

LEAGUES UNITED INDOOR CUP 2010 RULES - FACILITIES WITH DASHERBOARDS

Ø Teams must register no later than 30 minutes PRIOR to their first start time. Players and passes will be checked along with your official “stamped” roster.

Ø Cup games are 24 minutes long, running time, except for 5, 6 or 10 team divisions. The games in those divisions will be 18 minutes in length. **The clock does not stop for injuries, lost balls, etc.**

Ø Teams play six field players and a goalie for all ages U-9-U-11. Substitutions are made on the fly. Teams are limited to their official league rosters only. **No guest players are allowed.** Adds/drop limits are per the league rules and must be completed by the Thursday before the day of competition for the age group the team will be playing in. Any roster changes must be sent to Leagues United P.O. Box 63145 Philadelphia, Pa. 19114 -0945 and received BEFORE Thursday prior to game day.

Ø All teams must have a carded coach present on the bench. ***Only carded coaches are allowed in the box with the players. No exceptions!***

Ø Each team must supply at least one game ball. Each team must have a jersey color different from the opposing team. Goalies must wear a jersey that is a different color than the field players. Home team which is listed first on the schedule will have to change if there is a conflict.

Ø Players must wear shin guards.

Ø Kickoffs may go backwards.

Ø House rules apply per each venue for what is considered in and out of play ONLY! All other rules are standardized for all games at any venue. There is no “3” line rule for any venue even though there are 3 lines present on the field of play.

Ø A ball that goes out of play is restarted with a free kick from the point where the ball went out of play. The ball may be moved three feet away from the wall if the kick is to be taken from the side of the field.

Ø NO SLIDING, except for a keeper slide that starts inside the box and no boarding. Referees may assess a two-minute penalty if desired.

Ø All restarts are direct. Opponents must be 10 feet away from the ball on a restart.

Ø Goalkeepers have six seconds to release the ball from their hands. A goalie punt or throw may not cross the midfield line in the air. The ball must first hit the ground, the wall, netting or a player. The goalie may play the ball beyond the midfield line if he / she first puts the ball on the ground or lets the ball bounce at least twice before kicking the ball. Once the ball is bounced however, the ball is considered to be in play and may be blocked or stolen by an opponent.

Ø Referees may call a two-minute penalty for excessive rough play, intentional foul, dissent, foul language, etc. The referee may also remove a player or coach from the game if necessary. The referee may terminate the game if a fight breaks out.

Ø Penalty kicks are taken from two yards outside of the penalty area.

Ø Standard outdoor goalkeeper rules apply with regard to passes played back to him / her. Goalkeepers must play the ball within six seconds of receiving the ball. Goalies may dribble the ball from outside the penalty area into the penalty area and pick up the ball.

Ø There is no offside rule. Goalkeeper obstruction of movement however will be strictly enforced.

If a player receives a red card he will sit out the remainder of the game for which he/she was red carded in and the next game. Two yellows in one game will be considered an automatic red. Three accumulated yellows per event will result in an automatic red card and the player will be required to sit out the next game.

There will be no warm up on the field. Teams must warm up prior to their start time outside the field of play. Time is limited between each game and we must stay on schedule. Coaches should send out **only** their starters onto to the field to begin play.

*A forfeit will be declared for a team if at least five (5) players are not ready to play within a Five (5) minute grace period. A loss goes to team that forfeits. A win goes to the other team with a score determined by using a formula in Rule VII.6 below. A team forfeiting a game may play the remainder of their games as long as the forfeit was not a result of a fight or violent altercation. A team that forfeits any game because of a fight or a violent altercation may, at the discretion of the Event Coordinator, be expelled from the remainder of the indoor cup and any remaining games for that team will be declared a forfeit.

Point system: 3 points will be awarded for a win, 1 for a tie and 0 for a loss.

If a team forfeits the score is recorded as a 3-0 win for their opponent.

Tiebreakers: 1. Head to head

2. Goal differential (max 5)

3. Least goals against

4. Most goals scored (max of 5 per game)

If teams are still tied then the teams will play a 4 v 4 shoot out. No keepers, sudden victory, until a team scores. The 4v4 shoot out will be started at midfield with a drop ball. . In the event of a penalty shot in sudden victory, a goalkeeper may use his / her hands on the initial shot only.

Awards will be given to the 1st and 2nd place teams in all competitions. There will be no admission fees charge at any Leagues United Indoor event. Please make sure that your teams police your bench areas for trash after each game.