

CHALLENGER SPORTS' WINTER MAGIC INDOOR TOURNAMENT RULES

PLEASE NOTE: Due to using six different facilities, rules regarding restarts, substitutions (over the wall), net violations and other infractions (e.g., no arc or no small 2-yard box inside the penalty area) will vary. Specific facility rules will apply in almost all cases and will be enforced by the match official. The referee's decision is final.

Any uncertainty should be communicated with the match official(s) prior to the commencement of the game.

Field Guide:

LW & LP - All American – Lenexa West & Lenexa Pepsi Fields

OP - All American - Overland Park

SD - Soccer Dome

OS & RC – Soccer Nation

SL – EPIC Center KC

Z Sports – Z Sports

TEAM ELIGIBILITY

Challenger indoor tournaments shall be open to all teams with the correct aged players. Teams need not be registered through USYSA or US Club Soccer. Tournament teams can be formed from players registered on multiple teams with no guest player forms required. Players may not play or be registered with more than one team in an age group (e.g., U11 gold and U11 silver). However, they may play and be registered with more than one team as long as the teams are in different age groups and the player meets the age cutoff for each age group (e.g., U11 gold and U12 gold). The player cannot play in two divisions which are at different levels of play (e.g., U11 gold and U12 silver).

TEAM CHECK-IN

All teams are required to register no later than 30 minutes prior to the first tournament game time at the facility where their first tournament game is to be played. Teams **MUST** provide an official tournament roster, medical waivers, and proof of age. The official tournament roster & medical waiver forms can be found on the tournament website, the proof of age can be an outdoor player card, a copy of the birth certificate or a driver's license.

NUMBER OF PLAYERS:

U12 and under will consist of 6 field players and a goalkeeper.

U13 and above will consist of 5 field players and a goalkeeper.

The roster size will be a maximum of 18 for every age group.

OFFICIAL TEAM ROSTER: An official tournament roster must be completed prior to the first game of the tournament. This roster will be frozen (no exceptions) after the completion of the first game.

GAME SCHEDULE:

The schedule will be posted on the Challenger website - www.challengertournamentseries.com. Any last minute schedule changes will also be posted on the website. All efforts will be made to contact any teams involved in any schedule changes but the responsibility lies with the team coaches and managers to double check the schedule on our website one day prior to the first scheduled game.

MATCH BALL - Each team shall furnish a regulation game ball to the referee prior to the game. The referee will then select the game ball. U8-U12 age groups will use size 4 balls and U13 and above will use size 5 balls.

DURATION OF THE GAME:

Each game shall consist of 2 x 20 min halves.

HEADING RESTRICTIONS:

At age groups U11 and younger, deliberate heading will result in an indirect free kick for the opposing team at the spot of the offense. If the infraction occurs in the goal box, the free kick will be taken from the nearest edge of the box parallel to the goal line.

OVERTIME:

Overtime will be used only in the elimination stages of the tournament; there will be no overtime periods or shootouts during pool play. The overtime format will be one 5 minute golden goal period, i.e. the first team to score will be deemed the winner. A coin toss will determine the kick off. The winner of the coin toss will kick off and teams will remain in the half of the field that they finished regulation time.

SHOOTOUT:

If, after the completion of the overtime period, the game remains a tie the winner will be determined after a penalty shootout. A penalty shootout shall consist of 5 players from each team (These players do not need to be the players that were on the field at the completion of regulation play and any player who has received a red card during the game or shootout may not participate in the shootout). A coin toss decides who takes the first shot. The team that wins the coin toss can opt to shoot first or second. The ball will be placed at the center of the red line. Players will be given 5 seconds to dribble from this spot and score a goal. For a goal to be scored, the whole ball must be over the whole goal line before the 5 seconds is completed. A player can shoot as many times as is necessary, as long as the ball fully crosses the goal line before the 5 seconds is completed.

If the score is tied after 5 attempts, the remaining players are used in sudden death shoot out. No player may kick a second penalty until all other players have attempted a penalty shot.

Goalkeepers must be stationed on the goal line until the 5 seconds is started (signaled by the referee's whistle). At that point, the goalkeeper may advance towards the shooter or stay on his/her line. Any foul committed by the goalkeeper during the shoot-out will be deemed a penalty kick, which will be taken from the penalty spot without any time restrictions. The player taking the penalty kick must be the same player that was fouled unless that player is unable to continue due to the severity of an injury. The referee has the sole responsibility of determining the severity of the injury. If the player may not continue, another player will take the penalty kick. The replacement player may not have kicked a penalty prior to replacing the injured player unless all other players have already attempted a penalty shot. Also, the injured player may not participate in any subsequent penalty kicks.

DELAY OF START:

Any team delaying the start of a scheduled game without authorization from the tournament director shall forfeit the game to the opponent. Forfeits will be recorded with a score of 4 to 0.

SUBSTITUTION:

Substitution 'on the fly' may be made at any time. Guaranteed substitution may be made at the following times **ONLY**:

- i. After a goal is scored by either team
- ii. After an injury

Please note that there will be no guaranteed substitution if the ball hits the surrounding net or after a foul. Also no guaranteed substitution during the last minute of the game.

GOALKEEPER SUBSTITUTION:

Any teammate may change places with the goalkeeper as per regular substitution procedures. The goalkeeper must wear different colors from field players and referee.

TIME PENALTIES:

For time penalties, the team will play short for two minutes (Blue Card) or five minutes (Red Card). Behaviors warranting automatic time penalties include but are not limited to: boarding, spitting, and slide tackling.

Teams may play at full strength again after the two minutes are completed or after the opposition scores a goal (only if the goal is scored in a power play situation. If both teams are at even strength, the players must serve the full two minutes regardless of goals scored e.g. game stays 4 v 4). The 5-minute red card violation must be served for the full five minutes regardless if a goal is scored. ***The red-carded player must sit out the remainder of the game and serve a minimum 1 game suspension.*** This applies to all players (including the goalkeeper) and the coaching staff. Note: if a coach, player or any person in the bench area receives a blue or red card the team must designate a player to serve the time penalty. This player may return to the field after the time penalty but the ejected coach must leave the facility before the game may commence. If a Goalkeeper receives a blue card the team nominates a field player to serve the two minute time penalty. If a goalkeeper receives a red card he/she will be ejected from the game. If a player receives two blue cards in a game, that player will be ejected from that game and forced to serve a one game suspension and the team must play a man down for two minutes regardless of goals scored.

Simultaneous blue cards on members of each team results in both teams playing short for the full two minutes regardless of goals scored.

Teams can only serve a maximum of two time penalties at a time. If a third two minute violation occurs during a time that a team is already two men down the third will be deemed a delayed two minute, i.e. the player must sit out for his two minute as soon as one of the current two minute penalties have elapsed.

In multiple two-minute penalties a goal scored only cancels one penalty.

PLAYERS' EQUIPMENT:

Teams will wear matching uniforms (shirt, shorts) with numbers on the back of the shirts. All players must wear shin guards.

All players are advised to bring two pairs of soccer specific footwear to each game – cleats and flat soled/turf shoes.

LW, LP, OP - All American – *Only allow indoor soccer shoes (flats) or turf shoes (soft knobbed only). No cleats of any type.*

SD – KC Soccer Dome - *Turfs or flats for the dome. No Cleats .*

SNOS & SNRC – Soccer Nation – *Turfs or flats. No cleats.*

Epic - Epic Center KC - *Cleats and flats.*

Z Sports - Turfs or flats, no cleats

The goalkeeper shall wear colors that distinguish him from field players and the referee. Any field player who replaces the goalkeeper must comply with this rule. The goalkeeper may wear

protective headgear if it is deemed acceptable by the referee, (i.e., is not dangerous and does not interfere with other players).

COLOR CONFLICT - In cases where the referee deems there to be a color conflict the visiting team (listed second on the official schedule) will be responsible for changing their uniforms.

CASTS/ORTHOPEDIC BRACES - These may be used if at the discretion of the referee they are not dangerous to any of the players on the field.

REFEREES:

One or two man system will be used in all games. The number of referees at each game will be at the discretion of the tournament director.

TIME-OUTS:

There will be no time-outs.

START OF PLAY AND RESTARTS:

The ball may be played in any direction from kick-offs.

A goal cannot be scored directly from a kick-off.

All fouls are direct in nature (with the exception of a kick off). The opposition must stand a minimum of 10 feet away from the ball on all restarts.

When a game is restarted after an injury or after a "referee discretionary stoppage" the restart kick will taken by the team that had clear possession prior to the stoppage. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts, whether by kick or drop ball, will be from the top of the restraining arc.

If the ball strikes the referee and changes possession, play is allowed to be stopped and drop ball issued to the team originally in possession. This rule applies if, in the opinion of the referee, the ball striking the referee leads to a promising attack or immediate goal scoring opportunity through the turnover in possession for that team. On the drop ball restart, the player may pass or dribble but cannot score off the drop ball.

5 SECOND RESTART VIOLATION:

Failure by a team to put the ball into play within five seconds, as signaled by the referee, results in a possession turnover.

THREE-LINE VIOLATION:

There will be no three line violation for the field players, but the goalkeeper may not pass the ball by throwing or kicking over the three lines. The ball will be restarted with a free-kick at the center of the first line that it crossed after a goalkeeper three line violation.

GOALKEEPER PASSBACK:

Players will be allowed to pass the ball back to the goalkeeper's hands from anywhere within the defensive third of the field (marked by one of the three lines) if possession is gained in that third. Goalkeepers may not handle any pass that originated from outside of the defensive third of the field by his/her own team.

SLIDE TACKLING: Slide tackling will not be allowed.

GOALKEEPING RESTRICTIONS: Following infractions shall cause the referee to stop play and award a free kick to the opposing team at top of restraining arc.

(i) The handling of an intentional back pass from a teammate's feet that originated outside of the defensive third

(ii) Five-Second Distribution: A goalkeeper, in possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within five seconds of having received the ball within the penalty area. Possession shall be defined as control with hand or foot.

(iii) Illegal procedure - Handling: A goalkeeper who receives or carries the ball outside of the penalty area by foot, shall not handle the ball inside the penalty area prior to the ball being touched by another player or prior to a stoppage in play.

(iv) Intentional handball violations committed by the goalkeeper outside the penalty area to stop an opposition attack shall result in a time penalty. Any player, not necessarily the goalkeeper, may serve this time penalty. Regular handballs by the goalkeeper will result in a normal free kick without the time penalty.

(v) If a goalkeeper commits a foul that is deemed a red card offense by the referee he/she must serve the ejection. The team must play short for the five minute with a different player in goal. At the completion the five minutes the team may play at full strength but the goalkeeper that committed the foul must sit out the remainder of the game as well as serving a minimum of a 1 game suspension.

(vi) Once the goalkeeper possesses the ball (from a shot or passback from a teammate) with the hands and releases it, the goalkeeper does not have use of the hands again on a passback from a teammate unless the ball is/has been touched by an opponent. Such an infraction will result in a free kick to the attacking team at the top of the restraining arc.

PENALTY KICKS

Only infractions that are deemed by the referee to be denying goal scoring opportunities (within the penalty area) will result in the penalty kicks. "Incidental" fouls within the penalty area will result in a free kick at the top of the restraining arc or where the referee places the ball. All fouls that were deemed intentional within the penalty area will result in a two-minute penalty.

PROTEST - There will be NO PROTESTS. The Site Director will resolve all disputes immediately. These decisions will be final.

CONTROL OF SIDELINE CONDUCT:

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The site directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authorities.

POINT SYSTEM:

3 points for win, 1 for tie, 0 for loss.

TIE BREAKERS:

If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized:

- i. Head to head (not used if more than two teams are involved in the tie breaker)
- ii. Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum differential, e.g. 10-1 games will be deemed 5-1)
- iii. Most shut-outs
- iv. Fewest goals allowed
- v. Sudden death Penalty Kicks

TOURNAMENT FORMAT:

The following formats will be used throughout the tournament:

- i. Divisions with 4 teams - there will be one pool with each team playing against each other. The two top teams will advance to the finals
- ii. Divisions of 5 teams - Each team will play against each other (4 games each). The top point winner will be deemed the tournament champion. There will be no finals.
- iii. Divisions of 6 teams - There will be 2 brackets of 3 teams each. There will be one cross-over game. The top team in each pool advances to the finals.

- iv. Divisions of 8 teams - There will be 2 brackets of 4 teams. No cross-over game with the top teams in each bracket meeting in the finals
- v. Divisions of 10 teams - There will be 3 brackets - one with 4 teams and two with 3 teams. The top team in each bracket will advance to the final along with a wild-card team (the highest second placed team). (See below for wild-card considerations).
- vi. Divisions of 12 teams. There will be 3 divisions of 4 teams with a wild-card advancing. (See below for wild-card considerations).
- vii. Division of 14 teams. There will be 4 brackets - 2 with 4 teams and 2 with 3 teams. No wild card. The 3 team brackets will play one cross-over game
- viii. Division of 16 teams. 4 brackets of 4 teams. No wild-card, no cross-over games.

WILD CARD & SEMI FINALS

Where a Wild Card team is required the semi finals will be as follows:

A vs Wild Card

B vs C

Should the Wild Card come out of Group/Division A then the semi finals will be:

A vs C

B vs Wild Card

REFUND POLICY:

The Tournament Committee, and/or host affiliate will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. Refunds will be provided under the following guidelines:

- If the tournament is cancelled prior to the first game being played due to circumstances outside the control of the Tournament Committee or Challenger Sports, \$175 of the entry fee will be retained and the balance refunded to paid entries.
- \$75 per game will be refunded for every game cancelled after the start of the tournament.
- Withdrawal prior to the tournament for any reason will unfortunately result in no refund.

If not enough teams sign up within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants will be given the option to play up or receive a full refund.

PLEASE NOTE

Over and above the Official Tournament Rules, ALL teams are expected to conduct themselves in a manner befitting the occasion.

Any poor behavior both on and off the field of play by any member of any team (players and/or supporters) WILL NOT be tolerated!

Enjoy the tournament!