

2011 Cabin Fever Indoor Soccer Tournament Rules

FIELDHOUSE RULES

We are guests of the Northland Pines school district and all fieldhouse rules must be followed to insure our ability to use this facility. Failure to follow any of the following fieldhouse rules may result in your removal from the school grounds and possible suspension from future league games and events.

Shoes: Athletic or indoor soccer shoes that will not damage or mark the fieldhouse floor must be worn. Shoes must be clean and dry before entering the fieldhouse. This rule applies to spectators as well as players.

Food and Drink: No food is allowed in the fieldhouse. Only bottled and clear "fitness water" can be brought into the fieldhouse for consumption.

Hours: Players, guests, and parents may only remain in the building during regular tournament game times. If a free court is available while other games are in progress only registered players may use this space to warm up. No sports other than soccer will be allowed to be played in the fieldhouse during tournament play. Shooting baskets with a soccer ball is not allowed.

High Ball Play: Any player intentionally playing high balls off the lights and score boards in the fieldhouse will be suspended for their next scheduled tournament game. They will also not be allowed to play-up or be a temporary player until this suspension is served. Restitution for any damage resulting from this type of play will be the responsibility of the player or persons involved. Failure to make restitution in a timely manner will result in the banning of all persons involved in the incident from future tournament events until accounts are settled.

TEAM INFORMATION AND SCHEDULING

Number of Players: Seven is the maximum number of players on a team: four field players and three substitutes. A team must have a minimum of 3 field players to start a game. If at any time during a game a team can not field 3 players play will be suspended. The game will be scored as a forfeit and the team that has the minimum number of players will be the winner. Players may only play on one team per division. There are no goalkeepers in 4V4.

Player Registration: All players on a team must be registered and all tournament fees paid by start of play on March 12, 2011. Teams can not add players to their rosters after the start of the first tournament game in their division without the consent of the tournament director or designee. Officials have the right to demand proof of age for any player included on the team roster.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each game (you will not be notified of changes). Schedules for the tournament will be posted on the United Northwoods soccer website (www.unsoccer.org) prior to the tournament.

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. Referees or tournament officials grant permission to attend this event only to those persons who demonstrate good sportsmanship. Referees or tournament officials may remove any person violating this requirement at any time. Referees or tournament officials have sole discretion in making this determination. Tournament officials may revoke the right of a player, coach, team, or spectator to participate in one or more future events, including further participation in the tournament for violations of this policy. No refunds for registration fees paid will be made to persons removed from participation for violations of the sportsmanship rule.

Age of Participants: Teams will be placed into divisions based upon grade level. Teams with players that span more than one division will be placed into the division of the oldest player on the team.

Falsifying Ages: Any team, player, or coach determined by tournament officials to have falsified age, identity, or skill level, will be dismissed from the tournament. This is unsportsmanlike conduct and will not be tolerated by the Cabin Fever tournament.

Proof of Age: All participants must provide proof of age if asked by an official (players and coaches are required to have their proof of age at all times). Acceptable proof of age include Wisconsin Youth Soccer Association photo player pass from past or current season that includes birth date, copy of driver's license or Wisconsin ID card, photo ID from school or other source acceptable to tournament officials that includes age and birth date, copy of birth certificate. Copies of passport or immigration documents or other official documents maybe considered. Teams registering several players or individuals may submit proof of age with registration forms.

Forfeits: Teams are given five minutes from the official game starting time before a forfeit is issued by the referee. Official starting times may be modified due to other scheduled games that are running late or referee availability. **All forfeits must be approved by the tournament director before the game is considered an official forfeit.**

Protests: Protests are strongly discouraged as this is a friendly tournament. **Referee judgment calls are not grounds for a protest.** A team wishing to protest must do so to the tournament director commissioner or designee within 20 minutes of the game in question. The formal protest request must be made by the coach or captain of the team. **Videotape is not acceptable as a form of protest or decision review.**

Weather Related Issues: The tournament director or designee reserves the right to modify, reschedule, or cancel the games due to inclement weather. The tournament officials have the right to move or reschedule games, as well as the right to shorten game lengths.

EQUIPMENT

Game Ball: The ball must meet all US Futsal Federation guidelines and be between 62 (24.5") and 64 cm (25.0") in circumference and weigh between 400 and 440 grams. Indoor balls supplied by tournament officials shall be the only balls authorized for use during matches.

Shin Guards: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Protective Casts: Referees must approve players wearing protective casts. Hard casts **will not** be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

RULES OF THE GAME * FIFA rules apply if not modified within *

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the Cabin Fever Tournament. Any questions concerning these rules should be directed to the tournament director.

Game Duration: The game shall consist of two 10-minute halves separated by a 1 minute halftime period. Pool games tied after regulation play shall end in a tie. There are no timeouts and the game clock does not stop in 4V4 games except during penalty kicks, injuries, and equipment failure. The referee has the official time on the court and holds the right to take necessary action if he/she feels that a team is delaying the game.

Start of Play: Team 1 on the game schedule will kick off and defend the north goal. Teams will switch goals for the second half and Team 2 will kick off. When taking a kick off the ball **does not** have to be played forward to start play.

Out of Bounds: The field of play will be the standard basket ball court boundaries. The ball is considered out of bounds when all of the ball crosses all of the line (weather on the floor or in the air) or hits the ceiling and anything suspended from it. A kick-in is taken from the spot were the ball crossed the side-line or a goal kick is awarded (see rule below). If a ball hits the ceiling or anything suspended from it an **indirect kick-in** is awarded to the opposing team and is taken from a point directly below were the ball hit the obstruction (see exception under Three Yard Rule). **The ball can not be played off the side curtains or the back walls and is considered out of bounds if striking either.**

The Goal Box: This is the 8 foot wide by 6 foot deep area marked on the floor in front of each goal. **All players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest in the goal box, a goal kick is awarded to the defense regardless of who touched the ball last. **Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box.** The plane of the goal box extends upward to the ceiling on all sides. If a defensive player touches the ball while they are within the plane of the goal box, a goal will be awarded to the offensive team. If an offensive player touches the ball while they are within the plane of the goal box, a goal kick will be awarded to the defensive team.

Goals: A goal is scored when the entire ball crosses the goal line and is completely within the goal frame/netting.

Kick-ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

Three Yard Rule: In all dead-ball situations, **including kick-offs**, defending players must stand at least three yards away from the ball. If the defensive player's goal box is closer than three yards from the spot of a free kick, the ball shall be placed three yards from the goal box in line with the direction of play prior to the penalty. In this case the defensive players may make a wall just in front of the goal box, but may not move towards the ball until it is played. This same rule applies if the ball hits a ceiling obstruction and the resulting spot of the ball would be within the goal box.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, goal kicks, free kicks) are indirect with the exception of corner and penalty kicks.

Goal Kicks: May be taken from any point along the end line.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the midcourt line with all players (on both teams) remaining behind the midcourt line throughout the penalty kick process. The player taking the penalty kick may only play the ball once. Penalty kicks are dead ball infractions and the clock is stopped. If a goal is not scored, the defense is awarded possession and restarts play with a goal kick.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-court. **Substitutions can not be made on the fly!**

Offside: There is no offside's in 4V4 Soccer!

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

No slide Tackling: If a player is sliding, no contact with another player is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball: A normal hand ball situation results in an indirect kick from the spot of the foul. If it occurs within 3 yards of the goal box see Three Yard Rule exception above. Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (2) A yellow card given to the player committing the hand ball (at the discretion of the referee).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during the tournament will automatically be suspended for their next tournament game (no exceptions).

Player Ejection (Red Card): Referee's have the right to eject a player from a game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. If this results in a team not being to field 3 players then the game will be considered a forfeit and play suspended. The player receiving the red card will automatically be suspended for their next tournament game (no exceptions). Players who are red carded must leave the field house immediately. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

***If players are red carded for fighting, they will be ejected from the building, parking lot, and grounds for the duration of the tournament.*

Coach/Parent/Spectator Ejection: Referees have the right to eject a coach, spectator or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament officials must leave the field house before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Tournament Pool Scoring: Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 3-0 win.

Team Ceding and Bracket Play

First Round: All teams (unless suspended) will be placed in bracket play. Points acquired during pool play will be used to determine seeding of teams 1 (highest points) through 6 (Lowest points). Team number 1 will play 6, 2 plays 5, 3 plays 4 in the first round. If there are ties as a result of points from pool play then the tiebreakers to set seeding in order are: Head to head record, lowest total number of goals allowed during pool play, coin toss.

Second Round: The winning teams and, if needed, a wild card team will play in the second round. The wild card team, if needed, will be the losing team in the first round that scores the most goals in their first round game. Wildcard ties will be decided by penalty kicks as described below.

Championship Game: The winners from second round play will play in the championship game. The winner of this game will be the division champion.

Ties: There are no ties in bracket play. If teams are tied at the end of regulation play there will be 5 minute golden goal period. The team to kick off in this period will be determined by a coin toss. The first team to score in this period is the winner. If teams are still tied at the end of this period the winner will be determined by penalty kicks. Teams will alternate taking kicks, first kick determined by coin toss, until one team makes a goal and the other team misses in a round. Each player on a team must take a turn before a player can repeat taking a kick for their team.

Cabin Fever Tournament Officials

The tournament will designate two adults to assist the director and referees in monitoring all games and enforcing these rules. Officials will wear identifying clothing or other identification. All decisions by these officials are final. Persons with concerns or complaints during or after sessions should contact these officials for assistance.

*** The tournament director will have final say on all disputes and interpretations of the Rules. ***

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