

Livonia Indoor Soccer Tournament
Information & Rules

AGES: Divided by graded, not ages. A player must be in the grade specified (or lower).

FORMAT: 5+GK for 3rd/4th Division. 4+GK for 5th/6th Division. A futsal ball will be used. Roster limit of 12. No player may play for more than one team in the same age group. Exception for a goalie to play field for a second team.

GAME TIME: 25 minutes. 3 minute break in-between games. Clock only stops at discretion of referee or tournament officials. Post-game handshakes will take place in the hallway.

POINT SYSTEM: Win=3 Tie=1 Shutout=1/2. 1 point per goal, maximum of 3. Penalty for final goal differential greater than 7. ½ point deduction for each goal in excess.

EQUIPMENT: Sneakers or indoor shoes. Shin guards and socks are required.

KICKOFF: For game start, or restart after goal. May go in any direction, but cannot be a direct kick on goal. Opposing team must give 6 feet of space. Kick-off goes to team on left-side of schedule or higher seed in playoffs.

SLIDE TACKLES: Slide tackles are not permitted. Card for offending player and opponent indirect kick. Player may play the ball from the ground if not in the vicinity of another player.

FREE KICKS: All free kicks at referee discretion. Defender must give 6 feet. Kick may be taken as soon as ball is placed. Always indirect at point of infraction, unless defensive and inside the penalty area.

SUBSTITUTIONS: Unlimited substitutions. Exiting player should be near bench and not affect game play. First violation will result in a free kick. Second infraction by same team in one game will result in a yellow card for the offending player.

OTHER:

1. No offsides violations
2. No ball play outside of gymnasium.

GOALKEEPER:

1. Must wear different color than either team
2. Penalty area is taped off.
3. At least one foot must be touching floor inside penalty area to use hands on a ball. Violation will result in indirect kick.
4. Goalie may not use hands on a ball intentionally passed from a teammate. Violation will result in an indirect kick.
5. Goalie may bring ball into box for pick up if not a direct pass from a teammate.
6. Ball in Goalies hands
 - Released within 6 seconds
 - Released via throw (first contact with floor must not be across centerline unless first contacting a player).
 - May place on ground and play to any point on field.
 - No punting or drop-kicks.

BOUNDARIES: Ceiling & anything attached, spectator area/bleachers, sideline, behind the goal and above the mats on the end lines are considered out of bounds. Restart with an indirect kick at the spot. Goal kicks and corner kicks will apply for behind the nets, or too high on the end walls. At the discretion of the referee, if the ball becomes unplayable, it will be put back into play with a drop ball or indirect kick.

CARDS: (player or coach)

- All cards result in indirect kick. Location determined by official.
- First yellow = 3 minute player suspension (man down releasable by score).
- Second yellow in same game (or red) = removal from game. Eligibility for next game determined by referee/officials. (man down for 5 minutes regardless of scoring).
- Zero tolerance for coaches, parents and spectators. Anyone removed from a game by an official or tournament staff must leave the facility for the remainder of the event for the team to continue playing.

TIE BREAKERS: (for playoff seeding).

1. Head to head record
2. Number of wins
3. Goal differential (max 5/game)
4. Total goals against
5. Coin flip

PLAYOFF TIES:

- Golden goal. 5:00 mins. Subs allowed
- Start at full strength, one player removed after each minute of play.
- First team to score a goal, declared winner.