



OAKWOOD PREMIER INDOOR SOCCER TOURNAMENT RULES

Revised 1/5/09

1. PHILOSOPHY

The tournament philosophy is to promote indoor soccer play through good sportsmanship. If any individual or team does not follow this philosophy, they will be subject to disciplinary actions by the tournament director.

2. DISCIPLINE

Any player receiving a red card will be suspended for the next tournament match or longer, if warranted.

3. FORFEITS

Forfeits will be recorded as 6:0 result.

4. PROTESTS

No protest are allowed; all matters will be ruled on by the acting Tournament Director.

5. PLAYERS STANDINGS

Standings will be determined by points. 3 points for a win, 1 point for a tie. Additional Tiebreaker information may be posted for each division.

6. PLAYERS REGISTRATIONS

- A. A player must register & play with only one team in a specific division.
- B. Maximum number of players per team is 18 .
- C. The use of an unregistered player will result in forfeiture. The team and player will be subject to disciplinary action by the tournament director.
- D. All rosters must be handed in prior to your first match, to the referee and are frozen. No additions allowed.
- E. Youth teams should be prepared with proof of age such as a player pass.
- F. All divisions will play 6 v 6 except U-12 plays 7 v 7.

7. REFEREES

There will be one referee at all games.

8. LAWS OF THE GAME

The laws of the same as the Professional Indoor Soccer League with some variation. Summary sheets and the Oakwood Indoor Soccer League Complete Laws of the game are available at www.oakwoodsoccer.com

LAW VII DURATION OF THE GAME

All group & playoff matches are 36 minutes (2 X 18). There are no overtimes. Games ending in a draw will stand as a tie. There will be no time outs; halftimes are for turnaround only. Semi-Final and Championship matches will be 40 minutes (2 X 20).

Playoff & Semi-Final/Championship Matches:

1. Sudden death overtime, maximum length 10 minutes unless time is available and agreed by both teams
2. Penalty shots, one for one

GROUP STANDINGS TIEBREAKER INFORMATION

Group Standings Two Team Tiebreaker: If two teams are tied in points:

1. Head to head result
2. Goals for minus goals against (maximum positive goal difference recorded per game is +8)
3. Goals against
4. Penalty Kicks, one for one

If three of more teams are tied in points:

1. Goals for minus goals against (maximum positive goal difference recorded per game is +8)
2. Goals against
3. Penalty Kicks, one for one

WILDCARD SPOT (IF APPLICABLE)

The wildcard spot will be awarded to the best 2nd place group finisher as follows:

1. Points
2. If points are tied a golden goal min-game (max 10 minutes) will take place to determine the wildcard. If still tied, penalty kicks, one for one.

Note: If there are 3 second place teams tied in points the same criteria used for the group standings will be used to give a bye to the best 2nd place finisher. That team would play the winner of the first mini-game.