

N.O.G.S.L./A.A.S.L/O.A.S.L.

2009 "LETS ALL PLAY TOGETHER"

INDOOR TOURNAMENT

ROSTER:

Teams need to have passes and rosters with them. If a players eligibility is challenged these will prove the player is eligible.

Only players currently rostered on your spring team are eligible. Guest player rules are as follows:

1. Guest players must be from your own community, and have a current nogsl/aasl/oasl player pass.
2. They must come from a team in an age bracket or division lower than yours.
3. They cannot be playing in the tournament with any other team.
4. You may only do this if the total number of players you have does not afford you 3 substitutes for the game.
5. Player passes will be spot checked.

GAMES:

U-9 to U-12 plays 6 players and a goalie.

U-13 & U-14 play 5 players and a goalie.

UNIFORMS:

All players shall wear similar jerseys. Goalies excluded. All uniforms shall be numbered. In case of conflicting colors the home team will change jerseys. (First team listed is the home team)

FOULS AND MISCONDUCT:

The referee is responsible for calling all fouls. If in the opinion of the referee, a foul is of such a nature as to warrant additional punishment besides a free kick, a two (2) minute blue card can be issued, as well as a shootout. Boarding is an automatic blue card, with a shootout. Any player who receives a time penalty will proceed immediately to the penalty box to serve there punishment. If the

opposing team scores the shootout or a goal during the penalty time, the player may re enter the game. Dissent to the referee during the issuing of any card will elevate the card 1 level. Blue goes to yellow, yellow to red. And additional time may be added to the penalty. All players are expected to cooperate with the referees and play within the spirit of the game.

VIOLENT CONDUCT/SERIOUS FOUL PLAY:

Any player or team official can and will be ejected for violent conduct such as striking, fighting, assaulting an official, or verbal abuse of an official, shall be suspended for the remainder of the tournament and any punishment your league also deems necessary.

THREE LINE VIOLATION: Is in effect.

GOALKEEPER POSSESSIONS: Outdoor rules apply.

RESTARTS AND SUBSTITUTIONS:

Restarts must be taken within 5 seconds of being instructed to, either by whistle or verbal.

During preliminary games all substitutions are on the fly, except for after goals and injuries.

Opponents must allow the required 10 feet from all restarts. Intentional encroachment is a 2 minute blue card penalty. Please enter and leave the field through the doors Do not jump over the boards.

BALL OVER THE PERIMETER WALL:

When the whole of the ball passes over the perimeter wall along the touchline, it shall be kicked in from the point where the ball went out of play.

PENALTY KICKS:

All penalty kicks are to be taken from the penalty spot, not the top of the arc.

FORFIETS:

There is a 2 minute grace period for a team to field enough players. If after the grace period expires the team that doesn't have enough players to start, a forfeit will be declared. 4-0

LENGTH OF GAMES:

All preliminary games are 1-28 minute period, running clock. Finals will be 2 – 25 minute periods.

DIVISION CHAMPIONSHIP:

Teams will be awarded points, 3 for a win, 1 for a tie, and 0 for a loss. Round robin winners will be determined by:

1. Most points
2. Head to head record
3. Best goal differential. 4 per game maximum.
4. Least goals allowed. 6 per game maximum.
5. Sudden death penalty kicks.

PLAYOFFS:

Each participating team will play a minimum of three games. All finalists will receive individual awards. The tournament committee reserves the right to decide any and all discrepancies that are not covered within these rules.

Ties will stand in the preliminary rounds. If the score of a championship game is tied there will be a 5 minute, sudden victory, 3v3 (2 and a goalie) period. If score is still tied, then a 3v3 shootout (not pk) will begin. Just like fifa pks' only lower number of players. All eligible players on a team can take shootout.

PROTEST: There will be none. Questions on players eligibility need to be brought to the tournament committee before the end of the game in question.

EJECTIONS:

Any player coach or team official ejected from a game must leave the soccer area, and retire to the lobby or locker room, or face further disciplinary action. All ejections will result in the player being ineligible for the next game in the tournament.

TEAM CHECK IN:

All coaches need to check in at least 20 minutes prior to their first game, for rule confirmation and to confirm schedule. U-9 coaches need to check in to receive participation awards.