

Indy Burn Cup, Pike Fest, Fusion Fall Classic (United Soccer Alliance of Indiana events) Tournament Rules (revised 8/11/18)

1. Laws of the Game

All games shall be played under FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games unless otherwise noted.

2. Eligibility,

Teams accepted (including up to eligible 4 guest players) of up to 22 players for 13U-19U teams, 15 players for 11U & 12U teams and 12 players for 9U and 10U teams, and 8 for 8U teams. The tournament roster may not be changed after Team Check-In. **No player will be allowed to neither register for, nor play for, more than one team in the tournament.** "Club Pass" players (players from the same Club) on the roster do not "count" as guest players.

Official and authorized player passes with photographs must be presented at virtual Team Check In. If required by the team's sanctioning body, out of state teams must provide a valid permit to travel.

3. Age

Players must be born within the calendar age 1/1-12/31 time frames as established by the USSF for the division in which they will participate. The oldest player on the tournament roster will determine the age group of play. There is an exception of 15U aged players on a 14U state approved roster with a valid 14U player card. This is typically 'trapped' 15U 8th graders playing on a 14U team in the fall season. Typically, in most states, these 15U players play with their true age in the Spring season. 8U age players may play on 9U teams.

4. Age Group, Game Length and Ball Size

Group	Game Length	Ball Size
8	2-25 minute halves or 4 12 minute quarters	#3
9	2-25 minute halves	#4
10	2-25 minute halves	#4
11	2-25 minute halves	#4
12	2-25 minute halves	#4
13	2-30 minute halves	#5
14	2-30 minute halves	#5
15	2-30 minute halves	#5
16	2-30 minute halves	#5
17	2-30 minute halves	#5
18	2-30 minute halves	#5
19	2-30 minute halves	#5

All 8u games play a 4 v 4 format per Indiana Soccer association rules.

All 9u & 10u games play a 7 v 7 format per Indiana Soccer association rules.

All 11u & 12u games play a 9 v 9 format per Indiana Soccer association rules.

- All games will use a running clock with no stoppage except for serious injury.
- Half-time is 5 minutes.
- In the event of mandated water breaks, the clock will NOT stop.
- Substitution is unlimited. However, you may only substitute on your own dead ball, unless the opposition are substituting on theirs. Any substitution is at the referee's discretion. If a team has a substitute player ready on their own possession and the opponent also has a player ready for substitution, both teams may substitute when signaled by the referee.
- In the event of conflicting uniform jersey colors, the team listed first on the game schedule shall be the "Home Team," and will be required to wear light colored uniform jerseys. Home Team will supply a game ball if the tournament provided ball is unavailable.
- ****All games may begin up to 6 minutes EARLIER than scheduled.** Teams should plan on being checked in with the Field Marshall and ready to take the field 10 minutes before the scheduled start time. There are no team warm ups on the game field.**

5. Small Sided Games

U8

Play shall consist of 4 field players with no goalkeepers, no offside, the rest of 9u & 10u rules apply.

U9 & U10

- Play shall consist of 6 field players and 1 goalkeeper
- Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: Throws, Rolls the ball, or plays it with his/her feet.
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 5 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be used, per US Soccer Mandate.
- No semi-final or championship games in 9U & 10U age groups, per Indiana Soccer mandate.
- Heading: Please see Indiana Soccer association rules on heading on the last page of these rules.
 - Deliberate heading is not allowed in 7v7 games.
 - If a player deliberately heads the ball in a 10 & under (7v7) game, an indirect free kick is awarded to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the penalty area, the indirect free kick is to be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

Off side "Build Out Line" "No Cherry Picking"

When the goalkeeper has the ball in their hand from the opponent or for a goal kick the opposing team must move behind the build out line until the ball is put into play. If the goal keeper is playing the ball with their feet, they are considered a field player and the build out line does not apply.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicks are not allowed). If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team and taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

U11 & U12

- Play shall consist of 8 field players and 1 goal keeper
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 8 yards.
- Penalty kicks will be taken from a spot 10 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be in effect.
- Heading: Please see Indiana Soccer association rules on heading later in these rules.
- If a player, who is competing in an 12 & under game or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFJ) to the opposing team from the spot of the offense. If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

6. Championship Games

In the event of a tie at the end of regulation play, the following procedures will be applied:

A mandatory overtime (OT) consisting of ONE period of five (5) minutes with no "half-time." This 5 minute Overtime period shall be played in its entirety. There is no "golden goal" or "sudden victory." There is no half time nor switching of directions mid-way through.

In case of a tie at the end of regulation play in a Semi Final game or after the overtime period in a Championship game, "Kicks from the Penalty Mark" rules will apply to determine the winner. Only players playing at the end of OT will be allowed to participate in the kicks.

Standard FIFA rules will be followed:

- Each team shall select five (5) players to kick, from the players on the field at the conclusion of the overtime period.
- The referee will toss a coin and the team whose captain wins the toss selects whether to take the first or second kick.
- Teams shall alternate kicks.
- If, before both teams have taken five (5) kicks each, one team has scored more goals than the other team could, even if it was to score on each of its remaining kicks, taking kicks shall cease and the winner declared.
- If, after both teams have taken five (5) kicks, both have scored the same number of goals, or have not score any goals, the kicks shall continue with five new players selected from the remaining players who were on the field at the end of the overtime. Kicks continue until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has score one goal more than the other. This means if teams are tied after the first round of five penalty kicks, successive rounds of one shooter from each team will be taken until one team prevails. No player may take a second kick until all other eligible players have kicked.

7. Inclement Weather

The only time a game will be delayed or canceled is if it becomes hazardous to players or spectators, such as an electrical storm or tornado warning or field conditions.

Games will be continued at the point of delay once the threat subsides. If play cannot be resumed on a timely basis, an alternate schedule will be followed as determined by the Tournament Committee which may include canceling the game.

If championship or semi-final games cannot be played due to weather, final positions will be determined by the point system with ties resolved as stated in rule #9. If the tournament cannot be completed due to weather or another act of God, no fees will be refunded.

This tournament follows the traditional "30-30 Lightning Rule" meaning there will be up to a 30 minute delay after lightning is seen. However, the event is likely to stop play upon each lightning seen even if thunder is longer than 30 seconds after sighting.

The Tournament Director reserves the right to cancel matches that cannot be played due to persistent inclement weather, unsatisfactory field conditions, or other uncontrollable situations, although every effort will be made to play the matches as scheduled. However, in the event that rescheduling is not possible, and game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average tournament points for games played (including the tie breaking procedure). The team with the highest average points will be declared the winner of the group. In the event there is a tie which cannot be resolved by point averaging, the advancing team will be determined by a coin toss, or penalty kicks, per FIFA as directed the Tournament Director. If in the event the Championship Game cannot be played, the winner will be decided by Penalty Kicks or by coin toss.

IN THE EVENT OF WEATHER CHANGES, IT WILL BE THE RESPONSIBILITY OF TEAMS TO CHECK IN AT TOURNAMENT HEADQUARTERS FOR CHANGES. Scheduling information will be available on the tournament website.

REFUND POLICY

In the event of total cancelation, the tournament may refund a percentage of your application fee.

8. Scoring

The team coach is responsible for checking the accuracy of the score reported to the official score board.

Teams will be awarded points as follows:

- Win: 3 points
- Tie: 1 point
- Forfeits: scored as a 4-0 win.

- Canceled or abandoned (due to long delays or field conditions) games are scored as 1-1 tie.

9. Standings

The following procedure will determine the bracket winner:

1. Most points
2. Most wins
3. Winner of game played between the tied teams (does not apply in the event of a three-way tie)
4. Fewest goals allowed
5. Most goals scored (*maximum four per game*)
6. Penalty Kicks. Per FIFA rules, except: any eligible* rostered player may participate. If teams are tied after the first round of five penalties, successive rounds of one shooter from each team will be taken until one team prevails. *Players who are sitting out a red card, and not eligible to play in the following game, are *not* eligible to participate in the PKs.
7. Coin flip, if deemed necessary by the Tournament Committee.

For brackets without a Championship game scheduled, final positions will be determined by the point system with ties resolved as stated in rule #9.

Decisions of the Tournament Committee shall be final on all questions regarding advancement. There shall be no appeals of advancement decisions. *After checking the posted scores and standings, if you have any questions about which teams are advancing to the finals, PLEASE ASK THE OFFICIAL TOURNAMENT SCORE KEEPER AT HEADQUARTERS.*

10. Protests

The decision of the referee will be final. Protests are not allowed.

11. Final Arbitration

Tournament Committee is the final interpreter of the rules and regulations and reserves the right to issue the final decision of all matters pertaining to the tournament. The Tournament Rules supersede any errors, mistakes, changes, or typos on USA of Indiana various websites.

12. Equipment

1. The team listed first on the game schedule is the "home team" and shall be prepared to:
 - Home teams provide a game ball (if the tournament provided ball is unavailable).
 - Home teams are to wear light colored uniform jerseys (and away team, dark).
 - Home teams change jerseys in the event of a color conflict (to be determined by the Referee).
2. All players are required to wear shin guards.
3. Eyeglasses must be secured by a safety strap.
4. All body piercing and other jewelry must be removed, including newly pierced ears.
5. Any equipment eligibility concerns not specifically mentioned in these rules shall be ruled by the Referee.

13. Blood Safety Rule

If during the course of the game a player is witnessed to have an open sore or wound, the referee will require the player to leave the field of play. As in the case of injury, the player may be substituted and the opposing team may also substitute. The referee, assisted by the Assistant Referee, will determine the player's status for return to the game only after complete cleanup, including uniform, has been accomplished and inspected.

14. Park Rules

- **No dogs, No alcoholic beverages, NO SMOKING, No E-cigarette vaping (no vapor), no glass containers are allowed.**
- Concessions and restrooms are available at all sites.

• 15. Red and Yellow Cards

Any player receiving two yellow cards or one red card in any game will be required to leave the field and playing area for the duration of the game in process and will be suspended for the next game.

Coaches / managers and/or spectators ejected will also be required to leave the field and playing area and will be suspended until after the next game played by the team playing at the time the ejection takes place.

Coaches, managers and spectators are required to complete their suspension prior to returning to the playing fields regardless of their status with another team or their club.

Tournament Committee may order additional penalties or suspensions or ejection from tournament and this decision shall not be subject to appeal.

Player passes for players and coaches ejected will be held by the tournament committee and will be returned to a team official (registered with appropriate pass) upon completion of the required suspension or, if an ejection occurs during a team's final game, after the final game. State Associations will be notified on the next business day of any red card offense.

16. Player / Coach / Spectator Locations:

- Both teams will be on the same side of the field, including coaches.
- All other persons must be on the opposite side. No spectators or coaches are allowed behind the goal lines.
- A maximum combination of 3 coaches/managers will be allowed on the sidelines. All coaches and managers must have valid state association cards.
- *Coaches are responsible for the comments and behavior of themselves, their players and the parents or other spectators.*
- The spirit of the game and sportsmanship are paramount.

17. Forfeits

A forfeit will be declared if a team is not on the field, ready to play, more than 10 minutes late for a scheduled start time. To start a game, a minimum of 7 players is required for 13u-19u. For 11u & 12u, the minimum is 6 players. For 9u & 10u, the minimum is 4 players. For 8u, the minimum is 3 players. A forfeited game shall be recorded as a 4-0 win for the opposing team. Teams forfeiting a game will be eliminated from consideration for a participation in any playoff game.

If a scheduling error is discovered that leads to game time or field location change or confusion, the Tournament Committee reserves the right to correct the mistake.

Severe Weather Plan

In the event a game needs to be stopped due to severe weather or lightning, you will be instructed by one or all of the following methods:

1. two long blasts on air horn
2. referees
3. tournament officials

Everyone should then go their cars. Do not leave the site. Two short blasts on the air horn or a tournament official will announce when everything is "all clear." You should then return to the field.

Continuation of game play will resume only when safety and field conditions warrant such - - with a decision being made to continue field play by Tournament Director.

USA of Indiana tournaments are sanctioned by US Youth Soccer.

US Youth's Indiana Soccer association tournament sanction rules:

Due to the US Soccer Mandates for small sided play and age group changes, Indiana Soccer has set requirements for any sanctioned event in Indiana beginning with play in the Fall of 2016

Age Groups will use the newly established birth year format. Age groups should be listed accordingly.

- Teams must play in the format for their age groups.
 - 8U teams must play 4 v 4. They may not play up to 9 or 10 age 7 v 7 formats.
 - 9-10U teams must play 7 v 7. They may not play up to 11U formats of 9 v 9.
 - 11-12U teams must play 9 v 9 and may not play up to the full sided game format.
 - Teams from other state associations that enter your event must follow these formats.
- Field Sizes – while US Soccer has adopted new field sizes for 8-12 play, Indiana Soccer recognizes that many complexes simply cannot change to the new field sizes easily. Thus Indiana soccer is not mandating the new field sizes at this time.
- Heading the ball for players 10 and under. US Soccer has mandated that heading be disallowed for this age group.
- A player may be allowed to "play up" .. but a team may not.

“Drones”

In recognition of the US Youth Soccer POLICY ON UNMANNED AIRCRAFT SYSTEMS (DRONE) (Adopted November 22, 2015) and for the health and safety of the participants, Indiana Soccer will also implement the following effective immediately. – December 22, 2015.

Section 1. Commitment It is the policy of Indiana Soccer to provide a safe environment for all soccer players under its umbrella. Therefore, **the use of unmanned aircrafts are prohibited at any Indiana Soccer hosted or sanctioned event.** As an organization committed to providing a developmental, healthy, and safe environment, United Soccer Alliance of Indiana recognizes that the safety of its players is paramount.

“Heading”

Indiana Soccer Heading Restrictions, revised 8/1/18

- ☒ All players, 11U & 12U shall not engage in deliberate heading in competitive training or in games.
- ☒ All players who play in small sided games, 4v4, 7v7 or 9v9, shall not intentionally head the ball in a game.
- ☒ All players, 11 & under who play on a 13 & under team or older will comply with the aforementioned 11U & 12U restrictions.
- ☒ The referees will enforce heading restrictions as per the age-level of the contest. There will be no intentional heading in all small sided games (4v4, 7v7, 9v9).
- ☒ When a player deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.