

# Pro/Collegiate/Club Indoor Soccer Tournament Rules

- 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 action by the tournament director.
- 2.) DISCIPLINE  
Any player receiving a red card will be suspended for the next match of the tournament. If deemed serious, additional suspension may be warranted.
- 3.) FORFEITS  
Forfeits will be recorded as 6:0 result. Team forfeiting will not be in good standing and may be disciplined.
- 4.) PROTESTS  
No protests rule is in effect; the tournament director will rule on all matters.
- 5.) GROUP STANDINGS  
Standings will be determined by points. 3 points for a win, 1 point for a tie.
- 6.) PLAYER REGISTRATION
  - A.) A player must register with only one team, per division.
  - B.) Maximum number of players per team is 18; teams will play 5 v 5 plus GK's.
  - C.) The use of an unregistered player may result in forfeiture. The team will be subject to disciplinary action by the tournament director.
  - D.) All rosters must be handed in prior to your first match, to the front desk and are frozen. No additions allowed.
- 7.) REFEREES  
There will be a one referee system at all games.
- 8.) LAWS OF THE GAME  
The laws will be the same as the Oakwood Indoor Soccer League (complete copies are available at the front desk.) A highlight sheet is also attached.
- 9.) LAW VII DURATION OF THE GAME  
All group Semi and Final matches are 26 minutes (1 x 26). There are no overtimes; except semifinal & championship matches; golden goal 1 x 10minutes followed by PK's, 1 for 1 , if needed. First round games ending in a draw will stand as a tie. There will be no time outs, except for extended injuries or serious time wasting.

## TIEBREAKER INFORMATION

### GROUP STANDINGS

Standings will be determined by points. 3 points for a win, 1 point for a tie.

The Group winner & runner-up (if needed) will be determined as follows:

1. Most Points
2. If tied, head to result (disregard if it is a 3 way tie).
3. Goals for minus goals against (max +6 per game; no limit on goals against)
4. Goals Against