

Mercyhurst Prep Soccer Boosters
Grade School Indoor Soccer Tournament
March 26th, 27th, and 28th, 2010 @ Mercyhurst Prep High School

Rules and Regulations:

1. Each game will consist of one 18-minute period, with a running clock. ***Note: There will be only two minutes between games. The clock will be set at 20 minutes at the conclusion of the prior game and it will be started immediately. Have your team on the floor and ready to play by the time it reaches 18 minutes!! There is very little time for warm-up, so please be ready to play.

2. The first team listed on the schedule is the home team. They will use the east bench, have the kick-off, and will change in case of similarly colored uniforms. (Have pinnies with you).

3. To allow for more even and fair competition, there will be two championships per age/gender division. After every team has completed two games of group play, the tournament committee will seed teams as per the criteria below:

- In an age group of 8 teams, (2 brackets of 4 teams), the top 2 teams from each bracket will advance to the semi-finals of the Gold championship and the bottom two teams will advance to the semi-finals of the Silver championship. Two champions will be crowned (Gold and Silver).
- In an age group of 10 teams, (2 brackets of 5 teams), the same criteria will apply to the top 4 seeds of each bracket. The #5 seeded team of each bracket will play a consolation game against the # 5 seed of the other bracket.
- In an age group of 12 teams, (4 brackets of 3 teams), the winners of each bracket will advance to the Gold semi-finals. The second seeded teams of each bracket will advance to the Silver semifinals. The #3 seeded team from each bracket will play a single consolation match.

Each team will play a minimum of 3 games.

4. The clock will not stop for an injury except during the last minute of play and/or only on the signal from the referee. (Tournament director may stop the clock for a major injury). The clock will stop for penalty kicks in any playoff game.

5. For the J.V. teams (5th and 6th grade) FIVE field players and a GOALKEEPER comprise a team.

6. For the Varsity teams (7th and 8th grade) FOUR field players and a GOALKEEPER comprise a team.

7. **Soccer balls are not permitted in the school.** Please help enforce this rule by telling your players and families not to bring any type of ball with them. Warm up balls will be provided. (Tournament Staff reserves the right to confiscate any soccer ball brought into MPS that is loose and/or being kicked around. They will be returned when the player is leaving the tournament.)

8. NO SLIDING. NO SLIDE TACKLING. SHIN GUARDS ARE MANDATORY. NO CASTS OR SPLINTS UNLESS APPROVED BY BOTH THE REFEREE AND TOURNAMENT DIRECTOR.

9. Boundary lines will be explained to the coaches prior to their first game. We will be using 3 walls and a touch line with tape marking any areas out of play. Any ceiling fixtures, BB boards, etc. are out of play.

10. There will be NO OFFSIDES penalties.

11. The goal boxes are marked with floor tape. Goalkeeper distribution will be via a goal kick or by throw with the hands. NO DROP KICKS OR PUNTS. Ball must be put back in play within five seconds of when the keeper obtains control of the ball. On any goalkeeper distribution (i.e. goal kick or throw) the ball must touch in the defensive half of the gym before going into the offensive end. Free kicks may be played into either half of the gym.

12. A goal may not be scored from a goal kick or goalkeeper throw.

13. On all restarts, the defense must be at least FIVE FEET from the ball. Ball must be put into play within five seconds of the time when the ball is placed on the floor. All restarts are a kick.

14. Substitutes may enter at any time during a game as long as it does not disrupt play.

15. Goals may be scored from the offensive or defensive end. (All goals are one point).

16. All penalties outside the goal box will result in an indirect free kick. Any major foul inside the penalty area will result in a penalty kick.

17. Balls which become stuck in the netting behind the goal shall be blown out of play by the referee and will be restarted with a goal kick or a corner kick.

18. On kickoff, the ball may be played in either direction.

19. Goalkeeper may not use hands on intentional foot passes back from teammates.

20. STANDARD SOCCER RULES SHALL PREVAIL WITH MODIFICATIONS FOR INDOOR PLAY.

21. COACHES ARE RESPONSIBLE FOR SUPERVISION OF THEIR TEAMS AT ALL TIMES. ANY PLAYER DAMAGING OR DEFACING FACILITIES WILL BE ASSESSED COSTS AND HIS/HER TEAM WILL BE EJECTED FROM THE TOURNAMENT.

22. Any player receiving a yellow card will serve a two-minute penalty and his/her team will play short. If a goal is scored, then a player is allowed back on the field. 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 in 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.

Scoring: Win = 3 points. Tie = 1 point. Loss = 0 points. Shutout = 1 point.

Tie-breakers:

1. Most points in the bracket group.
2. Head to head result (if more than 2 teams are tied, skip to #3 – revert to here only when two teams are left).
3. Goal differential to a maximum of 5 per game.
4. Total goals scored to a maximum of 5 per game.
5. Fewest goals allowed to a maximum of 5 per game.
6. Total shutouts
7. If teams are still tied, a five-minute sudden death playoff will be employed as stated under the second sudden death overtime rules, see below.
8. If conflicts or issues arise, the tournament committee has the right to resolve the issue as they deem necessary and just.

Resolution of Playoff games ending in a tie:

1. One 5 minute (Golden Goal) overtime period. All divisions will play 3 field players and a goalkeeper.
2. Shootout: any three players may participate (best of 3 shots). Ball is placed on the center line. All players, except the goalkeeper and the designated kicker, will remain behind the center line. Once the whistle is blown, the ball is considered in play and the designated kicker has 6 seconds to complete the shootout opportunity. Once the ball goes out of play, contacts the wall, or the goalkeeper stops the forward progress of the ball, the play is whistled dead.
3. Sudden death shootout: If after 3 kicks, the score is 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 players.

PLAYERS MAY NOT BE ROSTERED ON MORE THAN ONE TEAM
TEAM ROSTERS AND SIGNED WAIVER FORMS MUST BE SUBMITTED PRIOR TO YOUR FIRST
GAME. MAXIMUM ROSTER SIZE IS 18.

Admission cost: Adults \$3.00 each. Students \$1.00 each, under 3, FREE

Refreshments: The cafeteria will be serving food and beverages for your relaxation between games.

ALL DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL. NO PROTESTS OTHER THAN ELIGIBILITY WILL BE ACCEPTED. THANK YOU FOR YOUR PARTICIPATION IN OUR GRADE SCHOOL INDOOR SOCCER TOURNAMENT.