

Indiana Memorial Cup 2017 Tournament Rules

Tournament Site: Grand Park Sports Complex [MAP LINK](#)

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Check In, Eligibility and Credentials: This tournament is open to registered teams affiliated with US Youth Soccer which play in a regular league season. Recreational or Rec+ teams of all ages 8U-12U will be accepted to this tournament in the 4v4 format only. Teams will need to present the following documents at check-in:

- Player Passes are to be present and available at all matches for team playing in a competitive division. Recreational teams will not need passes.
- Player passes must include a recent player photo and be laminated.
- Official State Rosters or Indiana Soccer Academy rosters will be accepted as a team's official roster at check in. Player's names assigned to that team for the entire tournament will be highlighted and presented at check-in.
- Players will be permitted to play with more than one team during the tournament, subject to approval of the Tournament Committee. No special scheduling requests will be accepted to accommodate players on multiple teams.

Roster Size and Guest Players:

- 8U teams shall not roster more than 8 players, including guest players.
- 9U teams shall not roster more than 12 players, including guest players.
- 10U teams shall not roster more than 12 players, including guest players.
- 11U teams shall not roster more than 16 players including guest players.
- 12U teams shall not roster more than 16 players including guest players.
- 8U-12U recreational teams shall not roster more than 8 players, including guest players.
- No more than 4 guest players permitted per team.

Age Groups/Playing Format:

- 8U: 4v4 format, (4) 10 minute quarters, size #3 ball
- 9U & 10U: 7v7 format, (2) 25 minute halves, size #4 ball
- 11U & 12U: 9v9 format, (2) 30 minute halves, size #4 ball
- 8U-12U recreational: 4v4 format (4) 10 minute quarters, size #3 or size #4 ball, as age appropriate.
- Home team shall be listed first on the game schedule.

Team Uniform Colors and Numbers:

- The Home team shall wear their lighter colored uniform. The Visiting team shall wear their dark colored uniforms. If there is still a conflict, the team not in compliance will change.
- Identical numbered players on the same team are not permitted. For teams using club pass players, tape may be used to alter jerseys to avoid duplicate numbers.

Equipment:

- The Home team shall furnish the game ball
- All players are required to wear shin guards
- Eyeglasses and sports goggles must be secured by a safety strap.
- All body piercing and other jewelry must be removed.
- Any equipment issues not specifically addressed in these rules shall be ruled on by the referee.

Standings and Scoring: No official standings or game scores will be reported for any games including the 9v9 format games. No overtime periods shall be played.

Starting Times and Forfeits: No grace period will be allowed for teams without the minimum number of players allowed to start their game. If a team does not have the minimum number of players to start their game at the scheduled start time a Forfeit may be declared by the Tournament Committee.

Laws of the Game: All games shall be played under FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games unless otherwise noted below.

Substitutions are unlimited and will be allowed by the referee as follows:

- After a goal by either team
- Before a goal kick by either team
- Before a throw-in in your favor by either team
- Before the beginning of any period of play
- During injury stoppage (one for one)
- One-for-one substitutions made by either team after a caution (yellow card) if the cautioned player is substituted.

Modified Playing Rules:

- The minimum number of players to start a 4v4 match shall be 2.
- The minimum number of players to start a 7v7 match shall be 5.
- The minimum number of players to start a 9v9 match shall be 7.
- Penalty kicks will be taken from a spot 8 yards from the goal line for all 7v7 games and 10 yards away for all 9v9 games. No penalty kicks in 4v4 matches.
- During the taking of a free kick, all opponents must be at least 8 yards from the ball until it is in play, unless they are on their own goal line between the goalposts.
- Halftime shall be no more than be 5 minutes.
- The game clock will be a running clock kept by the Center Referee.
- No semi-final or championship games will be played, including the 9v9 format.
- The build out line promotes playing the ball out of the back in a less pressured setting.
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- The build out line will also be used to denote where offside offenses can be called. Players can be penalized for a offside offense between the build out line and goal line.
- The build out lines should be equidistant between the penalty area line and the halfway line.
- In 7v7 games the goalkeeper is not allowed to punt the ball.

- If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.
- Deliberate heading is not allowed in 7v7 games or smaller. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the penalty area, the indirect free kick should be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.
- As of now, Indiana Soccer allows heading in 11U and 12U games. If a 10U player is participating in one of these games, it is the responsibility of the coach not to allow that player to intentionally head the ball.

Referees:

- A single Referee shall be used for all 4v4 and 7v7 matches
- A three person Referee system shall be used for all 9v9 matches.
- The Center Referee will maintain the official game time.

Injuries and Medical Support: Medical Staff will be available to provide first aid and will be notified as required by the field marshal.

Any player who is found to be bleeding or to have blood on his/her uniform and/or equipment shall be required to leave the playing field. The player may return to the game only after demonstrating to the referee that the bleeding has stopped and that all blood has been removed from the player and his/her uniform and/or equipment.

Any player who has been injured prior to or during their game and exhibits any of the signs and symptoms of a concussion may not return to the game. (No exceptions) In addition, it is mandatory the player be taken by his/her legal guardian to a physician certified in this area of medical treatment for further evaluation and release before returning to play in any US Youth Soccer sanctioned tournament or league play.

Team and Spectator Conduct: Teams shall understand the laws of the game and play by them. They should be respectful to all coaches, teammates, opponents and match officials. Profane and abusive language is prohibited at all times.

Any player receiving a red card in any game will be required to leave the field and playing area for the duration of the game in process and will be suspended for the next game. Substitutions are not allowed for an ejected player. The center referee will retain the player card of the ejected player and submit it with the game report containing the reason(s) for the red card.

Coaches and managers who have been ejected will also be required to leave the field and playing area, failure to do so will result in the match being ended by the Center Referee. Coaches and managers being ejected will not be able to participate in the team's next match. Coaches/DOC's who coach multiple teams will be required to sit out their next scheduled game. The center referee will retain the coaches or managers card and submit it with the game report containing the reason(s) for the ejection.

Spectators who have been sent away (ejected) will also be required to leave the field and playing area, failure to do so will result in the match being ended by the Center Referee.

The Tournament Committee will retain the player, coach or manager's card and it will be returned to a team official (registered with appropriate card) upon completion of the required suspension. If the

ejection occurs during the team's final game, the card will be returned at the end of the game by the center referee and the report will be made to the appropriate State Association.

The Tournament Committee may impose additional penalties and suspensions or ejections from the tournament which cannot be appealed. Any player, coach, manager or spectator who is ejected from a game MUST leave the playing area immediately. The playing area is defined as: No less than 100 yards from the nearest point of the playing field from which their team is playing.

Policy and Rule Interpretations: Questions concerning these rules shall be directed to the Tournament Committee, who reserves the right to render the interpretation which they judge to be in the best interest of the tournament. There are no protest procedures for the Indiana Memorial Cup; all decisions and interpretations of the referees and/or Tournament Committee shall be final.

General:

No Pets

No Alcohol

No Smoking

Foul and/or Abusive Language or Gestures will not be tolerated.

Inclement Weather: The Tournament Committee reserves the right to determine when and if games are to be postponed, shortened or canceled. The Grand Park Inclement Weather procedures and protocol will have priority over this event. Additional information may be provided at tournament check in regarding bad weather protocol.

Tournament Cancellation Policy: Should the tournament need to be canceled prior to 6pm on Friday, June 2, 2017, the Tournament Committee will determine the percentage of the registration fees (entry fee) to be refunded, if any.