

**THE SUMMIT TENNIS & ATHLETIC CLUB  
OFFICIAL TOUCH LINE TOURNAMENT RULES**

**ROSTERS AND EQUIPMENT**

1. All rosters will be frozen after the start of each team's first game. **HEAD COACHES MUST BE AT LEAST 18 YEARS OF AGE!**
2. All players must wear shin guards (optional for adults), indoor soccer shoes, or sneakers. (Flat shoes only)
3. A player may not wear any jewelry or other accessory. If a player is unable to remove a necklace, ring, or earring, it is to be taped to the player's body. Casts, splints, etc. made of a hard substance must be padded to the satisfaction of the referees.
4. Where there is a conflict in uniform colors, the "HOME" team based on the tournament schedule will be required to provide and wear an alternate jersey (or pinnies provided by The Summit). Teams are listed on the schedule as "Home vs Away".
5. No player is permitted to play on two different teams within the same division and age bracket.

**THE GAME**

1. Each team is guaranteed three (3) games. The games will be twenty five (25) minutes of non-stop play.
2. U-10 and U-12 will play with 7 field players plus a keeper. No team may start a game with fewer than 6 players.
3. U-14 and up will play with 6 field players plus a keeper. No team in these divisions may start a game with fewer than 5 players.
4. Substitutions will be done on the fly from the bench area, but the player being substituted for must come off the playing floor before the substitute may enter the playing field. Indirect free kick for violation. The team may be cautioned for repeated violations.
5. There will be no offside.
6. The court will be 94' X 158'.
7. Goals will be 6 1/2' X 12'.
8. The ball will be a size 4 futsal ball.
9. If a team does not show up for their designated game there will be an automatic forfeit and the score will be recorded as 5-0.

**SCORING**

1. A goal may be scored from the defensive end of the court.
2. A goal may be scored on a direct kick. Corner kicks are direct.
3. During the last minute of a game, the referee may stop the clock after a goal is scored and the score is a one goal difference; if the referee believes a team is intentionally delaying the restart.

**GOALKEEPING**

1. The goalkeeper after gaining possession with the HANDS may distribute the ball anywhere within the court.
2. Goalkeepers cannot punt or drop-kick the ball in any circumstance after gaining possession with the HANDS. The result will be an indirect free kick taken at the top of the penalty box. Once the goalkeeper leaves the penalty area, he/she is considered to be a field player.
3. The goalkeeper has six seconds to release the ball once possession has been gained.
4. The ball is considered out of the penalty area when it is completely out of the plane of the penalty area's boundary lines. The goalkeeper MAY NOT REACH OUT OF THE PENALTY AREA WITH HIS/HER HANDS to bring a ball back in. The goalkeeper's body may be out of the penalty area while in possession as long as the ball is still inside the penalty area. The goalkeeper may dribble the ball from outside the penalty area into the penalty area and then gain possession with his/her hands.
5. The FIFA pass back rule is in effect.
6. The goalkeeper is not limited to a maximum number of steps within the penalty area.
7. The goalkeeper may slide tackle to attack or possess the ball only within the penalty area.
8. The goalkeeper's release of the ball while he or she is within the penalty area may not be interfered with. The goalkeeper may not be charged or obstructed/impeded in the goal area. The penalty for interfering with the keeper's release is an indirect free kick. Persistent interference and/or harassment of the goalkeeper will be sanctioned with a yellow card.

**RESTARTS**

1. The game will start with the kickoff by the home team at the center circle. After a goal is scored, restarts will be from the center. The kickoff does not have to go forward.
2. Restarts from the sidelines will be kick-ins. Kick-ins are indirect kicks.
3. Goal kicks will be goal clearances with HANDS and do not have to be distributed out of the penalty box.
4. Balls striking the ceiling, lights, or other structures above are restarted with an indirect kick directly below the spot where the ball struck above the floor.

## **INFRINGEMENTS**

1. All referee decisions are final.
2. A yellow card will result in a two-minute penalty in which no substitution will be allowed for the player who received the yellow card. All other players may be substituted for. A player may return to the floor if a goal is scored during the penalty time by the opponent. Two yellow cards in the same game equals a sendoff (RED CARD). A red card will result in an automatic suspension from the game with a (5) five-minute penalty and a subsequent one game suspension for the player. The team will not have to play short during the next game. Any player will be permanently EJECTED from the tournament for FIGHTING regardless of the number of age groups they are participating in. The penalized team will play short for the entire five (5) minutes even if the opponent scores. When multiple yellow cards are issued to the same team, to different players, at different times, the scoring of a goal by the opponent will only eliminate the penalty time on the first player carded.
3. Penal fouls, which occur in the penalty area, will result in a penalty kick taken from the mid-point of the top of the penalty area.
4. **NO SLIDING WHATSOEVER IS PERMITTED**, the only exception is under **GOALKEEPING**, Rule 6. First Offense - Indirect Free Kick, Second Offense - Yellow Card, Third Offense - Red Card.
5. **NO DIVING HEAD BALLS ARE PERMITTED** – Indirect Free Kick
6. Ten (10) feet of distance must be **AUTOMATICALLY** given by defenders on free kicks.
7. Any non-penal infraction committed by the defending team inside its own penalty area will result in an Indirect Free Kick placed at the spot of the foul.
8. Coaches receiving red cards are not eligible to coach the remaining portion of the game or their next game and they must leave the sideline area. The one game suspension will be enforced within the division and age group that the red card was issued.

## **RANKING**

1. All games ending in a draw in the preliminary rounds will remain as such. Point System: WIN-3 points; DRAW-1 point; LOSS-0 points.
2. If there is a tie for points at the end of the preliminary round the tie will be broken by:
  - a. Head to head competition.
  - b. Goal differential up to five (5) goals, plus and minus.
  - c. Fewest goals against.
  - d. Goals for - Maximum twelve (12) per game.
  - e. Shoot Out - Three players.
3. If there is a three-way tie for points at the end of the preliminary round, the finishing order of the teams will be decided by starting with Item "b" in the tie-break process listed above, and continuing in consecutive order from Item "b" to Item "e" until all ties are broken. If all three teams have played each other, and one team has beaten the other two, head to head will count.
4. Playoff games tied at the end of regulation are decided by sudden death overtime. Both teams start at full strength and remove a player every two (2) minutes until a goal is scored. Each two minute period is restarted with a kick off starting with the away team. The lowest number of players that we will reduce to is four (4). When the teams are down to three players, they will play until a goal is scored. Substitutions are allowed during the overtime.

## **REGISTRATION**

1. Coaches must have a completed "ROSTER AND LIABILITY WAIVER FORM" which will be turned in before your first game.

## **REFUNDS**

1. No refunds will be issued for teams withdrawing after the schedules have been made. Full refunds will be issued if the tournament is cancelled prior to the tournament date. No refunds will be issued after the tournament has begun.

## **GENERAL**

1. The tournament committee will decide on all matters pertaining to the tournament and their judgment is final. Unless otherwise specified, FIFA Rules apply.

**THERE WILL BE NO PROTESTS!**