

NORTH SHORE SOCCER CLUB

INDOOR TOURNAMENT RULES

1. **FORMAT.** Each team will play a round robin within the schedule provided. It will be usually 4 or 5 games with no playoffs or with playoffs. North Shore Soccer Club has the right to change this format to accommodate team's requests as needed.
2. **POINT SYSTEM.** Three (3) points awarded for a win; one (1) point awarded for a tie. No points awarded for a loss. The following tie breaking procedures go into effect, to be used in descending order:
 - 1) head-to head,
 - 2) Bonus points (Example: score of 2-1 = 1 bonus point, score of 4-2 = 2 bonus points, etc. A tie or loss equals 0 bonus points, a maximum of (3)bonus points per game),
 - 3) Goals difference (goals scored minus goals received),
 - 4) Most goals for,
 - 5) Least goals against,
 - 6) Penalty kicks. There will be no head to head if more than two teams are tied.
3. Games tied at the semi-final and final levels will play a five (5) minute Sudden Death period followed by five (5) penalty kicks to further decide winners. In case of a tie after five (5) penalty kicks, a Sudden Death penalty kicks process will determine the winner.
4. **PLAYER ELIGIBILITY.** Players must be registered through affiliation with a member league of the ENYYSA/USSF and must have a pass OR HAVE A COPY OF THE BIRTH CERTIFICATE and show proof that he is an intramural player by using the LIJSL form , Two guest player per team allowed using LIJSL guest player rules. Player passes and team rosters (provided after team acceptance) will be turned into the registration desk prior to the start of the competition.
5. **TEAM SIZE.** Twelve (12) players per team with a maximum of six (6) players - for age groups up to 12 years old including the goalie.
6. **PLAYING AREA.** North Shore High School Gym
7. **GAME BALL.** An size 4 ball will be used.
8. **PERIODS OF PLAY.** A single period with a total of 12 minutes will constitute a full game. The clock will run continually except for an injury time-out as determined by the referee.
9. **REFEREE (S).** A minimum of one referee will be assigned to each game. **(Referee calls are final)**
10. **NO SHOW/LATE ATTENDANCE.** A five (5) minute grace period after the scheduled game time will be allowed. After 5 minutes, the game will be forfeited with a score of 1-0 awarded to the winning team.
11. **SUBSTITUTIONS.** Substitutions can be made at any time while the game is being played. Players leaving the field must be completely off the field before the substitute can enter the game. Penalty for infraction is an indirect free kick from center circle.
12. All corner Kicks and out-of-bounds are kick-ins.
13. **GOAL KICKS and KEEPER Throws.** The ball CANNOT pass the midfield line. (No dropkicks)
14. Keeper **cannot** handle the ball on a pass back.
15. **MINIMUM DISTANCE.** Opposing players must be 5 yards away from the ball on all free kicks.
16. **OFFSIDES.** There will be no offside rules applied.
17. **YELLOW AND RED CARDS.** Accumulation of two yellow cards or one red card per game will suspend a player from the particular game. Additionally, a red carded player will not be allowed to play in the remaining games of the tournament. Red-carded players cannot be substituted if ejected from the game. Yellow card player will get (2) minutes penalty
18. **DISCIPLINE.** It will be the responsibility of all coaches to provide adult supervision to all PLAYERS and PARENTS both on and off the field. Tournament officials reserve the right to deal with negative behavior.
19. **PROTESTS.** No protests will be considered. **All referee decisions are final.**
20. **GENERAL RULES:**
 - Home team kicks off.
 - Food and drinks are to be kept **out of the gym ONLY.**
 - Home team will change jerseys if the necessity arises.
 - Practice time will be provided prior to the start of the tournament **ONLY.**