

# WEST ISLIP SOCCER CLUB

## INTRAMURAL INDOOR SOCCER TOURNAMENT RULES

### Teams:

- Intramural 9 players maximum per roster.
- Travel U10 - 12 players maximum per roster and U11- 15 players maximum per roster.
- Players may only participate on one team per session. All games will be 6 vs. 6.
- Each team must have 5 players minimum to start game or it will be deemed a forfeit.
- Coaches must bring the following to the tournament:
  - Completed Roster
  - Medical Release for each player
  - Copy of each players Birth Certificate

### Equipment:

- In case of color conflict, home team must change to alternate color. Goalie jersey must be a different color. (West Islip soccer club will not provide pinnies.
- Shin guards, indoor soccer shoes or sneakers are mandatory. Only goalies may wear long pants.
- No jewelry, hard headbands, watches, or other objects as deemed unsafe by the referee will be permitted.
- Size 3 indoor ball for u7 and u8, Size 4 futsal ball for all other age groups.

### Rules:

- Goalkeeper must put ball back into play before 6 six seconds. Failure to put ball back into play will result in an indirect kick for delay of game.
- Goalkeepers cannot punt the ball. A throw by the goalkeeper cannot cross the midfield line on a fly. The ball must touch another player before going over the midfield line from a goalkeeper throw or touch a player in the defensive end.
- Distribution from the keeper cannot cross the midfield line on a fly, without touching the floor or another player in the defensive end. *This also applies to goal kicks.*
- No throw ins. If a ball goes over the touchline a kick in is taken. Kick-ins must move off the touchline before being touched by another player. Also kick-ins are indirect.
- All free kicks will be indirect except for major fouls occurring inside the penalty area, as these will result in a direct kick (penalty kick). If the ball hits the ceiling or other obstruction, a free kick will be awarded to the opposing team at the centerline.
- There will be NO off sides infractions during play
- Substitutions will be made "on the fly", and allowed at the discretion of the referee
- The start of the buzzer effectively ends the game; there is no continuation, or ball in flight at buzzer.
- Anytime the ball hits the ceiling or other obstruction, a free kick will be awarded to the opposing team at the center of the midfield line.
- Defenders must allow 5 feet on free kicks.
- The game can not end with a major penalty.

### Conduct:

- Referees will be provided for by the WISC. All decisions made by tournament referees or tournament officials are final.
- If a player is ejected from a game, they will be eliminated from the entire tournament and the team must play short one player for the rest of that game.
- Game rules will be in accordance with FIFA and ENYYSA.



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- Any coach, spectator, or player who is participating or non-participating is subject to ejection from the tournament for any conduct deemed unsportsmanlike by the tournaments officials.
- There will be NO FOOD OR DRINK outside of the cafeteria.
- There will be NO SMOKING in the building and NO BALL PLAYING outside of the gymnasium.
- The decisions of the referees and tournament officials will be final and binding. There will not be any arbitration.
- Each team participating in the tournament will do so at its own risk and agree to accept responsibility for injury.

#### **Standings & Scoring:**

- Highest number of goals scored will decide each game. Scoring will be 3 points for a win, 1 point for a tie, 0 points for a loss.
- There will be a five goal differential rule. Running up the scores will not be tolerated. In the spirit of fair play and sportsmanship we encourage teams not to run up the scores and try to keep within a 5 goal differential.
- Bonus points. Based upon goal differential, a maximum of 3 points per game can be awarded. For every goal allowed, you reduce the maximum bonus points by 1.  
**EXAMPLE:** you win 3-0, you receive 3 bonus points. You win 4-1, you receive 2 bonus points. You win 5-2, you receive 1 bonus point. You win 4-3, you receive 0 bonus point.
- In the event of a tie, the following tie breakers will apply:
  - Head to head: if more than two teams are tied, these criteria will be eliminated.
  - Least goals allowed
  - Most shut outs
  - Most goals maximum of 4 per game
  - Penalty kick shoot out.

#### **Trophies:**

- Trophies will be awarded for 1<sup>st</sup> place, 2<sup>nd</sup> place, and 3<sup>rd</sup> place.

