

OAKWOOD ADULT PRIZE INDOOR SOCCER TOURNAMENT RULES

Rev 1/8/10

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 a minimum of one tournament match. The tournament director will determine the length of suspension.

3. FORFEITS

Forfeits will be recorded as 6:0 result. Teams forfeiting are subject to sanctions by the director.

4. PROTESTS

No protest rule is in effect. The acting tournament director will rule on all matters and will act as scorekeeper/timer for semi-finals & finals.

5. STANDINGS

Standings will be determined by points. 3 points for a win, 1 point for a tie, 0 for a loss. Tiebreaker information is listed below.

6. PLAYERS REGISTRATIONS

- A player may register with only one team.
- Maximum number of players per team is 18.
- The use of an unregistered player will result in forfeiture. The team and player will be subject to disciplinary action by the tournament director.
- All rosters must be handed in to the acting tournament director prior to your first match. **Submitted rosters are frozen.**
- Team bench areas are for roster members and up to two coaches only.

7. REFEREES

There will be one referee at all games.

LAWS OF THE GAME

The laws of the game are the same as professional indoor with some variation. Complete copies of the Oakwood Indoor Soccer League Laws of the game are available at the front desk. We suggest you read the summary of laws sheet as provided. Please note that in tournament play there are no guaranteed substitutions in the last two minutes of the game

LAW VII DURATION OF THE GAME

All group matches are one 26 minute period unless otherwise stated. There are no overtimes in the preliminary games. Games ending in a draw will stand as a tie. There are no time outs. Semi-Final matches will also be one 26 minute period. Semi-finals ending in a tie will be followed by a 10 minute golden goal overtime. If still tied additional 10 minute overtime periods will be played to determine the winner.

The Championship match only will be 2 x 20 minutes. If ending in a tie it will be followed by one 10 minute golden goal overtime. If still tied additional 10 minute overtime periods will be played to determine the winner.

TIEBREAKER INFORMATION

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

1. Head to head
2. Goals for minus goals against (maximum positive goal difference recorded per game is +6. There is no maximum for goals against).
Example: 12-2 is recorded as +6 for the winning team, -10 for the losing team.
3. Goals against
4. Coin toss

If three of more teams are tied in points:

1. Goals for minus goals against (maximum positive goal difference recorded per game is +6. There is no maximum for goals against).
Example: 12-2 is recorded as +6 for the winning team, -10 for the losing team.
2. Goals against
3. Three way coin toss

9. **Prizes**

Prizes will be granted immediately following the championship match.
NCAA eligible players are forbidden to accept any of the prizes.

10. **SEEDINGS FOR QUARTERFINAL PLACEMENT WILL BE MADE AS FOLLOWS, IF APPLICABLE:**

SEEDS #1, #2, #3 WILL BE FOR THE THREE GROUP WINNERS AS DESCRIBED IN THE GROUP STANDINGS.

SEEDS #4 THRU #8 WILL BE THE NEXT BEST RECORDS USING THE SAME CRITERIA AS USED TO AWARD THE GROUP WINNERS.

AT THE QUARTERFINAL STAGE ONLY: SEEDS #4 THRU #8 MAY BE MOVED UP OR DOWN BY THE TOURNAMENT DIRECTOR TO ENSURE THAT TEAMS FROM THE SAME GROUP WILL NOT PLAY AGAINST EACH OTHER IN THE QUARTERFINAL ROUND.

SEEDING CRITERIA:

- 1. MOST POINTS**
- 2. IF TIED HEAD TO HEAD RESULT (APPLICABLE ONLY IN TWO WAY TIES)**
- 3. GOAL DIFFERENCE (MAX OF +6 PER GAME)**
- 4. GOALS AGAINST (NO LIMIT)**
- 5. COIN TOSS**