



Erie Premier Sports

INDOOR INVITATIONALS RULES

ROSTERS

- **Roster Size:** Maximum of 16 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 (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.

Club Divisions

- **Goalkeeper Exception:** A club with two teams in the same age division may have one GK participate on both teams. The player must play as GK on both teams.
- **Age Group Chart:** Club divisions will follow the USSF birth year age group chart for the 2018-2019 season.

GAME REGULATIONS

- **Game Length:** Each game will consist of one 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.

Club Divisions	30-35 min time slots
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- **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 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.
- **Game Ball:** A properly inflated, regulation size, soccer ball must be provided by the teams and approved by the referee.
- **Number of Players**

Club U9-U10	Erie Premier Sports	7v7
Club U11-U12	Erie Premier Sports	8v8
Club U13-U19	Erie Premier Sports	7v7

- **7v7 and 8v8 Divisions:** A minimum of 4 players are required to start/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:** Offside rule is NOT used.
- **Goalkeeper Distribution:** The ball must be put back into play within 6 seconds of goalkeeper control.
- **Goal Kicks:** Goal kicks are not permitted to be played in the air across the halfway line.
 - An infraction results in an indirect free kick for the opposite team at the halfway line.
- **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 a 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 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 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 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 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 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 U9, U10, and U11 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.

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 & Tie-Breakers**
 - 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.
- **Playoffs for Same Club**

- Two teams from the same club cannot be paired against each other in the first round of playoffs.
- In this case, the tournament committee will adjust the seeds to avoid such conflict, keeping as close to the original seedings as possible.

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 penalty kicks if tied at end of regulation.

- **Best of 3 Penalty Kicks:** Best of 3 penalty kicks, with a coin flip to determine who shoots first.
 - Must be 3 separate shooters.
- **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 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.