



Erie Premier Sports

SPRING ICEBREAKER TOURNAMENT RULES

ROSTERS

- **Roster Size:** Maximum of 14 players per team.
 - Players may not be rostered on more than one team per age division.
- **Signed Roster:** A completed Erie Premier Sports official tournament roster, with parent signatures, 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.
- **School District:** Teams must consist of players from the same school district.
- **Guest Players:** Two guest players per team are permitted – as long as that player's school district is not participating in the tournament.
- **Adult Coach:** All teams must have a coach or adult team representative at least 18 years of age on the bench area at all times.

GAME REGULATIONS

- **Game Length:** 1 x 30-minutes, with running clock (no half-time)
 - Note: There is only 2-5 minutes 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 Stoppages:** The clock will not stop for an injury except during the last minute of play and only on the discretion from the referee.
 - The tournament officials may stop the clock and adjust game times for major injuries.
 - Games that are stopped after 15 minutes of play, and cannot be completed, will be considered final.
- **Home Team:** The home team receives the opening kick-off, and will change or wear pinnies in case of similarly colored uniforms.
- **Game Ball:** A properly inflated, soccer ball must be provided by the teams and approved by the referee.
- **Number of Players:**
 - 5th-6th Grade: 7v7 (6 field players + goalkeeper) - size 4 soccer ball
 - 7th-8th Grade: 6v6 (5 field players + goalkeeper) - size 5 soccer ball
 - A minimum of 4 players are required to start and finish a game.
- **Jerseys:** All players must have the same color jersey.
 - The goalkeeper jerseys should be 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:** Plastic or rubber cleats, turf shoes, or flats are permitted - no metal.

GAME RULES

Standard soccer rules are used with modifications for indoor play.

- **Sliding / Slide Tackling:** Slide tackling to win the ball from an opponent is prohibited.
 - Sliding to get to or save the ball when no opponent is involved is permitted.
- **Offside Rule:** There will be no offside penalties.
- **Goalkeeper Distribution:**
 - The ball must be put back into play within 6 seconds of goalkeeper control with their hands.
 - The goalkeeper cannot bring the ball from outside to inside the penalty area and use their hands
- **Free Kicks / Restarts:** All free kicks are indirect (with exception of penalty 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.
 - Opponents must be at least 3 yards away on free kicks.
- **Throw-Ins:** Throw-ins cannot land directly inside the opponent's penalty area, unless hitting a player or the ground outside the area first.
 - Spiking the ball is a foul throw and will result in a throw for your opponent.
 - Infraction results in an indirect kick for the opposing team.
 - Opponent must be at least 1 yard away on throw-ins.
- **Ball Hitting Net / Ceiling:** Any ball hitting the netting or ceiling structure will result in a free kick for the opposing team underneath the point of contact.
 - Should the point of contact be within the opponent's penalty area, the free kick will be taken at the penalty spot (indirect)
- **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 at least 3 yards away from the penalty spot. 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 a free kick from the penalty spot (indirect).
- **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 his/her team will play short for the remainder of the game.
 - A player receiving a red card will receive a 1-game suspension unless 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 event, will not be permitted to participate in the remainder of the event.

HEADING GUIDELINES

- The tournament will follow the guidelines for U.S. Soccer's Player Safety Campaign: Concussion Initiatives & Heading for Youth Players. **Players in U-11 programs and younger shall not engage in heading, either in practices or in games.**
- Erie Premier Sports will adhere to these guidelines for 5th-6th Grade Divisions, since this age group has a combination of U11 and U12 players.
- 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.

BRACKETING, SCORING, AND STANDINGS

- **Bracketing:**
 - Number of groups and teams per group will be determined by the number of accepted teams per division.
 - Each team is guaranteed 3 games.
 - The tournament will consist of round-robin play within the group, followed championship games. Playoffs or "play-in" games may also be used if necessary.
- **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**
 - Division standings will be determined by most points 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.**
- **Mercy Rule:** If a team outscores an opponent by more than ten (10) goals, the score recorded in the system will not exceed a +10 goal difference (ex: 15-2 is recorded as 12-2). This will not affect the tie-breaker rules as the maximum goal differential is +7.

GROUP FORMAT

- **Division of Four (4):** Preliminary group play. Top 2 teams advance to final.
- **Division of Five (5):** Group play to determine the group winners.
- **Division of Six (6):** 2 groups of 3. Preliminary group play for 2 games. Top 2 teams per group advance to semi-final, with winners advancing to final. The #3 seeds play in a consolation game.
- **Division of Seven (7):** Teams will play 2 games, then are seeded for quarter-finals. #1 receives a bye. Quarter-final winners advance to semi-final, with winners advancing to final.
- **Division of Eight (8):** 2 groups of 4. Preliminary group play. Top team from each group advance to final. Combined divisions may have a 2nd final.

OVERTIME AND PENALTY KICKS

Group play games may end in a tie. Playoff games will result in overtime and penalty kicks as necessary.

- **Overtime Period:** 1 x 5-minute, golden goal, overtime period. All divisions will play with one less field player.
- **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.
 - The total number of kickers will be determined by the team with the least number of active players.

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 cancelled (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.
- **Awards:** Awards will be presented to the Champion and Finalist for each division. Teams should meet at the tournament headquarters after the final to receive awards.

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.
- **Warm-Up Areas:** Players are permitted to jog and stretch behind the field. Warm-up with the ball is not permitted. Players are not permitted to warm-up in the hallways or common areas.

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 officials are final.