

2010 NEW YORK INDOOR CLASSIC SOCCER TOURNAMENT INFORMATION & RULES BOOKLET

[Last update 1/11/2010]

GENERAL INFORMATION

The 13th annual New York Indoor Classic Soccer Tournament will take place on Saturday, March 27, 2010, from 12:00 pm until 11:00 pm. There will be 20 teams in this 5v5 tournament. Each team will play a minimum of six games of 12 minutes. Play will be broken into two Stages based on team attendance in recent years. Stage 1 will be modified round-robin with each team playing six of the nine other teams in their bucket. Stage 2 will be single elimination with each team playing in the bracket for their division (Division 1 will have the top 8 teams after Stage 1 and Division 2 will have the next 8 highest ranking teams after Stage 1).

Field House Rules

Alcohol and smoking are not allowed in the Field House.

Player Equipment

All shoes must be clean, non-black-soled tennis shoes, turf shoes or indoor soccer shoes. **CLEATS ARE NOT** permitted at this year's tournament.

Shinguards must be worn by every player during every match. They must be completely covered by the stockings/socks. They must be made of a suitable material and they must also provide a reasonable degree of protection.

No player will be allowed to wear anything which could injure themselves or another player as per the referee's discretion, including jewelry (rings, necklaces, bracelets, earrings, piercings, etc.). Players are not allowed to use tape to cover jewelry. Taping jewelry is not adequate protection. Leather and rubber bands are similarly banned.

The goalkeeper must wear a jersey whose color will distinguish his/herself from the other players in the match and the referee.

During a match, players are not allowed to remove their jerseys for any reason while on the field of play without the referee's permission.

Insurance

Neither Ramblers Soccer New York, Inc., nor Chelsea Piers, nor any sponsor of this tournament carries accident, health or any other type of insurance for this tournament. Each player is responsible for his or her own insurance. All participants in the 2010 New York Indoor Classic will be required to fill out a release of liability (waiver) form before participating.

Locker Rooms & Personal Property

Limited lockers are available for use. Players must bring a lock to use the lockers (neither Chelsea Piers, nor Ramblers Soccer NY, Inc. will be held liable for lost or stolen property). There are two (2) showers available in the locker rooms. Players should bring their own towels, soap and shampoo. The Field House will remain open for approximately 30 minutes after the last game so players making it to the playoffs should plan accordingly.

Tournament Managers and Referees

The New York Indoor Classic is made possible by the contributions of numerous individuals. However, on the day of the tournament only a select few individuals will have authority to enforce policy.

Referees: During a tournament game the referee of that game has complete and sole authority to enforce the rules of the game and apply penalties. The referees will have the same powers and duties granted by FIFA's Laws of the Game, Law 5.

Tournament Managers: Two Tournament Managers will be onsite the entire day of the event and will make sure the event runs smoothly. They will also be available to address player concerns. Although Tournament Managers will not interfere in game play, if misconduct by a player, coach, team manager or spectator is deemed dangerous, extremely unsportsmanlike, and/or a hindrance to the overall integrity or efficiency of the event, the Tournament Managers may eject such an individual from the tournament and field house permanently.

Tournament Volunteers: A number of Tournament Volunteers will be on site during the tournament to assist in basic operations and to make sure teams have the supplies and information they need.

TOURNAMENT STRUCTURE

All teams will play at least 6 games. Play will be broken into two Stages based on team attendance in recent years. Stage 1 will be modified round-robin with each team playing six of the nine other teams in their bucket. Stage 2 will be single elimination with the top 16 teams playing in the bracket for their division (Division 1 will have the top 8 teams after Stage 1 and Division 2 will have the 8 next highest ranked teams after Stage 1).

In the round-robin Stage, final standings are based on each team's win-loss-tie record. Three points will be awarded for each win, one point for each tie, and zero points for each loss. If there is a tie in the final standings the following tiebreaker procedure will be used:

- 1) Head-to-head result
- 2) Goal differential (goals scored minus goals allowed)
- 3) Ratio of goals scored to goals allowed

If still tied, we will modify the "drawing lots" FIFA rule and change it to "number selection" where a number between 1 and 100 will be written on a piece of paper and held secret. Each team will guess a number. The team that guesses closest (higher or lower) to the chosen number will be awarded the lead. If the guesses are tied, the team with the larger guess will be awarded the lead.

Game & Forfeit Time

A representative for each team must report to the registration table at Chelsea Piers (located at the upstairs seating area of Chelsea Piers) by 11:30 a.m. sharp on the day of the tournament. There will be two fields, and games will be played simultaneously. Playoffs will start at approximately 8:30 p.m. Each game will consist of the determined number of minutes with no half time. There will be no stoppage of the clock except in the referee's sole discretion (i.e., serious physical injury). A team must have four (4) registered players physically present at game time or a forfeit will be declared. GAME TIME IS FORFEIT TIME. The referee's watch is the official time in establishing a forfeit.

Rosters & Eligibility

A roster will consist of a minimum of seven (7) and a maximum of twelve (12) players. All rosters will be set at the time of kickoff of the first game of the tournament and may not be changed thereafter. In order to play, each player in the tournament must sign a waiver before the kickoff of their first game, certifying that he or she is at least eighteen years of age, is in good physical health and is fit to play, and releasing Ramblers Soccer New York Inc., Chelsea Piers, the referees (as per Decision 1, from FIFA Law 5) and any tournament sponsors from any and all liability arising from any injury sustained in connection with the tournament.

Teams will be provided with official tournament T-shirts (one for each member of the roster). The teams will wear the same T-shirts for all games and the playoff. Teams must provide an alternate color jersey for their goalkeeper. Teams may choose to wear their team/club uniforms instead of official tournament T-shirts if they so desire provided that they are clearly distinguishable from the opposing team's tournament T-shirts/uniforms (referee's discretion). If a team intends to wear their own jerseys they should bring both home and away versions of their uniforms to insure they are distinguishable from the colors worn by opposing teams during the tournament.

IMPORTANT: The Tournament Managers may, in their sole discretion, add individual players to any "teams" (or combine any teams) that have fewer than seven (7) players registered on March 1, 2010, or at any time thereafter prior to the start of the first game of the tournament. Such alterations of rosters will be performed in consultation with the individual and/or teams when possible.

TOURNAMENT RULES

Protests

During game play the referee for each match is considered the final authority on fair play and rules of the game. If a player or players believe an error has been made with respect to a referee's call, play will not be stopped, but the captain of the team may speak to a Tournament Manager at his/her earliest convenience. The Tournament Managers will then review the situation and speak to the referee when that referee is on break if they feel matters need to be discussed to insure the integrity of the event going forward. There will be no retroactive alteration of referee decisions unless exceptional circumstances arise.

If a player or players believe there is an error in scorekeeping the captain of the team should inform one of the Tournament Managers (not the referee or Tournament Volunteers). The Tournament Managers will then investigate the error, fix it if necessary, and report back to the captain with the result.

Player, Coach, or Spectator Ejected From Tournament

Team captains are responsible for the conduct of their players, coaches, team managers and associated spectators. Anyone who exhibits severe unsportsmanlike behavior, threatens a referee, Tournament Manager, or Chelsea Piers staff member, fights or instigates a fight, or in any way exhibits unruly behavior will be ejected from the tournament by the acting referee and/or Tournament Manager(s). Such an individual will be instructed to leave the field, bench, or court area immediately. Any further harassment from the ejected individual may result in forfeiture of that team's game.

A player who is ejected for fighting or other egregious behavior may be banned from the remainder of the 2010 tournament and future tournaments.

Specific Rules of the Game

Playing Time: Games will be 12 minutes running clock. Playoff games will be extended to penalty kicks if tied at the end of regulation play.

Players on Field: Each team will play with five players on the field, inclusive of the goalkeeper.

Half Time: There will be no half time.

Offside: There is no offside.

The Method of Scoring: The method of scoring a goal will be the same as outlined in Law 10 of FIFA's Laws of the Game.

Free Kicks: Free kicks are generally indirect, but there are exceptions (corner kicks, goal kicks, some free kicks from an infraction).

Ball: A size five ball will be used in all games and will be provided by the Tournament Organizers.

Slide Tackling: Slide tackles are illegal. This includes goalkeepers who attempt to save the ball outside of their area. If a goalkeeper leaves his/her area he/she must remain on his/her feet.

Start of Play:

- 1) For the first-round games of the tournament and for playoff games, the referee will flip a coin before the start of the game. The team correctly calling the coin toss will have the choice of side of field. The other team will get the kick-off. For all other games, the team listed first will be the home team defending the goal closest to the glass windows, and the visiting team will have the kickoff.
- 2) The game will be started by a player taking a placekick, while the ball is stationary in the center spot of the field, into the opposing team's court. Every player shall be in his/her own half of the court and not less than five (5) feet from the ball until it is kicked off and shall remain there until the ball is kicked off. During a kickoff the kicker shall not play the ball a second time until it has been touched or played by another player.
- 3) After a goal has been scored, the game shall be restarted in exactly the same manner with the kickoff being taken by a player of the team that did not score the goal.
- 4) A goal can be scored directly from a kickoff. In addition, a goalkeeper can directly score a goal from inside the box (whether it be from a goal kick or redistribution).
- 5) For any infringement of rules 1 or 2 of this section, the kickoff shall be retaken. However, if the player taking the kickoff plays the ball again before it has been touched or played by another player, a **direct** free kick shall be awarded to the opposing team from the place where the infringement occurred.
- 6) After restarting the game after any temporary interruptions for any reason not mentioned elsewhere in these rules, and if, immediately before the suspension of the game the ball did not leave the playing court's boundaries, the Referee will restart the game with a drop ball at the place the ball was when the game was suspended, except when it was in the penalty area, in which case it shall be dropped on the penalty area box line at a spot nearest to the position of the ball when the game was stopped. Once the ball has touched the ground, a player may play the ball twice (or more) in succession.
- 7) Failure by a team to put the ball into play within five seconds, as signaled by the Referee, shall result in a possession turnover to the opponent.

Ball In/Out of Play:

The ball is out of play when:

- 1) It hits the net surrounding the field.
- 2) It hits the ceiling, overhead lights, beams or any overhead obstruction.
- 3) It leaves the field through the door area.
- 4) Circumstances arise and the referee deems it appropriate to declare the ball out of play.

The ball shall be put into play as follows:

- 1) When a ball goes out of play over the touchline wall by hitting the net above it, then the ball will be given to the opposing team to be put back into play with an indirect kick at the point where it crossed the line (wall) and at a point no more than three feet from the wall.
- 2) When a ball goes out of bounds at either goal line by hitting the net above the wall, or in the goal area immediately above the goal by hitting the net, it shall be put back into play by the keeper by a goal kick if a player from the offensive team was the last person to touch the ball or by a corner kick if the ball was last touched by the defending team. Both of these kicks are **direct**.
- 3) When the ball strikes the ceiling, nets, ceiling lights, beams or any overhead obstruction over the field of play, play shall resume with an indirect kick from the point underneath where the ball struck the object.
- 4) When the defending team strikes any of the above mentioned objects while the ball is in the penalty area, an indirect kick shall be awarded at a spot on the penalty area box line nearest to the point where the object was struck.

All balls going out of bounds will be awarded as indirect kicks (corner kicks and goal kicks are exceptions to this rule – they are **direct** kicks).

Fouls and Misconduct Infractions

A player who commits one of the below infractions shall be penalized by the Referee and the opposing team will be awarded a **direct** free kick from the point of infraction. Depending on the severity and nature of the infraction a Yellow or Red card may be awarded as well (see Penalties section below).

- 1) Kicks or attempts to kick an opponent.
- 2) Trips or attempts to trip an opponent.
- 3) Jumps or throws himself at an opponent.
- 4) Charges an opponent in a violent or dangerous manner.
- 5) Charges an opponent from behind unless the latter is obstructing.
- 6) Strikes or attempts to strike an opponent or spits at him (either a Yellow or Red card expulsion must be assessed).
- 7) Holds an opponent.
- 8) Pushes an opponent.
- 9) Charges an opponent with the shoulder when the ball is not within playing distance
- 10) Slides in an attempt to play the ball, whether touching an opponent or not (slide tackle)
- 11) Deliberately handles the ball (i.e. carries, strikes or propels the ball with his/her hand or arm, except for the goalkeeper in his/her penalty area).
- 12) Boarding (propelling an opponent into the perimeter wall).
- 13) Goalkeeper Striking: If during play the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the Referee shall caution or eject as appropriate and award a penalty shot if the offense was initiated from within the penalty box.

If a player of the defending team intentionally commits one of the above offenses within his/her penalty area, he shall be penalized by a penalty kick regardless of the position of the ball (as long as it is in play). The above noted infractions may also carry a two minute penalty (yellow card) for the violator at the discretion of the referee.

A penalty goal may be awarded at the referee's discretion if a goal was imminent and prevented only by the illegal action of the defender.

A player who commits one of the below infractions shall be penalized by the referee and the opposing team will be awarded an **indirect** free kick from the point of infraction.

- 1) Impedes the progress of an opponent (obstruction).
- 2) When a player plays in a dangerous manner.
- 3) When a player prevents the goalkeeper from releasing the ball from his hands.
- 4) Hand To Hand: A goalkeeper, having had control of the ball in his/her hands and having released it from his/her hands to be played either by him/herself or a teammate, shall not handle the ball again until it has been touched or played by an opponent or a teammate. Anything herein to the contrary notwithstanding, this infraction will result in an indirect kick from the penalty area, no matter where the goalkeeper touches it.
- 5) Passback: On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands. If the goalkeeper touches the ball in violation of this rule, the opposing team shall have an indirect kick in the spot outside the box nearest to the point of the infraction. The Referee shall have sole discretion in determining the placement of the ball.
- 6) Whenever the goaltender throws the ball past the mid-field line without having it first touch the turf on his/her side of the field, the opposing team shall be awarded an indirect kick at mid-field (on the center spot of the field).

- 7) Five Second Distribution: A goalkeeper, with possession of the ball within the penalty box, must distribute the ball outside of the penalty box to another player or give up possession within five seconds of gaining possession. Possession shall be defined as control with hands. If the five second distribution is exceeded, the referee shall stop play and award an indirect free kick to the opposing team at the penalty spot (this is not a penalty shot).
- 8) Handball Outside Area: Intentional handballs committed by the goalkeeper outside of the penalty box shall be interpreted to be "severe in nature" and a penalty shot will be awarded to the opposing team. This is only under the condition that the referee judges that the goalkeeper intentionally handles the ball in a deliberate attempt to break up a play or save a shot at goal outside the penalty box regardless of the position of his/her body. Situations whereby the goalkeeper first handles the ball legally within the penalty box but the momentum of his/her actions carries him outside the penalty box shall not be deemed "severe in nature" and a penalty shot shall not be awarded. Inadvertent handballs by the goalkeeper outside the penalty area shall be punishable by a free kick to the opposing team. Note: A goalkeeper who attains possession of the ball outside of the penalty box may handle the ball with his/her hands inside of the penalty box prior to the ball being touched by another player.
- 9) If a player commits any other offense, not previously mentioned, for which play is stopped to caution or eject that player.

Penalties

Referees will be advised to be liberal with the use of yellow and red cards for tournament infractions, flagrant fouls and unsportsmanlike behavior (see Infractions listed above). Players and Coaches should be aware to monitor their behavior and that of their teammates so as not to draw unnecessary time penalties (via yellow and red cards) and greatly disadvantage their respective teams.

Yellow Card

A yellow card is a tracked warning by the referee. If a player receives two yellow cards in a single game they will be awarded a red card and be ejected from the current game (though they can play in the next game). A time penalty may be issued with a yellow card at the referee's discretion (see Time Penalties below).

Red Card

A red card is a tracked penalty for severe violation of the rules of fair play. For example, a player shall be ejected from the playing court, if, in the opinion of the referee that player:

- . Is guilty of serious foul play.
- . Is guilty of violent conduct.
- . Uses foul or abusive language.
- . Is guilty of persisting in misconduct after cautioning.
- . Is guilty of two Yellow Cards in one game.

If play is stopped due to a player being ejected from the playing court for any of the above offenses (red card), the game shall be restarted with an **direct** free kick to the opposing team to be taken from the point where the infringement occurred, unless it happened in the penalty area, in which case the kick shall be taken at a spot on the penalty area box line at the point nearest to where the infringement occurred.

If a player receives a red card they will be ejected from the current game, their team will suffer a five minute time penalty and the ejected player must sit out the next game as well. For example, a player receiving a red card from the referee will be ejected from that game and the next game even if it is a playoff game. A player receiving two yellow cards will be ejected from that game but will not be forced to sit out the next game.

A five minute time penalty comes with each red card. During this time the carded player may not reenter the game, nor may he/she sit on the substitutes' bench. The ejected player may only be replaced by a different player five minutes after the expulsion, regardless of whether a goal has been scored before the five minutes have elapsed (see Time Penalties below). The five minutes is of running game time.

Time Penalties

- 1) A two minute time penalty may accompany a yellow card at the referee's discretion if it is deemed that a player is guilty of major, tactical or blatant offenses listed in the above sections.
- 2) A two minute time penalty may also be assessed, at the referee's discretion, for any player guilty of unsportsmanlike conduct, repeated delaying of game, or any other behavior which is disruptive and destroys the flow of the game, or engaging in dissent, by word or action, from any decision rendered by the referee.
- 3) A foul that warrants a time penalty shall result in a penalty kick if such penalty occurs in the defending team's penalty box. The referee will be the official keeper of time penalties (not the score clock) and will signal when a penalized player may continue play.

In the case of a team being at less than five players on a side due to a player serving a two-minute penalty (yellow card), the following rules shall apply:

- 1) If there are five players against four and the team with the larger number scores a goal, the team with only four players will be brought up to five
- 2) If both teams are playing with four players and a goal is scored, both teams are brought up to five
- 3) If there are five players playing against three or four against three, and the team with the greater number scores a goal, the team with three players may be increased by one more player only and the older time penalty is eliminated. The time penalty with the greater amount of time will remain in effect
- 4) If both teams are playing with three players and a goal is scored, both teams may add one more player each. The time penalty with the greater amount of time will remain in effect.
- 5) If the team scoring a goal is the team with fewer players, the game shall continue without changing the number of players
- 6) At no time may a team field less than three players. If a team with three players is punished with a two minute penalty or an ejection, the opposing team, in lieu of the time penalty, will be awarded a penalty kick.

Free Kick Procedure

Opposing players must give 5 feet on all sides from the point where the ball is to be kicked. If a team takes more than 5 seconds to complete a free kick, the referee shall award a free kick to the opposing team from the point of foul or from a spot on the penalty area box line if within the penalty area. The goalkeeper has 5 seconds to release the ball. The ball must be stationary at the time the ball is kicked.

Penalty Kicks

At the moment of the kick, all players, with exception of goalkeeper and player taking the kick, should be outside the penalty area.

- 1) The goalkeeper must stay on the goalkeeper line and may not move his/her feet until the ball is kicked.
- 2) The player taking the kick must kick the ball forward; he/she may not play the ball a second time until it has been touched or played by another player and he/she may not take more than one step before striking the ball.

Penalty Kick Infractions

- 1) If a defensive player (a player on the team of the goalkeeper) encroaches and a goal DOES NOT result – the player shall be cautioned and the kick shall be retaken.
- 2) If a defensive player (a player on the team of the goalkeeper) encroaches and a goal DOES result – the player shall be cautioned and a goal shall be awarded.
- 3) If an offensive player (a player on the team of the kicker) encroaches and a goal DOES result – the player shall be cautioned and the kick shall be retaken.
- 4) If an offensive player (a player on the team of the kicker) encroaches and a goal DOES not result – the player shall be cautioned and the game shall be restarted appropriately. If the goalkeeper gains possession of the ball and immediately puts the ball back into play, the referee shall allow play to continue and caution the offending player at the next stoppage of play.

Corner Kicks

When the ball is deemed out of bounds across the goal line (by hitting the net above the wall on the goal line) after having last been touched by a defensive player, a "corner kick" will be awarded to the attacking team by the referee.

- 1) The "corner kick" will be taken by one of the attacking players by kicking the ball, which is placed exactly on the corner mark.
- 2) Players of the opposing team may not encroach within 5 feet of the ball until it is in play. The player taking the kick shall not play the ball a second time until it has been touched or played by another player.
- 3) A goal may be scored directly from a corner kick.
- 4) If not taken correctly, the corner kick shall be retaken.
- 5) If the player taking the kick plays the ball a second time before the ball is touched or played by another player, an indirect free kick will be awarded to the opposing team from a point nearest where the infraction occurred.
- 6) If not taken in five seconds, an indirect free kick will be awarded to the opposing team from the corner mark.

Substitutions

Substitutions can be made at any point during the game (during a stoppage of play, for an injury and also during the course of play - also known as a "flying" substitution)

The number of "flying" substitutions made during a match is unlimited, except in the case of a goalkeeper, who can only be replaced when the ball is not in play. A player who has been replaced may return to the court as a substitute for another player. A "flying" substitution is one that is made when the ball is still in play, and for which the following conditions shall be observed:

- 1) The player leaving the court shall do so from the designated player entrance door in front of his/her bench.
- 2) The player entering the court shall not enter field until the player leaving the field has completely passed over the touchline. The entering player must remain outside the doorway until the exiting player leaves field.
- 3) A substitute shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
- 4) If the ball passes through an open team door during a 'flying' substitution and goes out of play. The opposing team shall be awarded an indirect free kick, regardless of which player last touched the ball, as if the ball had hit the net.
- 5) If the ball strikes or ricochets off an exiting player or an entering substitute when the team door is open and remains in the field of play, the referee shall allow play to continue as if the ball struck the door. If the ball goes out of play, the opposing team will be awarded an indirect free kick as if the ball had hit the net.

A goalkeeper may change places with any other player, provided that in each case the referee's permission is previously requested and provided that the change is made during a stoppage in play.

If during a "flying" substitution, the referee deems that the substitute player enters the court before a replaced player has completely left it and that as a result, the integrity of play has been compromised, the referee shall stop the game. He/she shall send off the replaced player, caution the substitute and restart the game with a **direct** free kick to be taken by the team opposing that of the infringing player from the spot where the ball was situated when the game was stopped. If inside penalty area, kick will be taken from spot on the penalty area box line nearest to the position of the ball before play was stopped.

Tie Games

During regular tournament play, any tie game remains a tie. During a playoff situation, a tie at the end of regulation will result in penalty kicks. The following procedure will be used:

- 1) The referee will determine at which goal all of the kicks will be taken.
- 2) The referee shall toss a coin to determine who kicks first (the team that wins coin flip will kick first).
- 3) Five kicks will be taken alternately by each team by the five players (including the goalkeeper) who are on the playing court when the referee signaled the end of the game. In the event that either of the teams finishes the game with less than five players, due to expulsion, a substitute player (or players) will be chosen to bring up the number of players taking the penalty kick to five. The team with the best out of five tie-breaker kicks shall be declared the winner.
- 4) If, after both teams have taken five kicks, both sides have scored the same number of goals or haven't scored any goals, the taking of penalty kicks shall continue in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other. Only the players on the court at the end of the game are eligible to take the tie-breaker penalty kicks and additional kicks, if necessary. Substitutes are **not eligible** and may not replace any of the 5 players on the court who are required to take the tie-breaker kicks, even if one or more of those players should be come injured subsequent to the end of regulation play.
- 5) Any eligible player (only those of the field at the end of regulation) may change places with the goalkeeper for any or all of the tie-breaker kicks.
- 6) While the penalty shootout is in progress, all players shall be on the playing field, on the opposite half to where the penalty kicks are being taken. The Tournament Volunteers and/or Tournament Managers will control this area of the field and the players who are situated there.