



SPENCERPORT SOCCER CLUB

PO Box 210 • Spencerport, NY • 14559



Spencerport Indoor Tournament Rules

- Rosters:** Maximum of 14 players. Please have a final roster with you when you arrive.
- Equipment:** All players must wear shin guards and flat non-marking shoes. Please have all players wear the same color uniforms and have an alternate uniform (Pinnies are acceptable as well) available in case we have two teams wearing the same or similar color. Goalies should have a different color jersey.
- Substitutions:** Are unlimited and may be made on the fly from the designated bench area. Players leaving the field must be near the bench, and not interfering with play during the switch. Violation of this rule (too many players on the field) will result in a free kick for the opponents. The second infraction by the same team in one game will result in a yellow card being issued to the offending player.
- Goalkeeper Substitutions:** Must be made during stoppage of play and with the official's permission.
- Kick-Off:** To begin the game, or to restart play after a goal is scored, may go in any direction but cannot be a direct kick on goal.
- Ball In and Out of Play:** The ball will be considered in play unless:
- Crosses the out of bounds line. There is an out of bounds line on the spectator side. Any ball that crosses the line will result in an indirect kick in bounds near where the ball went out.
 - It strikes the ceiling, after which the ball would be put back into play with an indirect free kick from the point on the centerline closest to the spot where it hit the ceiling.
 - It goes over the net along the sideline or over the top of the bleachers, after which the ball would be put back into play with an indirect free kick at a spot closest to where it went out.
 - It lands on top of the goal or behind the goal net, after which the ball would be put back into play with a goal kick or corner kick.
 - At the discretion of the referee the ball becomes unplayable, after which it would be put back into play with a drop ball or indirect free kick.
 - The ball hits above the goals, in a predetermined area by the tournament officials to be out of play, the ball will be put back into play with either a goal kick or a corner kick.
- Offsides:** This law will not be enforced.

Penalties:

- Yellow Card – Any foul which results in the issuance of a yellow card to the offending player will require the player to leave the game for a full three (3) minutes. His/ Her team must play shorthanded during the time span unless the opposing team scores.
- Red Card – Any foul which results in the issuance of the red card to the offending player will require the ejection of the player from the game and from the following game as well. His/ Her team must play short a player for a full five (5) minutes regardless of whether the opposing team scores. If a player receives a second red card, they will be ejected from the remainder of the tournament.

Goalkeeper Restrictions:

- Possession – A ball passed back from the feet of any teammate may not be picked up by the keeper.
- Centerline – The keeper may not propel the ball over the centerline in the air without hitting the walls, net, floor or any player first. However they may play a long pass with their feet as a field player.
- Punting – The keeper may not punt or drop kick the ball.
- Receiving the ball – Picking up the ball with both feet out of the box will result in an indirect kick.

Free Kicks:

- A second whistle will not be used unless there is a substitution, or unless five (5) yards is asked for. A team has five (5) seconds to put the ball into play after it has been put into position and defenders are three (3) yards away.
- All free kicks are indirect.
- Defensive players must be at least 3 yards from the ball on all free kicks.

Slide Tackles: There will be no sliding allowed by field players.

Time: Time will be continuous and will stop only at the discretion of the referee.

Scoring: Teams will be awarded 3 points for a win, 1 point for a tie (including 0-0), ½ point for a shut-out (0-0 is not counted as a shutout) and ½ point for each goal, up to three goals (maximum # of points awarded is 5). In case of a tie in seeding points:

- head to head
- fewest goals allowed
- total goals scored
- number of shut-outs
- coin flip

Other Rules: Players cannot be on more than one roster in the same age division, unless listed as “keeper only” on the second roster. They may be on a second roster in a higher age group (play up).

Over Time: For semi-finals and finals only there will be 2 minutes of sudden victory followed by 2 minutes with removal of one player per team. For each additional 2 minutes of play, one player per team will be removed until it is 1 v 1. No substitutions will be allowed during OT.

No warm up time has been incorporated into the tournament. Please be ready to play at your scheduled time.