

# **WEST HEMPSTEAD CHIEFS SOCCER CLUB**

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## **West Hempstead Chief Indoor Soccer Tournament Rules**

### **1. Number of Players:**

The maximum number of players on the roster is not to exceed ten (10) per team. There will be six (6) players on the field (5v5 plus a goal keeper). A player may only play on one team in each separate age division.

### **2. Substitutions:**

Substitutions will be made on the fly. The player must be completely off the field before another player comes on. Make all substitutions from the scorer's table at midfield.

### **3. Equipment:**

Players must wear shin guards and sneakers, no cleats or studs. Home team (team listed first on the schedule) must switch uniforms in case of conflict.

### **4. Duration of Games:**

- Each team will play a minimum of four (4) games.
- Length of game- Between 10 and 12 minutes with no half time.
- In order to make longer games; there will be no waiting time between any final games and no halftime (both teams will switch immediately).

### **5. Awards:**

Awards will be given for first and second place finishers. U7 teams will receive participation trophies. Sportsmanship trophies will be awarded to one team in each division.

### **6. Scoring:**

Three (3) points will be awarded for a win and one (1) point for a tie. There are no points awarded for a loss. At the end of each game, both coaches should validate the final score at the scorer's table. All scores become final and official with the beginning of the next game.

### **7. Standings:**

The final standings will be decided on the basis of points. The team with the most points finishes in the first and so on. In the case of a tie the following tiebreakers will be in effect.

1. most wins
2. head to head (if three teams are tied this is not used unless one team was knocked out above)
3. shut outs

4. least goals allowed
5. goal differential (up to 3 goals maximum). A point will be deducted for each goal over the three goal limit.
6. shoot out

8. Overtime:

In the event of a tie in the semis or finals the format will be determined by time available. Possibilities are:

- A. shoot out
- B. Five minute sudden death periods of 5v5 then 4v4. If still tied then 3v3 until there is a winner.
- C. Some combination/variation of the above

9. Off Sides:

The outdoors-offside rule does not apply

10. Free Kicks:

All free kicks will be indirect unless a penalty kick is awarded in the penalty area. A player from the opposing team must give 5 yards-referee's discretion for the free kick to be taken. All free kicks may cross the midfield line.

11. Obstructions:

If the ball hits the ceiling or some other obstruction, an indirect free kick will be awarded from anywhere on the midfield line.

12. Corner Kicks:

The regular corner kick rule will be in effect.

13. Throw-ins:

There will be no throw-ins. All balls will be kicked in (indirect)

14. Protests:

No protests are allowed. The decision of the referee and the tournament directors are final and binding.

15. Identification and registration:

All teams must submit rosters and medical release forms, as well as birth certificates at least ½ hour prior to their first game.

16. Player and Coach conduct:

A player who receives a red card will be ejected for the entire tournament and his team must play short that game. A player receives two yellow cards in one game; the player must sit for the remainder of that game and the next game as well. If a player receives 3 yellow cards in the tournament, he must sit for the next game.

17. Spectator Conduct:

A team is responsible for the conduct of the players, coaches and spectators on and off the field. If a team is found to be disrupting the smooth flow of the tournament, they will be asked to leave the tournament and the remainder of their games will be forfeited.

There is absolutely no smoking or ball playing in the building at any time.

18: Refreshment:

Refreshments and food will be available. Absolutely no food or drink will be allowed in the gym.

19. Failure to Play:

All forfeits will be scored 1-0. All teams accepted and withdrawn forfeit their entry fee.

Additional Rules apply

- A. Coaches must stay in their half of the court.
- B. Home team kicks off.
- C. All of the black around the court is “in”.
- D. On kick-ins, ball must be outside the black and relatively stationary. Spotters will be along both touchlines to assist.
- E. Fouls within the three point arc, but not within the penalty area (outlined/marked in blue), will be brought outside the arc at a spot closest to the infraction.
- F. Penalty shots will be taken from the foul line. All players must be outside the three point arc (the clock will be stopped to clear the arc area).
- G. The clock will be stopped for all injuries requiring the coach on the court but the player must then be substituted (except the keeper).
- H. An intentional pass back to the goalie cannot be played with the hands.
- I. After a save, the keeper can go anywhere within the penalty area but must not waste time.
- J. After a save, the keeper cannot punt or drop-kick the ball. The ball must first bounce or touch someone on the keepers half of the court to be in play. If not, an indirect kick for the opposing team at mid-court.
- K. Goal kicks, ball must bounce or hit someone before crossing mid-court and opposing team must be behind the second yellow line.
- L. NO SLIDE TACKLES.
- M. No offsides

**Enjoy the Tournament and Good Luck!**