

2013 Indoor Holiday Classic 4v4 Tournament Rules

Savage Sports Center (13450 Dakota Ave, Savage MN)



Registration fee

Registration of \$150 per team received before December 6, 2013

Registration of \$185 per team received after December 6, 2013

Number of games

Four game guarantee with game length of 15 minutes.

TEAM CHECK IN

Is mandatory and will take place 45-60 minutes prior to first scheduled game.

Birth Year guidelines	Ball Size	Min. Roster Size	Max. Roster Size
U9 8-1-04 to 7-31-05	4	4	6
U10 8-1-03 to 7-31-04	4	4	6
U11 8-1-02 to 7-31-03	4	4	6
U12 8-1-01 to 7-31-02	4	4	6
U13 8-1-00 to 7-31-01	5	4	6
U14 8-1-99 to 7-31-00	5	4	6
U16 8-1-98 to 7-31-99	5	4	6
U16 8-1-97 to 7-31-98	5	4	6

*Age groups may be combined into other age groups like: 9/10, 11/12, 13/14, 15/16 etc...

What do the winners get?

1st Place finishers will receive Champion T-shirts.

Rosters

Roster changes must be made **PRIOR** to the team's first scheduled game of the tournament. No player changes will be made due to an injury during tournament play. Manager/Coach will check in the team, but in case of an age-related challenge, teams may be disqualified if they are unable to provide the event director with proof of age. An acceptable form of proof of age is a birth certificate. Player's birth date qualifies the player for the correct age division and the player's skill level qualifies the player for the correct skills division.

Team Uniforms

All players must wear the same color jerseys/shirts & Shorts during play. Each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the team designated as the home team will change their jersey. Jerseys/Shirts must be tucked in shorts or pants. In playoffs, the higher seed will have the option. No jewelry will be allowed, including earrings of any type, rope necklaces, or bracelets. The only exception will be players wearing medical bracelets.

Field & Goal Dimensions

The playing field will be a minimum of 25 yards wide and a maximum of 30 yards wide, with a minimum field length of 35 yards and a maximum length of 40 yards long. The Goal will be a 3 ft pug net. The goal arc is located in front on each goal. No player from either team is allowed to enter the goal arc.

No goaltending

If a defending player makes contact with the ball in the goal arc a Free Kick Penalty will be awarded to the offensive team. This kick will be taken at the center line.

Attacking Player

If an attacking player makes contact with the ball in the goal arc the ball is awarded to the defending team. Players may pass through the goal arc as long as they don't make contact with the ball. If the ball comes to rest in the goal box, a goal kick is awarded, regardless of who touched the ball last. **Any part of the ball or player's body on the line is considered in the goal box and is an extension of such.

Tournament Equipment

All players must wear shin guards. Any player without shin guards will not be allowed to play. There will be NO exceptions. Cleats with metal spikes will NOT be allowed.

Duration of the Game

One 15 minute game, no halftime.

Game Clock Format

The visitors will start with the ball. Games tied after regulation play shall end in a tie, except in the playoffs. If a team is not present five (5) minutes or by Field Marshals choice after the scheduled game time start, a 1-0 forfeit win will be recorded for the opposing team. Teams are responsible for waiting until the seed for playoffs has been determined. No timeouts, it is a running clock after the whistle/horn. Tournament officials reserve the right to reduce, shorten, or reschedule games due to unforeseen circumstances.

Substitutions

Players may enter the field: any time during the game, but must leave and enter within five yards of the out-of-bounds at center line.

Forfeits

Any team forfeiting two consecutive games will be disqualified and removed from the tournament. Any team forfeiting one game in the playoffs will be removed from the tournament.

No offsides**Five Yard Rule**

In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Kick-ins

The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched by a foot with a forward kicking motion. All dead ball kicks are considered direct kicks.

Goal Kicks

Goal kicks will be taken from anywhere inside the goal arc.

Kick Off

The start of play will be from the midpoint on the centerline. The kick-off is a direct kick and may be taken in any direction.

Delay of Game

Any player may be cautioned with a yellow card, if it is deemed by the referee that the player is intentionally wasting time (for example, a player intentionally kicks the ball long distances away from the playing field in order to waste time).

Cautioned Players

A player receiving two warnings in one game will result in a removal and will miss the next game. If a player receives one warning in a game, that player has to exit the field and the team will play shorthanded (minus a player with only 3 players on the field) for TWO MINUTES.

Point System

Win 3 points

Tie 1 point

Loss 0 points

Divisional Tiebreakers

When two teams are tied for one place in the preliminary games, the following criteria will be used to determine seeding for the playoffs:

1. Head-to-head, in the event of a tie among three or more teams, this criteria will not be considered
2. Most wins
3. Goal for
4. Goal against
5. Goal differential (max. four goals per game)
6. Penalty Kicks, will consist of each player (alternating between teams) taking a turn until one team scores unanswered. Once all players have taken a penalty kick, the rotation of those players will start over until a winner is determined. Penalty Kicks are taken from the venter line.

Playoff/Championship game tie-breaker

When at the end of regulation play a game ends in a tie, the following is used to determine a winner. A four player shootout will immediately take place. The home and visiting team will each designate four player. These eight players will be the first to shoot. All eight players will stand near the sidelines, but still on the field. Then the opposing team will shoot, and will go back and forth with each team shooting until all four players of each team have shot. If after the eight shooters, the game is still tied (meaning that each team has the same number of goals after the shootout) there will then be a Sudden Victory shoot out. The remaining player(s) on the team will then shoot alternating between teams. The order of the teams shooting will remain the same, if the home team shot first they will continue, etc. until each teams entire bench has shot. Only then can a player take a second shot. This sudden death format will continue until one team scores and the other team does not.

Protests

No protests are allowed.

Tournament Director

Situations or occurrences that these rules do not address shall be left to the sole discretion of the Tournament Director.

Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Fighting will not be tolerated! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of the referee, verbal or otherwise, will not be tolerated.

Trash Talking Will Not Be Tolerated.

The field marshal has the authority to determine language which is offensive. The field marshal will have the authority to eject any offending player or an entire team. Any indication of such behavior by a player, coach, or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

Addressing the Field Marshals

Verbal and/or physical abuse of any of the Tournament staff or officials may result in an ejection from the property and/or arrest. If abuse happens during a game, the Field Marshal has the discretion to have your team lose by forfeit. Officials and players are to show respect for each other. Repeated poor sportsmanlike conduct from officials or players will not be tolerated. Officials will be replaced and players will be ejected. Remember, these are games for all to enjoy.

Weather Related Issues

The Tournament Director reserves the right to modify, reschedule or cancel the tournament due to inclement traveling weather. The Tournament Director has the right to move or reschedule any game, as well as the right to shorten game time. In case of bad weather check the website.

Conduct

This is a game. Remember to enjoy yourselves, and conduct yourselves in a manner that is respectful to others involved in this tournament. Refrain from foul language or be subject to ejection from the property. Please help keep the dome clean by depositing all trash into the appropriate receptacles. Intentionally trashing/polluting the property may result in ejection from the property, with authorities being notified.