



Erie Premier Sports

TOURNAMENT RULES

President's Day Invitational

ROSTERS

- **Roster Size:** Maximum of 18 players per team.
 - Players may not be rostered on more than one team per age division.
 - **Goalkeeper Exception:** A club with two teams in the same age division may have one GK participate on both teams (must play as GK).
- **Signed Roster:** Completed rosters with parent signatures must be submitted 30 minutes prior to the start of your first game. Any player without a parent signature will not be permitted to participate.
- **Roster Additions:** Players may not be added after rosters are submitted, even in case of injuries.

GAME REGULATIONS

- **Game Length:** 1 x 40 minutes, with running clock (no half-time) -- game length will be determined by the number of teams participating on that day
 - Note: There will be no time between games. The clock will be set at the conclusion of the prior game and it will be started immediately. Team should be ready to play.
 - 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, regulation size, soccer ball must be provided by the teams and approved by the referee.
- **Number of Players:**
 - U9-U10: 7v7 (6 field players + goalkeeper)
 - U11-U12: 9v9 (8 field players + goalkeeper)
 - U13-Open: 11v11 (10 field players + goalkeeper)
- **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.

- **Goalkeeper Distribution:** The ball must be put back into play within 5 seconds of goalkeeper control.
- **Free Kicks / Restarts:** When the ball hits the ceiling structure, free kicks are indirect. The ball must be put back into play within 5 seconds of the referee's signal.
- **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 6 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.
- **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 spot (indirect).
- **Yellow Cards / Red Cards:**
 - Two yellow cards in one game equal a red card.
 - 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 not be permitted to play his/her team's next tournament game.
 - Two red cards during the tournament will result in the player being disqualified for the remainder of the tournament.

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 by 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
- **Standings**
 - Most points in the group or division
 - Head to head result (if more than 2 teams are tied, skip to goal differential)
 - Goal differential to a maximum of 6 per game
 - Total goals scored a maximum of 6 per game
 - Fewest goals against to a maximum of 6 per game
 - If teams are still tied, a sudden death playoff will be used starting with Best of 3 Penalty Kicks

OVERTIME AND PENALTY KICKS

Group play games may end in a tie. Playoff games will result in direct penalty kicks as necessary, no overtime.

- **Best of 5 Penalty Kicks:** Best of 5 penalty kicks, with a coin flip to determine who shoots first.
- **Sudden Death Penalty Kicks:** If after best of 5, 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.

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.
- **Admission Fee:** There will be no admission fee.
- **Spectator Seating:** Only rostered players and coaches are permitted on the bench areas or field of play.
- **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.