

General Information

Golf Dome Address: 2525 N 19th St, Bismarck, ND 58503

Sanford Power Address: 3451 N 14th St, Bismarck, ND 58503

Game Duration: (2) 18 minute periods with a running clock. 2 minute half-time.

Home Teams (First team listed on schedule) will need to change jersey color if there is a conflict.

Goalkeepers must wear an alternative color jersey from both teams.

No dual rostering without permission from the Technical Director.

Keep team equipment at the end of the fields behind each goal rather than bringing to the team bench area. Water bottles are okay in the team bench area.

Each team is required to have a **team coach/adult representative** on the side lines for every match.

Dakota United will provide indoor game balls for each match

Please be respectful of the next match and **clear your team from the playing field immediately following your match.**

Stay up to date with **schedules and results on the QuickScores website.**

Please **clean up team benches** concluding each match.

Scoring and Tie Breakers

Points

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- Forfeits are recorded as 3-0 loss
- Minus 1 point for a red card

Tie Breakers (move to the next criteria until tie is solved)

- Head to Head (two team tie)
- Goal differential (goals scored minus goals against – Max +5 per game)
- Fewest goals against
- Coin flip

INDOOR SOCCER LAWS OF THE GAME TOURNAMENT PLAY

Rule 1: The Field of Play: Indoor Soccer Association fields at tournament facilities are listed below. At the Golf Dome we will be using 3 fields simultaneously; marked with Futsal field markings; to include 20' radius penalty areas, 20' penalty spot mark, "Secondary penalty spot," center spot, center circle and half-way line. Each field will be 130' X 58' with temporary net dividers. At Sanford Power we will be using 2 field simultaneously. Each field will be 90' x 45' with a net divider between the fields.

Rule 2: The Ball A FIFA approved indoor ball shall be used. Game balls will be distributed to referee prior to the game, and returned by the referee to the tournament officials following the game.

Rule 3: The Players There is a limit of 10 players to each roster. Coed teams must register in the boy's division. The game will be played with 5 players on the field at one time, one of whom must be identified by contrasting jersey or training vest as the goalkeeper.

Each team may substitute freely; provided that the player coming off the field must enter into the player's designated team area prior to the player's substitute entering upon the field. Substitutes must stay within their designated team area at all times. Goalkeepers may be substituted at any time and a goalkeeper may be substituted for a player on the field by exchanging the identifying jersey or training vest. Violation of the substitution rule is a cautionable offense.

The game will not start with fewer than three players. If a team is left with fewer than three players, the game will be abandoned and scored as a forfeit.

Rule 4: Players' Equipment Players on the same team must wear the same color jerseys, shirts or training vests. If both teams share the same color jerseys, shirts or vests, the home team shall be required to change its color. The home team is the team listed first on the match schedule. Goal keepers must wear jerseys or training vests in a color or pattern that distinguishes them from field players. Players may not wear jewelry, accessories, metal zippers or anything which poses a danger to themselves or other players. Canvas or soft leather training or gymnastic shoes may be used. Shoes with any type of spike or cleat may not be worn. Age appropriate shin guards must be worn which shall be entirely covered by socks.

Rule 5: The Referee Each game will be controlled by either one or two referees charged with the responsibility to enforce these Rules of the Game. **The decision of the referee or referees regarding the facts connected with play as well as interpretations of the rules is final.**

Rule 6: Duration of the Match Games will consist of two (2) eighteen (18) minute halves with a two (2) minute half time break. The referee or referees will keep game time. Except as otherwise determined by the referee, the clock will run continuously, with no stoppages for out of bounds or other restarts. Referees will have the discretion to extend game time following injuries and other extended stoppages of play.

Rule 7: Start and Restarts of Play Teams must be in attendance and ready to play 15 minutes prior to game time. Failure to do so may result in forfeiture of the game.

Kickoff: A kickoff starts the match, starts the second half, starts each period of overtime and starts play after a goal has been scored. The home team will take the kickoff to start the match as well as the kickoff for the first overtime period and will defend the south end of the field. The visiting team will take the kickoff for the second half and the second overtime period and will defend the south half of the field for that half. The ball is in play when it moves in any direction.

Out of Play: The ball is out of play when it has wholly crossed the goal or touch line, play has been stopped by the referee or the ball has hit the ceiling.

Dropped Ball: If neither team has clear possession of the ball when play is stopped, play will be restarted by the referee with a dropped ball at the place where the ball was located when play was stopped. If the ball was in the penalty area when play was stopped, the ball will be dropped on a spot on the penalty arc closest to the location of the ball when play was stopped. A dropped ball must touch the floor before it can be played.

Free Kick: Prior to a free kick, the ball must be stationary. At the time of the kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.

Kick In: When the ball wholly crosses the touch line, play is restarted with a kick in by the opposing team of the player that last touched the ball. For kick ins, the ball must be placed on the touch line nearest to the point where the ball crossed the touch line going out of bounds. Prior to the kick in, the ball must be stationary. Once stationary, the ball must be kicked in within five (5) seconds. At the time of the kick in, all players from the opposing team must be at least five (5) yards from the spot of the kick. A goal may not be scored directly on a kick in. When the ball hits the ceiling, play is restarted by a kick in awarded to the opposing team of the player that last touched the ball. The ball is placed on the point on the touch line below nearest to where the ball touched the ceiling. When the ball wholly crosses the goal line other than between the two goal posts and under the cross bar, play is restarted by a goal keeper throw in or a corner kick, depending upon which team last touched the ball.

Goal Keeper Throw in: When the ball goes out of bounds, over the goal line and is last played by an opponent, play is restarted by the goalkeeper throwing the ball back into play. There is a five (5) second limit on each goalkeeper's possession when the ball is in their hands – if the goalkeeper has possession of the ball with their feet there is no

time limit. Opposing players may not enter the penalty area and teammates may not receive the ball from the goalkeeper within their own penalty area during a goalkeeper throw in (violation: Retake). Play restarts as the ball crosses out of the penalty arc (whether in the air or on the floor). Goalkeeper throw-ins may not cross the half line without first touching a player or the playing surface in the goalkeeper's defensive half. This also goes for any goalkeeper throw that occurs within the flow of play. (Violation: Indirect free kick to the opposing team to be taken from the spot the ball crossed the half line).

Corner Kick: If the ball wholly crosses the goal line and is last touched by the defending team, play is restarted with a corner kick. Prior to the corner kick, the ball must be placed at the intersection of the goal line and the touch line and be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the corner kick, all players from the opposing team must be at least five (5) yards from the spot of the kick. The ball is in play when kicked and the kicker cannot play the ball a second time until it has been touched by another player. A goal may be scored directly on a corner kick.

Rule 8: The Method of Scoring A team scores a goal when the whole of the ball legally passes over the goal line between the two goal posts and under the crossbar. The team scoring the greatest number of goals during a game is the winner. If both teams score the same number of goals, the match is a draw (unless tournament rules otherwise require). A goal may be scored directly on a kickoff, a corner kick, a direct kick and a goal keeper throw in; a goal may not be scored directly on a kick in or an indirect kick.

Rule 9: Fouls and Misconduct Direct Free Kick: A direct free kick is awarded to the opposing team if a player commits any of the following fouls: (a) Holds an opponent (b) Handles the ball (except the goal keeper inside his own penalty area); or (c) Slide tackles an opponent.

A direct free kick is also awarded to the opposing team if a player commits any of the following offenses in a manner the referee considers careless, reckless or using excessive force: (a) Kicks or attempts to kick an opponent; (b) Trips or attempts to trip an opponent; (c) Jumps at an opponent; (d) Charges an opponent (even with only the shoulder); (e) Strikes or attempts to strike an opponent; or (f) Pushes an opponent.

A direct free kick is taken from the spot on the floor where any of the above referenced fouls occurred. Prior to the direct kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the direct kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.

Indirect Free Kick: An indirect free kick is awarded to the opposing team if the goalkeeper receives the ball from a teammate with his hands. An indirect kick awarded as a result of an infraction taking place within the penalty area is taken from the spot on the penalty arc closest to where the infraction was committed. Prior to the indirect kick,

the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the indirect kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.

An indirect kick is also awarded to the opposing team, to be taken at the spot on the floor where the infringement occurred, if in the opinion of the referee, a player:

- (a) Plays in a dangerous manner;
- (b) Obstructs an opponent;
- (c) Prevents the goalie from releasing the ball; or
- (d) Commits any other offense not previously mentioned in Rule 9, for which play is stopped in order to caution or dismiss a player.

Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.

Cautionary Offenses: A player will be cautioned (yellow card) for the following offenses:

- (a) unsportsmanlike conduct;
- (b) dissent by word or action;
- (c) persistent infringement of the rules of the game;
- (d) purposely delays restart of the game;
- (e) fails to respect the five (5) yards when the opposing team is taking a corner kick, kick in, free kick, foul shot or a penalty kick;
- (f) except for substitutions, enters, reenters or leaves the field without the referee's permission.

For a cautionable offense, the opposing team is awarded an indirect kick from the spot on the floor where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty arc closest to location where the infraction was committed.

Sending Off Offenses: A player is sent off (red card) for the following offenses:

- (a) serious foul play;
- (b) violent conduct;
- (c) spitting at another player or the referee;
- (d) denying the opposing team an obvious goal scoring opportunity by an offense for which a direct kick or penalty kick would be awarded
- (e) denying the opposing team an obvious goal scoring opportunity by deliberately handling the ball (not applicable to defending goalie);
- (f) using offensive, insulting or abusive language; or
- (g) receiving a second caution (yellow card) in the same game.

If a player is sent off for offense (f) above, play is restarted with an indirect kick by the opposing team taken from the place where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty arc closest to the location where the infraction was committed. For the sending off offenses (a) through (d) above, play is restarted with a direct kick or foul shot, unless the infraction occurred within the penalty area, in which case a penalty kick is awarded. When a player is sent off, the player may not reenter the game and must leave the facility building. A replacement player may not enter on to the field. Players and coaches receiving red cards will sit out the remainder of the game and the following game. Coaches receiving red cards will be removed from the playing area and a substitute (non-playing) coach will be required in order to continue the game.

Rule 10: Accumulative Fouls, Foul Shots Following the award of the fifth direct kick, all subsequent direct free kicks shall be foul shots. Foul shots must be taken on goal, The defending team (with the exception of the goalie) must stand behind the ball and

stay at least five (5) feet from the spot of the foul shot and no player shall touch the ball until the foul shot has touched by the goalkeeper, the cross bar or uprights or gone out of bounds. A foul shot shall be taken from the spot where the infraction occurred, or the second penalty spot as determined by the shooter. However, a foul shot shall not be taken further out than the second penalty spot. If the foul occurred beyond the second penalty spot, the ball will be placed on the second penalty spot and the foul shot will be taken from there. If the game goes into extra time, the number of direct free kicks awarded in the second half and first half of overtime will carry over to the overtime period or periods. The goal keeper must remain on the goal line until the foul shot is taken. If a player on the defending team infringes, the foul shot is retaken if no goal is scored. If a teammate of the kicker infringes, the kick is retaken if a goal is scored.

Rule 11: Penalty Kick A penalty kick is awarded against a team for any offense occurring inside the penalty area for which a direct kick is awarded. The ball is placed on the first penalty mark, the goal keeper must remain on the goal line until the ball is kicked and the remaining players must be outside the penalty area and at least five (5) yards from the spot of the kick. The ball is played when it moves forward and the kicker cannot play the ball a second time until it has been touched by a second player. If a player on the defending team infringes, the kick is retaken if no goal is scored. If a teammate of the kicker infringes, the kick is retaken if a goal is scored.

Rule 12: Sidelines Only rostered players who are not on the field of play, and a maximum of 2 coaches will be allowed on the sideline at any time. Both players and coaches must remain within the team area.

Tournament Scoring: Teams are awarded 3 points for a win, 1 point for a tie and 0 points for a loss. Forfeits are recorded as a 3-0 loss. **Each red card awarded to a team, will result in a tournament point deduction** (e.g. if a team with a red carded player wins the game, the team would only receive 2 points instead of the 3 points that would normally be awarded).

In preliminary play, the tiebreaker procedure will be based on: 1.) Head to head (two team tie only) 2.) Goal difference (goals scored minus goals against) 3.) Fewest goals against 4.) Coin flip

In final tournament competition, games that end in a tie will be followed by two (2) five (5) minute overtimes.

These will be “golden goal” type overtimes, such that once a team scores, the match ends immediately and the scoring team is declared the winner. If the match remains tied following the overtime periods, the teams shall go to a penalty kick shootout with penalty kicks taken in accordance with USSF procedures with a 5 man shooting rotation required.

Due to the number of teams in an age bracket, one team may be randomly selected in pool play to play an additional game that will not be counted towards pool points. Depending on the number of teams signed up for an age bracket, either the two teams

accumulating the most points will play each other for the championship, or the team with the most points following regulation play will be declared champion.

Miscellaneous: There shall be no protests of game results. The balcony is OFF LIMITS to all spectators and players. DUSC reserves the right, and tournament officials and referees shall have the authority, to remove any disruptive coach, player or spectator from the facility.