

I-70 CHALLENGE

INDOOR TOURNAMENT RULES

No glass containers are permitted in the facility. No food, drinks, chewing tobacco or gum, sunflower seeds (or similar products), or metal cleats are permitted on the playing surface. Outside food or drink are NOT allowed by anyone. NO pets allowed. Players are NOT to be drinking beer / alcohol before their game or have either in the bench area. NO spitting on field.

FIGHTING:

SportsCity has a **ZERO TOLERANCE POLICY** towards fighting. Anyone fighting or intentionally hitting anyone will be ejected and they will be terminated from playing the remainder of the tournament. **NO refund will be issued.**

AWARDS:

- * Each winning team will receive a champion t-shirt per player listed on the roster and refund of the team entry fee.
- * To ensure everyone is getting the correct size needed, each winning team needs to submit to SportsCity a list of sizes needed. SportsCity will then order the shirts and when ready, will mail the shirts to the team contact.

TEAM / PLAYER ELIGIBILITY:

Tournament is open to all teams with the correct aged players. Teams need not be established teams. Special tournament teams can be formed. No "guest player forms" are required. Players may NOT play or be registered with more than one team in an age division. However, they may play and be registered with more than one team as long as the teams are in different age divisions and the player meets the age cutoff for each division.

ADULT PLAYERS:

Must be at least eighteen (18) years old to participate on an adult team. Those under 18 may not "play up" to do so.

ADULT CO-ED TEAMS:

- * A woman must touch the ball on the offensive half of the field to be "live". The ball is live until it wholly crosses the center line.
- * A kickoff by a woman does not count as an offensive touch.
- * A female player must take all free kicks in their offensive half.

TEAM CHECK-IN:

- * Teams will be issued a wrist band per approved player. Bands must be worn throughout the tournament.
- * If band is damaged and needs replaced, player must report to SportsCity's office with the damaged one in order to get a replacement.
- * All youth teams are required to check-in at SportsCity the **Thursday night** prior to the start of the tournament.
- * All players playing in the Adult Divisions must check-in with proper ID one (1) hour before their first game.
- * All teams **MUST** provide proof of age and official SportsCity tournament roster / waiver. The official tournament roster / waiver can be found on SportsCity's website.
- * Teams are advised to have their own form of Medical / Dental Release for players under the age of 18 yrs old.

PROOF OF AGE:

- * Required on hand at all games.
- * Accepted proof of age: outdoor players card, driver's license, passport, or a copy of CERTIFIED STATE ISSUED birth certificate (not a hospital certificate).

BENCH AREA:

Players and coaches for a game are the only ones allowed on the bench during that game.

NUMBER OF PLAYERS:

U12 and under will consist of 6 field players plus a goalkeeper.
U13 and above will consist of 5 field players plus a goalkeeper.

OFFICIAL TEAM ROSTER:

- * The roster size will be a maximum of 18 for every age group.
- * An official tournament roster must be completed prior to the first game of the tournament.
- * This roster will be frozen (no exceptions) after the completion of the first game.

GAME SCHEDULE:

- * The schedule will be posted on the SportsCity web site: www.sportscitykc.com no sooner than one (1) week before. Any last minute schedule changes will also be posted on the website. All efforts will be made to contact any teams involved in any schedule changes but the final responsibility lies with the team coaches and manager's to double check the schedule on our website one day prior to first scheduled game.
- * It is the team coaches and manager's responsibility to notify their players of any changes.

MATCH BALL:

Each team shall furnish a regulation game ball to the referee prior to the game. The referee will then select the game ball. U12 will use a size 4 ball. U13 and above will use a size 5 ball.

DURATION OF THE GAME:

Games will be two (2) twenty (20) minute halves with a two (2) minute half-time.

OVERTIME:

- * Overtime will only be used during semi-finals and finals.
- * The overtime format will be one (1) ten (10) minute golden goal period. First team to score wins.
- * The winner of a coin toss will kick off. Teams will start on the half of the field they finished on.

SHOOTOUT:

- * If after the completion of the overtime period the game remains a tie, the winner will be determined after a penalty shootout. A penalty shootout shall consist of 5 players from each team. Players do not need to be players that were on the field at the completion of overtime .
- * Any player who has received a red card during the game or overtime may not participate in the shootout. Any player receiving a red card during the shootout will be eliminated and cannot be replaced.
- * A coin toss decides who takes the first shot. The team that wins the coin toss can opt to shoot first or second. The ball will be placed at the center of the red line. Players will be given 5 seconds to dribble from this spot and score a goal. For a goal to be scored, the whole ball must be over the whole goal line before the 5 seconds is completed. A player can shoot as many times as is necessary, as long as the ball fully crosses the goal line before the 5 seconds is completed.
- * If the score is tied after 5 attempts, the remaining players are used in sudden death shoot out. No player may kick a second penalty until all other players have attempted a penalty shot. Goalkeepers must be stationed on the goal line until the 5 seconds is started (signaled by the referee's whistle). At that point, the goalkeeper may advance towards the shooter or stay on their line. Any foul committed by the goalkeeper during the shoot-out will be deemed a penalty kick, which will be taken from the penalty spot without any time restrictions. The player taking the penalty kick must be the same player that was fouled unless that player is unable to continue due to the severity of an injury. The referee has the sole responsibility of determining the severity of the injury. If the player cannot continue, another player will take the penalty kick. The replacement player may not have kicked a penalty prior to replacing the injured player unless all other players have already attempted a penalty shot. Also, the injured player may not participate in any subsequent penalty kicks.

DELAY OF START:

Any team delaying the start of a scheduled game without authorization from the tournament director shall forfeit the game to the opponent. Forfeits will be recorded with a score of 4 to 0.

SUBSTITUTION:

- * All substitutes must enter / exit the field through the gate / door. NO over the wall.
- * Substitution 'on the fly' may be made at any time. Guaranteed substitution may be made at the following times ONLY:
 - * After a goal is scored by either team
 - * After an injury
- * Please note that there will be no guaranteed substitution if the ball hits the surrounding net or after a foul. Also no guaranteed substitution during the last two (2) minutes of the game.

GOALKEEPER SUBSTITUTION:

Any teammate may change places with the goalkeeper as per regular substitution procedures. The goalkeeper must wear different colors from field players and referee.

TIME PENALTIES:

- * For time penalties, the team will play short for two (2) minutes for a Blue Card or five (5) minutes for a Red Card. Behaviors warranting automatic time penalties include but are not limited to: boarding, spitting, and slide tackling.

- * Teams may play at full strength again after the two minutes are completed or after the opposition scores a goal (only if the goal is scored in a power play situation. If both teams are at even strength, the players must serve the full two minutes regardless of goals scored e.g. game stays 4 v 4). The 5-minute red card violation must be served for the full five minutes regardless if a goal is scored. The red-carded player must sit out the remainder of the game and serve a minimum one (1) game suspension. This applies to all players (including the goalkeeper) and the coaching staff.
- * If a coach receives the red card the team must designate a player to serve the time penalty. This player may return to the field after the time penalty but the ejected coach must leave the facility before the game may commence.
- * If a Goalkeeper receives a blue card the team nominates a field player to serve the two minute time penalty. If a goalkeeper receives a red card he/she will be ejected from the game.
- * If a player receives two blue cards in a game, that player will be ejected from that game and forced to serve a one game suspension and the team must play a man down for two minutes regardless of goals scored. Simultaneous blue cards on members of each team results in both teams playing short for the full two minutes regardless of goals scored.
- * Teams can only serve a maximum of two time penalties at a time. If a third two minute violation occurs during a time that a team is already two men down the third will be deemed a delayed two minute, i.e. the player must sit out for his two minute as soon as one of the current two minute penalties have elapsed. In multiple two-minute penalties a goal scored only cancels one penalty.

PLAYERS' EQUIPMENT:

- * Teams will wear matching shirts (at least in color) and MUST have a permanent 6" number on the back of the shirt.
- * All players, including adults, must wear shin guards. Cleats allowed but cannot have any metal.
- * The goalkeeper shall wear colors that distinguish them from field players and the referee.
- * Any field player who replaces the goalkeeper must comply with this rule. The goalkeeper may wear protective headgear if it is deemed acceptable by the referee, (i.e. is not dangerous and does not interfere with other players).

COLOR CONFLICT:

In cases where the referee deems there to be a color conflict the visiting team (listed second on the official schedule) will be responsible for changing their uniforms.

CASTS / ORTHOPEDIC BRACES:

These may be used if at the discretion of the referee they are not dangerous to any of the players on the field.

REFEREES:

A one or two man system will be used in all games. The number of referees at each game will be at the discretion of SportsCity. Referees have control fifteen (15) minutes before / after each game.

TIME-OUTS:

There will be no time-outs.

START OF PLAY:

- * To start the game, the HOME team will have kick-off. The VISITOR will kick-off for the start of the 2nd half.
- * The ball may be played in any direction from kick-offs.
- * A goal cannot be scored directly from a kick-off.

RESTARTS:

- * All fouls are direct in nature (with the exception of a kick off). The opposition must stand a minimum of 10 feet away from the ball on all restarts.
- * When a game is restarted after an injury or after a "referee discretionary stoppage" the re-start kick will taken by the team that had clear possession prior to the stoppage.
- * If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts, whether by kick or drop ball, will be from the top of the penalty box.
- * Any ball that hits the top of the net will be restarted from the closest yellow line. The center yellow line is not used for this type of restart.

5 SECOND RESTART VIOLATION:

Failure by a team to put the ball into play within five seconds, as signaled by the referee, results in a possession turnover.

THREE-LINE VIOLATION:

There will be no three line violation for the field players, but the goalkeeper may not pass the ball by throwing or kicking over the three lines. The ball will be restarted with a free-kick at the center of the first line that it crossed after a goalkeeper three line violation.

GOALKEEPER PASSBACK:

- * Players will be allowed to pass the ball back to the goalkeeper's hands from anywhere within the defensive third of the field (marked by one of the three lines) if possession is gained in that third.
- * Goalkeepers may not handle any pass that originated from outside of the defensive third of the field by his/her own team.

SLIDE TACKLING:

NOT allowed.

GOALKEEPING RESTRICTIONS:

Following infractions shall cause the referee to stop play and award a free kick to the opposing team at the top of the penalty box and on the whistle:

- * The handling of an intentional back pass from a teammate's feet that originated outside of the defensive third
- * Five-Second Distribution: A goalkeeper, in possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within five seconds of having received the ball within the penalty area. Possession shall be defined as control with hand or foot.
- * Illegal procedure - Handling: A goalkeeper who receives or carries the ball outside of the penalty area by foot, shall not handle the ball inside the penalty area prior to the ball being touched by another player or prior to a stoppage in play.
- * Intentional handball violations committed by the goalkeeper outside the penalty area to stop an opposition attack shall result in a time penalty. Any player, not necessarily the goalkeeper, may serve this time penalty. Regular handballs by the goalkeeper will result in a normal free kick without the time penalty.
- * If a goalkeeper commits a foul that is deemed a red card offense by the referee **THEY** must serve the ejection. The team must play short for five minutes with a different player in goal. At the completion the five minutes the team may play at full strength but the goalkeeper that committed the foul must sit out the remainder of the game as well as serving a minimum of a one (1) game suspension.
- * Once the goalkeeper possesses the ball (from a shot or pass back from a teammate) with the hands and releases it, the goalkeeper does not have use of the hands again on a pass back from a teammate unless the ball is/has been touched by an opponent. Such an infraction will result in a free kick to the attacking team at the top of the penalty box.
- * Once the goalkeeper possesses the ball they may NOT bounce it.

PENALTY KICKS:

Only infractions that are deemed by the referee to be denying goal scoring opportunities (within the penalty area) will result in the penalty kicks. "Incidental" fouls within the penalty area will result in a free kick at the top of the penalty box or where the referee places the ball. All fouls that were deemed intentional within the penalty area will result in a two-minute penalty.

PROTEST:

There will be NO PROTESTS. The Site Director will resolve all disputes immediately. These decisions will be final.

CONTROL OF SIDELINE CONDUCT:

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The site directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authorities.

POINT SYSTEM:

3 points for win, 1 for tie, 0 for loss.

TIE BREAKERS:

If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized:

- * Head to head (not used if more than two teams are involved in the tie breaker)
- * Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum differential, e.g. 10-1 games will be deemed 5-1)
- * Most shut-outs
- * Fewest goals allowed

- * Sudden death Penalty Kicks

TOURNAMENT FORMAT:

The following formats will be used throughout the tournament:

- * Divisions with 4 teams - there will be one pool with each team playing against each other. The two top teams will advance to the finals
- * Divisions of 5 teams - Each team will play against each other (4 games each). The top point winner will be deemed the tournament champion. There will be no finals.
- * Divisions of 6 teams - There will be 2 brackets of 3 teams each. There will be one cross-over game. The top team in each pool advances to the finals.
- * Divisions of 8 teams - There will be 2 brackets of 4 teams. No cross-over game with the top teams in each bracket meeting in the finals
- * Divisions of 10 teams - There will be 3 brackets - one with 4 teams and two with 3 teams. The top team in each bracket will advance to the final along with a wild-card team (the highest second placed team). (See below for wild-card considerations).
- * Divisions of 12 teams. There will be 3 divisions of 4 teams with a wild-card advancing. (See below for wild-card considerations).
- * Division of 14 teams. There will be 4 brackets - 2 with 4 teams and 2 with 3 teams. No wild card. The 3 team brackets will play one cross-over game
- * Division of 16 teams. 4 brackets of 4 teams. No wild-card, no cross-over games.

WILD CARD & SEMI FINALS:

Where a Wild Card team is required the semi finals will be as follows:

A vs Wild Card and B vs C

Should the Wild Card come out of Group/Division A then the semi finals will be:

A vs C and B vs Wild Card

REFUND POLICY:

SportsCity is not responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. Refunds will be provided under the following guidelines:

- * If the tournament is cancelled prior to the first game being played due to circumstances outside the control of SportsCity, \$125.00 of the entry fee will be retained and the balance refunded to paid entries.
- * Only \$75.00 per game will be refunded for every game cancelled after the start of the tournament.
- * Withdrawal prior to the tournament for any reason will unfortunately result in no refund.
- * If not enough teams sign up within a specific age bracket or level, SportsCity shall notify the participants as soon as possible and the participants will be given the option to play up or receive a full refund.

PLEASE NOTE

Over and above the Official Tournament Rules, **ALL** teams are expected to conduct themselves in a manner befitting the occasion. Any poor behavior both on and off the field of play by any player, coach and/or supporters, WILL NOT be tolerated! We want this to be a fun and enjoyable time for all.

