



2015 Indiana Summer Games

Youth Soccer (U6 – U19) Tournament Rules

1. The home team shall furnish a regulation game ball to the referee prior to each game.
Ball size: U6-U8, size 3; U9-U12, size 4; all others, size 5.
2. The home team is the team listed first in the team pairing on the Game Card.
3. Each team should be prepared to provide another color uniform. It is the responsibility of the visiting team to change if necessary. The primary uniform must have easily discernible numbers on the back (at least 6 inch numbers and preferably 8 inch numbers). Secondary uniforms may be numberless and should only be worn if there is a color conflict. Face paint, body paint or paint in the hair is not part of the uniform per FIFA. Individual players must wear matching socks. As a team, socks must be of similar color and style. No jewelry or taped earrings will be allowed.
4. Divisions (age groups) may need to be combined, within reason, to allow everyone to play.
 - A. Age determining date for each age division is August 1, 2014. Reference: age group chart.
 - B. The following are the applicable age divisions: U6, U8, U10, U11/12, U13/14, U16, U19.
 - C. Teams in each age division can consist of boys, girls or coed teams.
 - D. Each age division will play age appropriate formats identified in Section 14.
 - E. Recreational (REC) Divisions shall consist of existing REC teams or OPEN teams formed for the purpose of competing in the summer games. Players registered on a competitive/travel team may not be rostered or guest play on a REC team.
 - F. U10-U14 Competitive (COMP) Divisions shall consist of existing competitive/travel teams or OPEN teams formed for the purpose of competing in the summer games. Competitive teams will not compete against REC teams.
 - G. U16/19 OPEN Divisions shall consist of existing competitive/travel teams, High School teams or teams formed for the purpose of competing in the summer games.
5. **First Time Check-in:** Arrive at least 1 hour prior to your first game to allow enough time to have the team roster, players and player ID (current 2014/15 player pass – valid only if picture attached, **OR** photocopy of birth certificate with photo attached, **OR** driver's license/permit, **OR** passport **OR** INS port-of-entry-stamp) checked by the Tournament Committee. No photocopies of pictures, player pass, driver's license, passport, or INS port-of-entry will be allowed.
NO ID = NO PARTICIPATION. Team coaches or team representative must present all ID's and all players when they check-in at the Tournament Headquarters.

Prior to each game, the referee will check ID's. All teams should be at the fields at least 30 minutes before each game. No team may be more than 5 minutes late to its scheduled game. Violation of this rule will result in the team present being awarded a 4-0 forfeit.
6. Both teams will bench themselves on the same side of the field. Spectators will be on the opposite side of the field.
7. Any team that withdraws from a game in progress will forfeit that game and the following game.



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8. **Following each game, each coach will sign the game card and the winning teams coach shall submit the game card to the Tournament Headquarters.**
9. **The referee is the ultimate authority and their decisions are final. There will be no protests. Games will stand as played.**
10. Anyone involved in a fight will be immediately expelled from further competition and must leave the venue. Exceptions shall be made in case of minors that must remain with the coach.
11. Any person who is sent off or dismissed will be expelled for the remainder of the game and will be suspended from playing, coaching or attending the next scheduled game. After the person is sent off or dismissed, he/she must be out of sight and sound of the venue. Exceptions shall be made for minors that must be accompanied by their coach.
12. The Soccer Commissioner or Tournament Committee shall have the authority to remove any person from the tournament for unsportsmanlike conduct.
13. Competition Formats:
 - 3 v 3 Competition:** minimum of 2 players per side, max 3. No goalie.
 - 4 v 4 Competition:** minimum of 3 players per side, max 4. No goalie.
 - 6 v 6 Competition:** minimum of 5 players per side, max 6. Must have a goalie.
 - 8 v 8 Competition:** minimum of 7 players per side, max 8. Must have a goalie.
 - 11 v 11 Competition:** minimum of 7 players per side, max 11. Must have a goalie.

NOTE: If the minimum number of players cannot be fielded by 5 minutes past the scheduled start time, the game will result in a forfeit. The score will be recorded as 4-0 for the team present.
14. Players must be listed on the team's tournament roster to participate. Violation of this rule will result in the forfeiture of all games played by the offending team. See Section 16 for use of ineligible player(s).
15. A player will play for only one team. If a player is rostered on more than one team and participates in a game for each team, the Soccer Commissioner or designated representative shall determine which team is proper. A team will forfeit any preliminary round games in which the ineligible player participated. If a game in which the ineligible player participated is not discovered until a semi-final or final match all play prior to that match shall stand. **Fourteen (14) is the youngest age a player may play on a U19 team.**
16. **Substitutions:** May be made with the consent of the referee at any of the following times:
 - H. Unlimited with the consent of the referee.
 - I. If both teams are at half line, both teams may sub on either team's throw-in.
 - J. A goal-kick by either team.
 - K. After a goal by either team.



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- L. After an injury on either team, when the referee stops play, a substitution may be made for injured player.
 - M. At halftime or between periods.
 - N. If a player is issued a yellow card, the coach may substitute for that player only during that stoppage in play.
17. The USYS Modified Playing Rules will be followed for U6, U8, U10 play in the tournament with the following amendments:
- A. Changes to U6 and U8 only
 - 1) **No score will be kept as the tournament is being played in a jamboree format.**
 - 2) Field size – U6 will use 20 x 30 yards; U8 will use 30 x 40 yards. Goal size – approximately 6’ high x 5’ wide; Center circle - 6 yards; 2’ corner arc; Goal area - 3 yards from goal posts, 3 yards into field. Penalty area - adjusted to field size. The purpose of the penalty area is for goal kicks.
 - 3) The maximum number of players on the roster is six for U6 and eight for U8.
 - 4) The number of players on the field shall be three for U6 and four for U8.
 - 5) Offside: Although no offside penalty will be called, the referee shall stop the game at an appropriate time if an attacking player is consistently in an offside position (doing what might be called goal hanging). The referee shall then explain to the player that he/she must be in the flow of the game and not constantly standing near the goal waiting for the ball. If the player continues to “goal hang”, the referee shall ask the player’s coach to substitute for the player at the next possible opportunity and explain to him/her what he/she was doing wrong. The player may be substituted back into the game as soon as the explanation is completed. This procedure may be followed as many times as necessary. If, however, the player and /or coach do not appear to be trying to correct the situation, the coach shall be cautioned for unsporting conduct.
 - 6) All infractions shall result with an indirect free kick restart. There shall be no penalty kicks.
 - 7) **No throw-ins.** All restarts will be by indirect kick from where the ball went out of play.
 - 8) No goal may be scored direct from a kick off or goal kick. A goal may not be scored from the defensive half of the field. A goal must result from the attacking half of the field. No defender may hang back or stand in front of the goal to act as a goalkeeper.
 - B. Changes to U10 only
 - 1) The maximum number of players on the roster is twelve (12).
 - 2) Restarts administered based on normal restart method. There are no penalty kicks. For fouls in the goal area committed by the defensive team, the kick shall be taken from the top of the goal area line. For fouls in the penalty area (outside the goal area) the kick shall be taken from the spot of the infraction. The opponent shall be eight yards away.



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- 3) Goal Kick – opponent must be outside the penalty area. Ball is in play when it leaves the penalty area.
- 4) Corner Kick – opponent must be eight yards away. Ball is in play when it is kicked and moves.
- 5) Throw-in – one chance.
- 6) The number of players on the field shall be six (6), one of whom will be the goalkeeper.
- 7) Offside does not apply. “Camping out” is discouraged.

18. The tournament play shall consist of:

A. Preliminary matches

1. Brackets will be determined by a double-blind draw.
2. Each team will play three games (except if odd number of teams).

Note: Not all divisions/subdivisions will playoff for medals. Some medals will be awarded based on the results of bracket play.

B. Semi-final matches

1. Four teams will advance in each age division, where applicable, based on the standings.
2. The winners of the semi-finals will advance to the gold and silver medal game. The losers of the semi-finals will play the bronze medal game.

19. Duration of play:

A. By age division:

Division	Max Roster	Length of Period	Length of Breaks
Under 6	6	Four 6 minute quarters	2 minutes between quarters; 5 minutes halftime
Under 8	8	Four 8 minute quarters	2 minutes between quarters; 5 minute halftime
Under 10	12	20 minute halves	5 minute halftime
Under 11/12	14	25 minute halves	5 minute halftime
Under 13/14	18	30 minute halves	5 minute halftime
Under 16 (6 v 6)	10	25 minute halves	5 minute halftime
Under 16	18	30 minute halves	5 minute halftime
Under 19 (6 v 6)	10	25 minute halves	5 minute halftime
Under 19	18	30 minute halves	5 minute halftime



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- B. There will be no overtime in the preliminary games. Ties will stand. Semi-finals, bronze, silver and gold medal games will play as follows: U10 through U19 - will play two (2) 5 minute sudden victory overtime periods. U10 through U19 then will go to kicks from the mark, per FIFA rules if the overtime periods end in a tie.
 - C. Each rostered player shall play in the game.
 - D. The Soccer Commissioner and Tournament Committee reserve the right to adjust game length, due to weather conditions.
20. Kicks from the mark: In the event that kicks from the mark (as defined in FIFA rule-book) must be used to determine a winner in semi-final or final round games, the format will be as follows:
- A. Each team will select five (5) players to kick. Only players on the field at the conclusion of the 2nd overtime may be selected.
 - B. Teams will alternate kicks. The first team to kick will be determined by a referee's coin toss.
 - C. If the score remains tied after five (5) kicks, teams will alternate kicks, one at a time, until a winner is determined, using the remainder of the players who are on the field at the conclusion of the 2nd overtime.
 - D. Goalkeepers may be changed after any shot, with the referee's permission.
21. Point Scoring System (Except for U6-U8 Divisions): Advancement to semi-final games will be based on preliminary games' win/loss/tie record with points awarded as follows: 3 points per win, 1 point per tie and 0 points per loss. If, based on the preceding system, two or more teams are still tied, the following tiebreakers will be used in the order given.
- 1st – Winner of Head-to-head competition. (If the two teams did not play in previous tournament competition or if more than two teams are tied, this criteria will not be used).
 - 2nd – Winner of most games.
 - 3rd – Goal differential (goals scored minus goals against) with a maximum of four goals per game.
 - 4th – Most goals for (with a maximum of 4 goals per game).
 - 5th – Fewest goals allowed.
 - 6th – Kicks from the mark (home team calls coin toss).
- Due to the number of teams in each age division, not all teams are guaranteed three games. Some teams will receive byes.
- Points for bye games will be established based upon the average of the team's two (2) bracket games. Thus, take the average of goals for an average of goals against and then compute the goal differential and points.
- In brackets that are required to play cross-bracket to achieve a third game, all three (3) games will count towards the determination of the bracket winner.



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In brackets that are required to play more than three (3) games to determine a bracket winner, all games will count toward determining advancement.

22. Other than defined, all FIFA and USYS rules will apply to the playing of the tournament.
23. Injury: Every player is participating at his or her own risk. Volunteer medical staff will act in their best judgment in any emergency medical situation.
24. Other Conditions:
 - A. All coaches are responsible for the conduct of their fans throughout the tournament. Abusive language and actions by spectators will not be tolerated. The referee has the power to verbally warn, caution or dismiss the team coach(s) for the conduct of spectators during this soccer tournament.
 - B. Every team is requested to help ensure that the field and the surrounding grounds are left clean and litter free.
 - C. Coaches should check with the Soccer Commissioner or Tournament Committee regarding advancement before the team leaves the tournament facility.
 - D. Smoking, alcohol and pets are prohibited on any playing field, adjacent to playing area, parking lot or anywhere on the competition site.
25. Official Game Card
 - A. The official records of tournament games are the game cards filled out by the game referees and retained by the Tournament Commissioner. The Tournament Committee will establish the format and contents of the card.
 - B. The game card will identify at a minimum the age division, duration of play, home and away team for each game.
 - C. U10 – U19 games: game cards must be returned to the Tournament Headquarters by the referee or coach of the winning team. The game card **must** record the final score, goals for and goals against, winning team and be signed by both coaches and the game referee(s).