put it on the floor and play it. Passes back to the goalkeeper by a teammate (received by hand) or if the goalkeeper punts/drop kicks will result in a free kick that will be taken at the nearest point on the penalty area, not the goal area. Goalkeepers are limited to holding the ball for 5 seconds. Infractions will result in a direct free kick from the top of the penalty area closest to the infraction.

### **SLIDE TACKLING:**

No slide tackling allowed. Slide tackles will result in a direct free kick and may, at the discretion of the referee; result in a yellow or red card to the offending player.

### **KICKS:**

All kicks are direct, including the kickoff. The nearest defender must be at least three (3) paces (ten feet) away from the ball.

## **PROTESTS:**

There will be NO PROTESTS. Decisions of the tournament director and referees are FINAL.

## **CONTROL OF SIDELINE CONDUCT:**

Players, reserve players, managers, coaches, assistant coaches, and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The site directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authorities. Only players, coaches, and trainers are allowed in the player's box (team bench).

## **2-MINUTE (YELLOW CARD) PENALTIES:**

The following are infractions to which a penalty will be issued. Yellow card penalties are not limited to these infractions:

Severe, blatant fouls, such as boarding, etc.

Slide tackling.

Violation of the substitution rules.

Too many players on the field, open gates, or player hopping over the boards. Misconduct, dissent, or disrespect.

Any field player may serve a 2-minute penalty for the goalkeeper. 2-minute penalty ends when the game time ends or the opposing team scores, whichever occurs first.

## **RED CARD PENALTIES:**

Red card penalties are issued for second yellow card offenses to the same player. All other red card offenses as listed in FIFA Laws of the Game, except fighting. Team will play short if a player is issued a red card. Players issued a red card may not participate any further in the game they are red-carded and must sit out their team's next scheduled game. More than one red card during a single match will result in the automatic forfeit for the team committing the offenses. **NO EXCEPTIONS!**

## **FIGHTING:**

Fighting or excessive abuse of the referee shall, at the sole discretion of the referee, result in a red card issued to the offending player(s) or coaches. Teams guilty of this offense must play the remainder of the game short-handed. Players issued a red card for fighting are to be prevented from any further participation in the tournament and are required to leave the indoor arena facility immediately.

## **SCOREKEEPING:**

The scorekeeper shall keep track of each team's cumulative fouls. Excluding substitution fouls. Upon a team's **SIXTH cumulative foul** (\*see below), the referee shall award a shoot-out situation against the opposing team to be taken as follows:

The ball is to be placed on the yellow line that intersects the violating team's defensive 1/3<sup>rd</sup> of the field. A single player from the team committing the lesser number of fouls shall be allowed to stand behind the ball and the defending team's goalkeeper is to stand in his/her goal with his/her heels on the goal line. All other players are to remain behind the centerline. Upon a signal by the referee, the player standing next to the ball restarts the game by touching the ball. Once the ball is touched, the game restarts as a normal game. Player may touch the ball as much as he/she would like and there is no requirement for another player to first touch the ball to score. Upon the above occurrence, the scorekeeper shall reset the penalized team's cumulative fouls to zero. After 6 fouls, it only takes four (4) to award another shoot-out situation.

**Any fouls that lead to a direct kick are added to the foul board. Hand balls are included in this total.**

Preliminary round games will be scored as follows:

Win = 6 points Tie = 3 points Loss = 0 points

In case of tied scores after the preliminary rounds, the winning team will be decided in the following order:

1. Winner of Head-to-Head competition (only includes the tied teams).
2. Goal Differential (max of 5 per game)
3. Least Goals Allowed (max of 5 per game)
4. Most Goals Scored (max of 5 per game)
5. Most Shutouts
6. Least Amount of Red Cards

Teams still tied after all of the above will toss a coin to determine the points winner. Forfeited games will be recorded as a 5-0 win for the non-forfeiting team. No grace period is to be allowed for teams not ready to play at the scheduled game time.

Play-Offs: Games that must result in a winner and are tied at the end of regulation time (ie. Semifinals, Finals, etc.) will be decided by a penalty shootout immediately following the game. Each team will take three (3) shootout attempts. The team that scores more goals in their three attempts will be declared the winner. If teams remain tied after three attempts then each team will take one shootout attempt until there is a winner.

## **REFUND POLICY:**

The tournament committee, and/or host affiliate will not be responsible for any expenses incurred by any team due to cancellation in part or whole of tournament. Refunds will be provided under the following guidelines:

- If the tournament is cancelled prior to the first game being played due to circumstances outside the control of the tournament director, \$100 of the entry fee will be retained and the balance refunded.
- \$50 per game will be refunded for every game cancelled after the start of the tournament.
- Withdrawal prior to the tournament for any reason will unfortunately result in no refund.

Unless otherwise specified during registration, if enough teams do not sign up within a specific age bracket, the tournament director shall notify the participants as soon as possible. Participants will be given the option to play up or receive a full refund.

## **PLEASE NOTE:**

Over and above these Official Tournament Rules, ALL teams are expected to conduct themselves in a manner befitting the occasion. Any poor behavior both on and off the field of play by any member of any team (players and/or supporters) WILL NOT be tolerated.