

**IRONBOUND BOYS & GIRLS CLUB SOCCER LEAGUE
2017 INDOOR SOCCER TOURNAMENT**



**2017
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RULES OF COMPETITION



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1. RULES OF COMPETITION

1.1 ELIGIBILITY.

The competition is open to individuals meeting the age limit of the listed divisions:

Age groupings for the 2016 tournament: (*)

Travel Teams:

Division 2	U-15 (internal girls only)	2002
Division 3	U-14	2003
Division 4	U-12	2005
Division 5	U-10	2007
Division 6	U-8	2009
Division 7	U-6	2011

Recreational teams are based on birth year.

(*) Age groupings may be altered to accommodate gender equity and/or competition.

1.2 REGISTRATION (INDIVIDUAL)

In order to be eligible to participate each child must comply with the registration requirements by the due date set forth by the organization. The due date will always be prior to the beginning of the tournament. Each child to be registered must present the following:

- a) 2 pictures
- b) Proof-of-age
- c) \$115
- d) Completed Ironbound Boys & Girls Club application

No one will be allowed to participate in official games, if they have not presented the 4 items listed above.

1.3 REGISTRATION (TEAM)

In order to be eligible to participate as a team, each team must comply with the following registration requirements by the due date. The due date will always be prior to the beginning of the tournament. The requirements are based on the criteria set forth:

- a) If a team wants to use their own name and uniforms: \$450 payment.

Individual registration described in 1.2 must also be met (except for the individual fee)

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1.4 ALLOCATION OF PLAYERS

Players, who are not registered as a part of a team, will be allocated among the other teams, as fairly as possible to maintain fairness in competition.

1.5 TEAM ROSTER

Each team will have a maximum of 14 players.
A player will only play for one team in the tournament.

1.6 REFUSAL OF PARTICIPATION

The Ironbound Boys & Girls Club Indoor Soccer League reserves the right to exclude any individual(s) from participation as a player, coach, referee, game official, or any other capacity in the tournament.

1.7 REFUNDS OF FEES

Registration fees will not be refunded for a team after the beginning of play or after uniforms have been ordered, whichever is first.

1.8 KIDSAFE PROGRAM

All coaches, referees, game officials, or anyone else who is involved in the league must complete a Kidsafe Form.

RULES OF PLAY

2.1 FIELD CONFIGURATION

- 2.1.1 The field of play is rectangular: 28 yd. and 2 ft long by 16 yd. by 1 ft. wide.
- 2.1.2 The goals are 6 ft. and 3 in. high by 9 ft. wide.
- 2.1.3 The penalty arcs have a radius of 16 ft at the (imaginary) line between the middle of the goal line and the penalty spot. At the goal line, each penalty arc has a diameter of 44 ft.
- 2.1.4 The penalty spot is 18 ft. away from the goalmouth at the middle of the goal line.
- 2.1.5 The boards around the field of play are 1 yard high.

2.2. BALL

- 2.2.1 Different Versions of Size 3.

2.3 NUMBER OF PLAYERS

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- 2.3.1 The maximum number of players on the field is 5: (The goalie plus 4 field players)
- 2.3.2 The minimum number of players on the field per team at the start of the game is: the goalies plus 3 field players. Any team which cannot field 4 players at the scheduled kickoff will forfeit the game. (5-minute allowance from scheduled start time.) (The minimum for Division 1 and 2 Boys is 3 players, 2 field players and the goal keeper)
- 2.3.3 The minimum number of players on the field on one or both teams can drop below 4 and the game will still be allowed to continue. This situation can only occur after the game has started. The reason can be ejections and/or injuries. The purpose of continuing the game is to reach an official final score. COACHES, in extreme cases please don't run up the scores. There is no reason to humiliate any kids.
- 2.3.4 Goalies can only be substituted during stoppages of play. The referee must be notified prior to the substitution. The game clock will stop until the game resumes. Also, the new goalie must wear a uniform different from both his or her teammates and his or her opponent's uniforms.
- 2.3.5 Substitutions of field players can be made at half-time or during the game, both during playing time or stoppages providing the player leaving the game exits the field prior to the new player enters it.
- 2.3.6 Players off the field must not interfere in any player or circumstance of the game. They can be cautioned or ejected.
- 2.3.7 If a player who is entering the field of play touches the ball, or is deemed involved in the play, prior to the player which he is substituting has left the field of play, he shall be punished with a 2-min. penalty.

2.4 PLAYER EQUIPMENT

- 2.4.1 Uniform: supplied (or approved) by the Ironbound Boys and Girls Club. Sponsor's name/logo should appear on the front of jersey and numbers, identifying each player will be printed on the back.
- 2.4.2 No two teams in the same division shall wear the same color. If the problem arises, a tournament representative will request one of the teams, at his option to switch for a tournament supplied uniform for the game.
- 2.4.3 No two players shall wear the same number.
- 2.4.4 The Goalie shall wear a color, which is different from his team's field players.
- 2.4.5 Footwear---provided by parents: Sneakers or indoor soccer shoes --- no cleats will be permitted.
- 2.4.6 Socks ---provided by parents--- Must be worn. The recommended color is one that matches the colors of the jersey.
- 2.4.7 Shin Guards --- MANDATORY --- provided by parents.
NO ONE WILL BE ALLOWED TO PLAY WITHOUT SHINGUARDS.
- 2.4.8 No jewelry should be worn.
- 2.4.9 Proper sports eye gear is recommended.

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2.5 REFEREE

- 2.5.1 Ironbound Boys' and Girls' Club registered.
- 2.5.2 Optional; parent, coach, assistant coach, or Board member.
- 2.5.3 Referee's decision (with or without table's input) on point of fact connected with the game shall be final.
- 2.5.4 Younger players: all rule infractions should be explained to the offending player.
- 2.5.5 Older players: explanation of rule infractions to the offending player at referee's discretion.
- 2.5.6 Cards, cautions, and ejections all at the referee's discretion with or without input from the game table.
- 2.5.7 Cautions and/or ejections can be given to players not in the field of play.

2.6 GAME TABLE

- 2.6.1 Attended by one or more officials (tournament staff).
- 2.6.2 If only one official is present at the game table, his responsibility is to maintain the game clock and game statistics.
- 2.6.3 Keeps penalty time on ejected players. Notifies ejected players when she/he is eligible to re-enter the game.
- 2.6.4 Oversee the action in and around the game.
- 2.6.5 Can stop the game by turning on the horn to notify referee of irregularities, rule violations, or relevant incidents.
- 2.6.6 No linesman is utilized.

2.7 LENGTH OF GAME

- 2.7.1 The length of the games will be given under separate cover.

2.8 START OF PLAY

- 2.8.1 Ball must be KICKED-OFF in a forward direction. All players must be in their own midfield and can only enter the opponent's mid-field after the ball has been kicked.
- 2.8.2 Ball must cross the midfield line into the side of the defending squad for the kick-off to be valid.
- 2.8.3 Opponents must be at least 2 yards away from the ball and they can't enter that radius before the ball is kicked.
- 2.8.4 These requirements apply to: starting kick-off, second half kick-off, and every restart after a goal is scored.
- 2.8.5 The team that kick-off will be given a second chance to be kicked off properly. If they fail again, the other team will kick the ball in a form of a free kick from the kick-off spot. The free kick can be taken in any direction, just like the ordinary free kick.

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2.9 BALL IN AND OUT OF PLAY

2.9.1 The ball is out of play:

- (a) Anytime it goes out of bounds over the touch line boards.
Resolution: indirect kick
- (b) Anytime it travels over the goals or over the end line boards with or without rebounding on them or any other player.
Resolution: If by offensive team: goal kick
If by defensive team: Penalty kick
- (c) Anytime it is INTENTIONALLY kicked higher than the boards without being directed on goal from an eligible scoring position and by an eligible scoring player.
Resolution: If inside own penalty arc: Penalty kick
Elsewhere: free kick

2.9.2 The ball is in play:

- (a) Anytime it's being played below the top of the boards.
- (b) Anytime it's shot on goal at any height.
- (c) Anytime it tables above the boards as a result of a rebound, deflected, or blocked.

2.9.3 Whenever the ball goes beyond the boards as a result of non-intentional play, the game must continue.

2.10 METHOD OF SCORING

2.10.1 The scoring shot (final shot) must be taken from outside of the penalty arc (and can't rebound on or be deflected by any attacking player inside of the penalty arc), and can occur in any of the following circumstances:

- (a) Following action play.
- (b) On a penalty kick.
- (c) On a free kick.
- (d) On or after a second touch (by any player) following either a kick-off or an indirect
- (e) From kickoff
- (f) Kicked last by a defending player (own goal).

2.10.3 The shot on goal can be traveled at any height.

2.10.4 Division 7: goals can be scored from inside the offensive penalty arc, and the defensive midfield.

2.11 OFF SIDES

2.11.1 There shall be no offsides.

2.12 FOULS AND MISCONDUCT

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- 2.12.1 Violations of the rules of play can result in free kicks or penalty kicks as well as cautions and ejections.
- 2.12.2 Cautions will be given for minor fouls and ejections will be given for major and/or violent fouls.
- 2.12.3 Abusive language, taunting, and physical aggressions, or insinuation of intention to display violent behavior will result in game suspensions, forfeit of games, or ban from the tournament or tournament facilities.
- 2.12.4 The Disciplinary Board and/or the Ironbound Boys' and Girls Club will make final decisions regarding suspensions and/or bans.

2.13 FREE KICKS

- 2.13.1 Are ordered at the referee's discretion to punish foul play which includes: tripping, kicking, playing ball while on the floor, using hands, holding the boards to prevent the opponent to reach the ball, kicking ball above the boards.
- 2.13.2 Are direct if from the outside of the offensive mid-field. Any goal off a direct kick is valid providing no foul by the attacking team takes place in the process.
- 2.13.3 Are indirect if from the outside of own midfield. A player must touch it inside the offensive midfield for a goal to be valid.
- 2.13.4 A player has (about) 5 seconds to take the free kick. If she/he takes too long, the referee will order the other team to kick the ball.

2.14 PENALTY KICKS

- 2.14.1 Occurs when the defending team inside her/his penalty arc commits the foul.
- 2.14.2 When a goalie plays ball outside his/her penalty arc with their hands
- 2.14.3 If the goalie picks up a ball returned by a teammate illegally. (See 2.18)
- 2.14.4 Any player can take the penalty kick, as long as he is on the field of play when the foul occurs.
- 2.14.5 The chosen penalty taker must do it from an allowed stance and an allowed body motion.
 - (a) The ball must be placed in the middle of the penalty spot.
 - (b) The penalty taker is allowed one step.
 - (c) The non-kicking foot can't touch the ball, or be touched by the ball.
- 2.14.6 If the penalty kicker violates the rules of the penalty kick, the other team will be given a free kick from the penalty spot.

2.15 KICK-IN

- 2.15.1 There shall be no throw-ins.
- 2.15.2 Restarts the game after the ball goes out of bounds over the touch line boards.
- 2.15.3 Must be taken within 2 ft. from the boards.

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- 2.15.4 Ball must not be moving at the time the kick-in is being taken.
- 2.15.5 Opponents must stay at least 1 yard away from the ball before it departs.
- 2.15.6 A second player (of any team) must touch the ball for a goal to be valid.

2.16 GOAL KICK

- 2.16.1 Taken by the goalie whenever the ball goes out of bounds over the back boards or the goal touched last by either team.
- 2.16.2 It may be taken from anywhere inside the penalty arc, including on top of the line since the line is property of the penalty arc itself.
- 2.16.3 Opponents must wait outside of the penalty arc, and can only touch the ball once it is outside of the penalty arc.
- 2.16.4 Teammates can only touch the ball once it comes outside of the penalty arc.
- 2.16.5 The ball must be on the floor to be kicked.
- 2.16.6 The ball must not be kicked above the boards.
- 2.16.7 There shall be no corner kicks.

2.17 GOALKEEPER

- 2.17.1 Must wear different color of uniform to be distinguished from the other players on the field.
- 2.17.2 Can play the ball with her/his hands, but only when the ball is inside their penalty arc.
- 2.17.3 When the goalie puts the ball back in play, he/she must be inside the penalty arc.
- 2.17.4 Divisions 5 and younger: more freedom is given due to age and ability to follow directions.
Division 7: Goalkeeper can put ball in play in any way.
Division 5&6: Goalkeeper is allowed to put ball in play, overhand as long as the ball does not cross the midfield line. If the ball crosses midfield in flight, it will be punished with a free kick at midfield.
- 2.17.5 The goalie must not step outside of the arc with the ball.
- 2.17.6 If the goalie comes in contact with the ball outside the penalty arc, he/she shall be punished with a penalty kick if she uses their hands.
- 2.17.7 The goalie must put the ball in play within 6 sec., or they will be verbally cautioned or ejected for 2 min. if he/she successfully delays putting the ball in play.
- 2.17.8 The goalie can only bounce the ball against the sideboards twice without being touched by another player (of either team).
- 2.17.9 The goalie must kick the ball to the outside of his/her penalty arc. His/her teammates must wait until the ball comes across the arc line to touch it.
- 2.17.10 The goalie can only be substituted during the game after notifying the referee. Must wait until stoppage of play occurs and/or the referee stops the game and allows the substitution.

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2.17.11 When the goalie puts ball in play by either feet or hands, the ball must touch his/her own midfield before it can enter the opponents midfield. Violation will be punished by a free kick at midfield.

2.18 PASSING BALL BACK TO GOALKEEPER

2.18.1 If a player passes the ball to his/her goalie:

- (a) Goalie cannot touch the ball with his hands.
- (b) If the goalie touches the ball with his/her hands, his/her team shall be punished with a penalty kick.

2.18.2 It is the ball, not the player that determines "inside of the penalty arc" and "outside of the penalty arc." To be outside of the penalty arc, the ball must be outside of the white line. If the ball is on top of the line, in any height the ball must be judged as "inside", for the white line is part of the penalty area. The location of the player is unimportant.

2.19 CAUTIONS AND EJECTIONS

2.19.1 The referee may choose to verbally caution the player without awarding any ejection. This should only take place following technical fouls or minor violations.

2.19.2 Temporary ejection will prevent the offending player for playing for 2 min., and may not be replaced by another player during the same period.

2.19.3 Only after the penalty time elapses, the temporarily ejected player may return to the field or is substituted for.

2.19.4 Whenever a player receives a second two-minute penalty, he/she is ejected from the game and their team can replace him/her on the field after 2 minutes. He/she is not allowed to play for the rest of the game.

2.19.5 More than one player of one or both teams can be cautioned and/or ejected following any given play.

2.19.6 In ejections from the game, the offending player(s) penalized for the use of dangerous play, committing a major foul, using offensive language, and/or using physical aggression or insinuating intentions to use it. The offending player cannot return to the game, and his/her team can only replace them on the field after 5 minutes

2.19.7 Penalty time carries over from the end of first half into the second half, whenever the first half ends without all penalty time being completed.

2.19.8 A player that accumulates three (3) 2-minute ejections will be suspended for 1 game. This will be effective with the first game played after the accumulation of the ejections.

2.19.9 A player that will receive a 5-minute ejection (automatic ejection) will be suspended for 1 game. This will be effective with the first game played after the automatic ejection.

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2.19.10 After the first suspension, all subsequent violations will be reviewed by the Disciplinary Board.

2.20 PLAYER PASSES AND GAME CHECK IN

2.20.1 Only players with valid player passes will be allowed to play. The organization may utilize a different id system, which will be announced prior to the start of the tournament.

NO PASS, NO PLAY.

2.20.2 Teams must check in with the Division Coordinator 15 minutes prior to the scheduled game time.

2.20.3 Coaches must submit the completed game sheet, and player passes to the Division Coordinator.

2.20.4 The Division Coordinator verifies the game sheet is properly completed, player passes are valid, and all players are properly suited (no jewelry, all have shinguards).

2.20.5 The Division Coordinator signs game sheet and gives it to the Scorer's table, along with the player passes.

2.20.6 Any late arriving player must check-in with the Division Coordinator upon arrival.

2.20.7 Any player who enters the field of play, prior to checking in with the Division Coordinator will be ejected from the game for 2 minutes.

2.20.8 Teams will be designated home and away. The home team will sit on the side of the scorer's table, while the visiting team will sit on the opposite side. The visiting team will have the initial kickoff.

2.21 SCHEDULE & STANDINGS

2.21.1 A full season schedule will be provided under separate cover, and prior to the start of the tournament

2.21.2 All teams in each division will play the equal number of games.

2.21.3 Schedule changes are only allowed under extreme circumstances. The coach who is requesting the change, must contact the opposing coach, and the 2 coaches scheduled for a more convenient time. All four coaches must agree to the change, and then it must be Communicated to the Schedule Coordinator by the Wednesday prior to the schedule date.

2.21.4 Only games played with authorization of the Ironbound Boys and Girls Indoor Soccer League will be recognized in the standings.

2.21.5 Standings will be maintained for all teams and divisions (except Division 7 and Division 6). Points will be accumulated as follows:

- (a) WIN -- 3 points
- (b) TIE -- 1 point
- (c) LOSS -- 0 points

2.21.6 If teams are tied with the same number of points, the tiebreakers are as follows:

- (a) Head-to-Head competition (Points)

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- (b) Least Goals allowed (total competition)
- (c) Most wins (total competition)
- (d) Goal Difference Head-to-Head competition
- (e) Goal Difference (total competition)
- (f) Most Goals Scored Head-to-Head competition
- (g) Most Goals Scored (total competition)
- (h) If still tied, both teams will receive trophies for highest position, unless 1st place: where a one game final will take place, at the end of all regular season games.

2.22 FAIR PLAY AND ETHICS IN YOUTH SOCCER

- 2.22.1 Coaches teach your player to play intelligently and don't hurt or injure anybody.
- 2.22.2 Coaches, teach your players to be respectful towards the game of soccer and towards the adults around them.
- 2.22.3 FOR EVERYONE: RESPECT referees' decisions.
- 2.22.4 Behave intelligently.
- 2.22.5 Coaches, please give your players equitable (fair) playing time. If a player is not used in a game, that team will forfeit the game and the coach's conduct will be reviewed by the Disciplinary Board***
If they don't get a chance to play they will never learn how to play.
- 2.22.6 Coaches please don't run up the scores. There is no need to humiliate other kids.
- 2.22.7 Parents, have your child ready and on time. He/she wants to play, and their team needs them.
- 2.22.8 Parents, keep expectations realistic. Some players are not quite as good as others are.