

COSMOPOLITAN SOCCER LEAGUE

2019 INDOOR TOURNAMENT

RULES & REGULATIONS

THE GAME:

1. The games shall be 18 minutes in duration without a half time intermission or changing of sides in all divisions without a half time intermission or changing of sides.
2. The games are "five-a-side" in all divisions, however, a team may dress up to 18 players.
3. The game will be played with a size 4 ball.
4. Official line up forms must be completely filled out, signed, and accompanied by player passes. Line up forms must be submitted to the tournament committee at least 30 minutes before each game.
5. The games will be played in accordance with all F.I.F.A. rules (including no back-pass to the goalkeeper) with the following exceptions:
 - a) There will be no offside.
 - b) An indirect kick may be awarded if a goalie throw or a goal kick travels beyond the half-field line without first bouncing in the kicker's half of the field or being touched by another player.
 - c) There will be stoppage: if the ball hits the roof, the referee will award an indirect free kick to the other team at the center circle.
 - d) On both direct and indirect free kicks, walls must be no closer than 3 yards from the ball.
 - e) When indirect kicks are awarded within the penalty area, the ball will be placed on the penalty area line.
 - f) There will be NO slide tackling with the exception of Goalkeepers, while inside the penalty area.
 - g) Any player receiving a Yellow Card caution will have to sit for 2 FULL minutes and his team will have to play shorthanded.
 - h) Any player receiving a Red Card will be ejected from the game and will have to sit for a minimum of the following game and possibly more depending upon the severity of the infraction and the ruling of the Indoor Tournament Appeals Committee. In such cases, the team will have to play shorthanded for 5 FULL minutes.

6. Teams must take the field at the scheduled game time and be ready to play. There is no warm-up time. Referees will start the game as per the published schedule and, if a team is not ready, the game is subject to forfeit. In like manner, teams are to leave the field immediately after their game is concluded.
7. No Double Team in the corner walls when two players are fighting for possession of the ball.
8. Players are not allowed inside the goal area.
9. PKs will be taken at the top of the goal area.

SUBSTITUTIONS:

10. Substitutions will be made "on the fly." However, the player leaving the game must have left the field of play before the substitute player may enter. Violations can result in an indirect free kick.
11. All substitutions must be made from the designated substitution point. Persistent violations can result in an indirect free kick.
12. Delay-of-game infractions:
 - a) On either re-starts and/or by the goalkeeper will result in an indirect free kick to the other (non-offending) team.
 - b) Because of the tightness of the schedule, players will have only five (5) seconds to put the ball in play or their team will be penalized and lose possession.
 - c) Delay of game violations by the goalkeeper in his own penalty area will result in an indirect free kick with the ball placed at the top of the penalty box. The referee has the right to stop the game clock when this call is made.
 - d) Any player refusing to provide the required distance from an opposing team's free kick, thereby causing delay of the game, will be cautioned and the game clock will be stopped until the free kick is completed.

THE PLAYERS:

13. Only registered players are permitted to play. A team using an illegal or ineligible player will forfeit all games in which that player has played.
14. Players may only play for one team of their club per tournament, with one exception; a player on his club's Over-30 Team may play for both his club's Over-30 Team and another of his club's teams entered in another division. However, First Team players cannot play down for their club's Reserve Teams and risk forfeiting if they do so.

***As a reminder, please note that players may **NOT** participate in both the "Premier" and "Open" Groups although they can for the "Premier" and "Over-30" Groups or the "Open" and "Over-30" Groups. ***

15. There is **NO GUM CHEWING AND NO SPITTING** in the facility.

THE UNIFORM:

16. Each team must have two (2) sets of uniforms - one white and one with the club colors. Each player must wear the same number throughout the day/evening. If there is a conflict in colors, the away team must wear white. No player will be permitted to participate in a game if he is not dressed properly (shirts, socks, shorts) in his team colors. Shirts must be tucked in and shin guards are mandatory.

17. Given the playing facility, only Indoor Shoes, Turf Shoes, or Sneakers are acceptable.

STANDINGS:

18. The standing of the groups will be determined in the following order:

- a) Points (3 points for a win, 1 point for a tie, none for a loss);
- b) Goal differential;
- c) Goals for;
- d) Head-to-head competition;
- e) Most wins;
- f) If all are the same, flip a coin.

NOTE:

A forfeit will be recorded as a 2-0 score for games not played and where the minutes for a team's other preliminary round games are not extended (i.e from 14 to 21). In those cases, while the game will be recorded as a win, any tiebreakers based upon goal differential will be entirely based upon on-the-field scoring. In other words, there will not be 2 goals credited for the forfeit as the teams will still be allotted the appropriate amount of time to impact their goal differential.

THE KNOCKOUT ROUND:

19. All group winners and second place finishers will advance to the Knockout Round in each of the respective divisions,

20. The top 2 finishers in the Open Division will also advance to the Knockout Round.

21. The Knockout Round will be single elimination.

22. During the Knockout Round, tied games will go directly to Penalty Kicks (1 per team, then 1 and 1) until the Championship Games when a 5 minute "Sudden Death" Overtime will precede Penalty Kicks.