

FC814 CLASSIC 7v7
TOUCH LINE TOURNAMENT RULES

ROSTERS AND EQUIPMENT

1. All rosters will be frozen after the start of each team's first game. **HEAD COACHES MUST BE AT LEAST 18 YEARS OF AGE!**
2. All players must wear shin guards (optional for adults), indoor soccer shoes, or sneakers. (Flat shoes only)
3. A player may not wear any jewelry or other accessory. If a player is unable to remove a necklace, ring, or earring, it is to be taped to the player's body. Casts, splints, etc. made of a hard substance must be padded to the satisfaction of the referees.
4. Where there is a conflict in uniform colors, the "HOME" team based on the tournament schedule will be required to provide and wear an alternate jersey (or pinnies provided by The Summit). Teams are listed on the schedule as "Home vs Away".
5. No player is permitted to play on two different teams within the same division and age bracket.

THE GAME

1. Each team is guaranteed three (3) games. The games will be 25 minutes of non-stop play.
2. Teams will play with 6 field players plus a keeper. No team in these divisions may start a game with fewer than 5 players.
3. Substitutions will be done on the fly from the bench area, but the player being substituted for must come off the playing floor before the substitute may enter the playing field. Indirect free kick for violation. The team may be cautioned for repeated violations.
4. There will be no offside.
5. The court will be 94' X 158'.
6. Goals will be 6 1/2' X 12'.
7. The ball will be a size 4 futsal ball.
8. If a team does not show up for their designated game there will be an automatic forfeit and the score will be recorded as 5-0.
9. **NO GUM** on the court. Any player caught chewing gum will have to sit out for 5 minutes.

GOALKEEPING

1. The goalkeeper after gaining possession with the HANDS may distribute the ball anywhere within the court.
2. Goalkeepers cannot punt or drop-kick the ball in any circumstance. The result will be an indirect free kick taken at the top of the penalty box. Once the goalkeeper leaves the penalty area, he/she is considered to be a field player.
3. The goalkeeper has 6 seconds to release the ball once possession has been gained.
4. The goalkeeper may slide only within the penalty area.
5. The goalkeeper's release of the ball while he or she is within the penalty area may not be interfered with. Opposing players may be no closer than the white line closest to the penalty box when the goalkeeper has the ball in his or her hands

RESTARTS

1. The game will start with the kick-off by the home team. After a goal is scored, restarts will be from the center. The kickoff does not have to go forward.
2. Kick-offs and corner kicks are direct, all other out of play restarts are indirect.
3. Goal kicks will be goal clearances with HANDS and do not have to be distributed out of the penalty box.
4. Restarts from the sidelines will be kick-ins. Kick-ins are indirect kicks. Players have 4 seconds to put the ball into play once the ball is set for a kick-in. Defending players must give 6 feet of distance.
5. Goal kicks will be goal clearances with HANDS and do not have to be distributed out of the penalty box.
6. Balls striking the ceiling, lights, or other structures above are restarted with an indirect kick directly below the spot where the ball struck above the floor.

INFRINGEMENTS

1. All referee decisions are final.
2. A yellow card will result in a 2 minute penalty in which no substitution will be allowed for the player who received the yellow card. All other players may be substituted for. A player may return to the floor if a goal is scored during the penalty time by the opponent. Two yellow cards in the same game equals a sendoff (RED CARD). A red card will result in an automatic suspension from the game with a 5 minute penalty and a subsequent one game suspension for the player. The team will not have to play short during the next game. The penalized team will play short for the entire 5 minutes even if the opponent scores. When multiple yellow cards are issued to the same team, to different players, at different times, the scoring of a goal by the opponent will only eliminate the penalty time on the first player carded.
3. Any player will be permanently EJECTED from the tournament for FIGHTING regardless of the number of age groups they are participating in.
4. Penal fouls, which occur in the penalty area, will result in a penalty kick taken from the mid-point of the top of the penalty area.
5. **NO SLIDING WHATSOEVER IS PERMITTED**, the only exception is under **GOALKEEPING**, Rule 4. First Offense - Indirect Free Kick, Second Offense - Yellow Card, Third Offense - Red Card.
6. **NO DIVING HEAD BALLS ARE PERMITTED** – Indirect Free Kick
7. 10 feet of distance must be **AUTOMATICALLY** given by defenders on free kicks.
8. If a coach is given a yellow or red card the team will also serve a 2 minute or 5 minute penalty. Coaches receiving red cards are not eligible to coach the remaining portion of the game or their next game and they must leave the sideline area. The one game suspension will be enforced within the division and age group that the red card was issued.

RANKING

1. All games ending in a draw in the preliminary rounds will remain as such. Point System: WIN-3 points; DRAW-1 point; LOSS-0 points.
2. If there is a tie for points at the end of the preliminary round the tie will be broken by:
 - a. Head to head competition.
 - b. Goal differential up to 5 goals, plus and minus.
 - c. Fewest goals against.
 - d. Goals for - Maximum 12 per game.
 - e. Shoot Out - 3 players.
3. If there is a three-way tie for points at the end of the preliminary round, the finishing order of the teams will be decided by starting with Item "b" in the tie-break process listed above, and continuing in consecutive order from Item "b" to Item "e" until all ties are broken. If all three teams have played each other, and one team has beaten the other two, head to head will count.
4. Playoff games tied at the end of regulation are decided by sudden death overtime. Both teams start at full strength and remove a player every 2 minutes until a goal is scored. Each 2 minute period is restarted with a kick off. The lowest number of players that we will reduce to is 3. When the teams are down to 3 players, they will play until a goal is scored. Substitutions are allowed during the overtime.

REGISTRATION

1. Coaches must have a completed "ROSTER AND LIABILITY WAIVER FORM" which will be turned in before your first game.

REFUNDS

1. No refunds will be issued for teams withdrawing after the schedules have been made. Full refunds will be issued if the tournament is cancelled prior to the tournament date. No refunds will be issued after the tournament has begun.

GENERAL

1. The tournament committee will decide on all matters pertaining to the tournament and their judgment is final. Unless otherwise specified, FIFA Rules apply.

THERE WILL BE NO PROTESTS!