



NSYSA INDOOR TOURNAMENT RULES AND GUIDELINES

THE TOURNAMENT

Bob Gamel founded this tournament as a celebration of soccer and good sportsmanship. It is one of the longest running indoor soccer tournaments. All players receive the same mementos for participation with trophies awarded for the Most Sportsmanlike Team. There are minimal volunteer duties associated with running the Tournament and all Teams must be prepared to help. Any necessary team volunteer tasks will be communicated via email and or website as the tournament dates near. There are no concessions or related duties associated with this tournament.

LOCATIONS

North Shore Recreation Centres, secondary schools, and the largest elementary gymnasiums are used. Older players get bigger surfaces. These facilities are hard to come by and cannot be abused. Teams should show up at least ½ hour before each game because of what could be difficult parking and the tight game schedules. **Watch the area “No Parking” zones.**

SCHEDULES

Schedules are issued as early as possible to allow teams to plan their weekend. Pods of five form the base for competition with fifteen teams per playing surface. Some facilities have or may be divided into two surfaces. In order to accept all entries in a division some Pods may not initially be full or some may be overfull to allow all registered teams a chance to participate. The total number of games played by each team may vary depending on their Pod size. Playoff games are included for most Pod sizes but in some cases Pod size may dictate a simple round robin only schedule with no playoff games. In such cases the winner is the team with the most points after completion of the round robin schedule.

UNIFORMS

T-shirts (all the same colour) other than your regular Club uniform may be brought. Some teams could bring bibs or alternate jerseys to distinguish themselves from same Club teams.

Each team should bring two goalie jerseys / t-shirts as there is no time to change jerseys while substituting lines. Goalkeepers must wear a jersey / t-shirt of different and distinguishable colour from that of their teammates.

In the case of conflicting jerseys, the home team shall change, reverse, or wear alternate jerseys.

Players must wear non-marking running shoes or indoor soccer shoes. Shin pads are mandatory.

Players must not wear jewelry that may pose a hazard to themselves or other players.

No team balls are to be brought into the facilities under any circumstances.

SAFETY GUIDELINES

Each team must supply its own First-Aid Kit.

In the event of a serious injury the Coach will designate a person to ring 911.

Do not use a cellular phone because emergency response time is considerably slower, (routed through Kelowna), than a land line.

There may or may not be first-aid attendants on hand. The local clinics and Lions Gate Hospital have been advised of the tournament.

Coaches must advise the Gym Coordinators of any injuries that require medical attention.

There must be no rough play, particularly boarding, pushing from behind and slide tackling.

SCOREKEEPING

Scorekeepers, not referees, keep time.

Every team must supply a scorekeeper at any times noted in the scorekeeping schedule. You will not be required to keep the score of a game in which your own team is participating. Teams are responsible for designating a person(s) from their team to fulfill any scorekeeping obligations.

Only the Gym Coordinator posts scores, usually in the most accessible area not in the gym.

Total points will determine playoff rankings at the end of round robin play. In the event of a total points tie, an average of goals for and against will determine the playoff rankings of the tied teams. Highest average determines rank. If still tied, lowest goals allowed. If still tied, highest goals for. If all **else** fails, flip a coin.

Note: If you complete your four game round robin schedule on Saturday, you can't rely on Saturday's standings for your playoff game time. The other four teams in your group must still play one (1) game on Sunday to complete the round robin and finalize playoff rankings in your group.

All games except for the playoff between the 2nd and 3rd place teams may end in a tie. In event of a tie in the playoff game between the 2nd and 3rd place teams, there will be a five-player shoot-out (Penalty-kicks). If still tied there will be a second five-player shoot-out with different players to the degree possible. If still tied, lowest goals allowed. If still tied, highest goals for. If all **else** fails, Coaches can flip a coin!

Referees will wait five minutes for a team to take the floor, otherwise it's a 1 to 0 forfeit!

TOURNAMENT RULES

These rules are designed to accommodate the special circumstances when playing soccer in a school gymnasium. Officials are asked to use their own judgement while incorporating FIFA rules when encountering situations not specifically mentioned here. **Player safety, sportsmanship, officiating consistency, and minimal game delays are top priorities in that order.**

GAME BALL SIZE

A size four (4 or 5) regulation indoor soccer ball shall be used up to and including the U-11 Division. A futsal ball shall be used for U-12 and all above Divisions.

FIELD OF PLAY

Gym sizes will vary. Use the walls for play. There are no high ball rules. If the ball hits the roof it's still in play. Goal size is approximately 6 X 11 feet and size may vary slightly from gym to gym. "Goal Area" dimensions will not be marked on the floor. The "Goal Area" will consist of an elongated semi-circle extending for six (6) yards from the goal post along the goal line with a radius arc into the playing field to a point perpendicular to the goal line, then parallel the goal line between the goal posts at a six yard distance, and then arched back to the goal line at a distance of six (6) yards from the other goal post. The referee's discretion will apply when awarding penalty kicks for fouls occurring inside the above "Goal Area". **Coaches and referees should note any supporting gym lines that may help define this "Goal Area" before game time.**

Goal kicks will be taken from a designated spot on the floor.

NUMBER OF PLAYERS

Five aside: including goalkeeper for all Divisions.

Unlimited "flying" substitutions are allowed and recommended. Referee permission is not necessary and play will not be stopped for substitutions.

A new player (substitution) may not enter the field of play until player being replaced leaves the field of play by reaching the team area.

GAME DURATION

Round robin games consist of two (2), thirteen (13) minute halves.

Playing time is continuous and will not be stopped for any reason.

The designated scorekeeper will be the official timekeeper, not the referee.

REFEREES

Referees have all the powers granted them under normal FIFA rules.

Harassing or arguing with the referees will not be tolerated and may lead to expulsion. Referees are to note and report any such behavior.

Referees will not have to keep track of the score but must signal the designated scorekeeper when a goal is scored and allowed.

TO START THE GAME

The home team will choose their end of the gym and both teams will start entirely in their own half of the gym.

The home team shall start the game with a goal kick and the visitors will begin the second half with a goal kick after an immediate switch of ends.

TO RESUME PLAY AFTER A GOAL

Both teams shall move quickly to their own halves of the gym and the team just scored on will resume play with a goal kick.

Note: The just scored on team may take the goal kick whenever they are ready. They are under no obligation to wait until all opposing players are in their own half of the gym, however, they do so at their own risk and the play will not be called back should they lose the ball and be scored upon.

BALL IN PLAY

The ball shall remain in play and play shall continue unless:

- The referee whistles stoppage due to a goal, penalty, serious injury, rule infraction, and end of period if the scorekeeper has a problem with the horn.
- The ball fails to rebound back into play after being lodged in the netting on or behind a goal, or any area behind the goal line (e.g. Stage), or in the roof components, in which case the referees shall award the defending team (in whose end the ball went out of play) a goal kick.
- In the referee's opinion a spectator, or team member on the bench, purposely rebounds or propels the ball back into play giving an unfair advantage to one team, in which case the referee may caution the offending spectator and restart the game with a drop ball.

Goal kicks will be taken from a designated spot on the floor. There will be a goal kick if the ball is out of bounds. A ball lodged on or behind a goal will result in a goal kick regardless of who touched it last. Opposing players must be at least 6 yards away from the ball during the taking of all goal kicks, free kicks, and penalty kicks. There shall be no corner kicks or throw-ins. *There is no offside rule.*

GOALKEEPER

FIFA rules regarding the goalkeeper shall apply except:

- Goalies may kick the ball off the floor or throw the ball into play. **They cannot punt or drop kick the ball.**
- The goalkeeper **cannot** score a direct goal. (A rebound off part of the gym will **not** qualify such a goal; another player must first touch the ball. This also applies to goal kicks and indirect free kicks.
- The goalie **may** handle the ball if passed back by one of his players.
- The goalie may hold the ball **briefly** for line changes.
- Goalies may handle the ball **anywhere in their own half** as the venues won't allow us to mark the goal areas on the floors with tape. After fielding a ball, **the goalie may not take more than one step with the ball before throwing or kicking it into play again off the floor.** Again, the goalie may **not** punt or drop kick the ball.

INDIRECT AND DIRECT FREE KICKS/PENALTY KICKS

FIFA rules apply, with the addition:

Intentional boarding or attempting to board shall result in a **direct free kick**. Intentionally making contact with the goalie while he/she has possession of the ball shall result in a **direct free kick**.

If a player intentionally commits any of these infringements within his/her goal area, a **penalty kick is awarded to the opposing team**.

The goal area is defined in these rules. It will not be marked on the floor. The referee may award a penalty kick for fouls, which he/she determines to have occurred in this area.

Penalty kicks shall be taken from a distance of six yards directly in front of the goal. All players except for the goalie and the kicker must remain at least six yards from the ball, and be farther away from the target goal line than the ball (be behind the ball) until the kick is taken.

The goalie must stand (without moving his/her feet) on his/her goal line, between the goal posts, until the ball is kicked.

CAUTIONS AND SUSPENSIONS

Referees may elect to caution a player if:

- During a "flying" substitution he/she enters the field before the player being replaced has left.
- He/she persistently infringes the rules of the game.
- He/she shows, by word or action, dissent with any decision of the referee.
- He/she is guilty of unsportsmanlike conduct.

Referees may elect to suspend a player if:

- He/she is guilty of serious foul play
- He/she is guilty of violent conduct
- He/she uses foul or abusive language
- He/she is guilty for the second time of a cautionable offence.

Suspensions may be issued for the remainder of the half, or the rest of the game, at the discretion of the referee.

Referees may request the tournament committee to impose a more severe penalty.

Substitutes are not permitted for suspended players and his/her team must play short during the suspension period. Referees will explain the terms of the suspension to the coach of the player concerned.

ADDITIONAL POINTS TO NOTE

Changing players is more like hockey. The players **must be off** before new ones can come on. Coaches remain on the sidelines and may not enter the field unless attending an injury.

Shake hands quickly after each game and have your team leave the floor as quickly as possible as the next team will want to take the floor for a quick warm-up. All teams receive medals regardless of

their standings. These are handed out at the end of the last game in which your team plays on Sunday. There are **no** closing ceremonies.

GAME POINTS AWARDS

WIN	3 POINTS
TIE	2 POINTS
LOSS	1 POINT

Total point ties and determination of Playoff Ranking.

At the end of scheduled games (round robin play), in the event of a total points tie, the goals for and against average shall be used to determine the rankings of the tied teams.

When recording goals for and against. There will be a maximum 5 goal spread per game:
e.g. game score 6:0

- Winning team receives 5 goals for and 0 goals against.
- Losing receives 0 goals for and 5 goals against.

In other words there is **no** advantage to winning by more than 5:0, 6:1, 7:2 etcetera.

Goals For / Against Average

Calculation: Divide goals for by goals against.

	For	÷	Against	=	Average
Team A	17	÷	15	=	1.13
Team B	8	÷	6	=	1.33

Team B is therefore the winner as it has the better (higher) Goals For / Against Average.

THANKS FOR YOUR PARTICIPATION & HAVE FUN!!!!

For questions on site, please speak to your gym coordinator first.