

# Indy Burn Cup, Indy Pike Fest, Indy Fusion Classic

## United Soccer Alliance of Indiana event

### Tournament Rules (revised 12/19/23)

#### 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 3 guest players) of up to 20 players for 13U-19U teams, 16 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 and are to be present and available at all matches. The jersey number of each player must be the same as the player's number on the tournament and match roster and match report. If the numbers are not the same the player will not be allowed to take part in the match until the numbers are the same. Identical jersey numbers are not permitted. 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 8<sup>th</sup> 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. 7U age players may play on 8U teams and 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.

All 9u & 10u games play a 7 v 7 format.

All 11u & 12u games play a 9 v 9 format.

- All games will use a running clock with no stoppage except for serious injury.
- Half-time is 4 minutes.
- In the event of mandated water breaks, the clock will NOT stop.
- Substitution is unlimited, made with the consent of the referee.
- Teams may only substitute on its own dead ball, unless the opposition are substituting on theirs. At any throw in for either team, before a goal kick, after an injury when the referees has stopped play, at halftime, and after a goal, BOTH TEAMS MAY SUBSTITUTE.
- 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 7 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)
- 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.
- The offside rule will be used, per US Soccer Mandate. "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 (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.

## 6. Championship Game Ties

In case of a tie at the end of regulation play in a Semi Final game or at the end of a Championship game, "Kicks from the Penalty Mark" rules will apply to determine the winner. **There is no overtime period.** Only players playing at the end of the game 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 game.
- 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.

**Regular play games may end in a tie.**

## **7. REFUND POLICY**

**There are no refunds. 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: 4 points
- Loss: 0 points
- Tie: 2 points
- 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. Best goal difference for all games – up to 4 per game.
5. Fewest goals allowed
6. Most goals scored (*maximum four per game*)
7. Fewest Red cards.
8. Kicks from the mark shootout. Per FIFA rules, except: any eligible\* rostered player may participate. Only players on the field at the end of the game may be selected. All eligible players must kick before any eligible player can repeat. 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.
9. Coin flip, if deemed necessary by the Tournament Committee.

For 11U-19U brackets without a Championship game scheduled, final positions will be determined by the point system with ties resolved as stated in rule #9.

If for any reason a “championship” game cannot be played, co-champions will be declared and distribution of 1<sup>st</sup> and 2<sup>nd</sup> place awards will be decided by coin toss by tournament officials.

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 including rented tournament scoring site.

## **12. Equipment / Start of the game**

1. The team listed first on the game schedule is the “home team” and shall be prepared to:
2. Chose the side of the field they wish to defend and away team will kick off to start the game.  
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).
3. All players are required to wear shin guards.
4. Eyeglasses must be secured by a safety strap.
5. All body piercing and other jewelry must be removed, including newly pierced ears.

6. 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, no noise makers or horns, no foul or abusive language or gestures are allowed.**
- Concessions and restrooms are available at all sites.

### **15. Conduct & Discipline & Red and Yellow Cards**

**All tournament participants (players, coaches, spectators, referees, administrators) are expected to uphold the standards of the game and exhibit the highest levels of sportsmanship.** There shall be no dissent between nor among players, fans, and/or coaches and the referees. Questioning a referee is considered dissent.

**Team Conduct.** Teams should understand the law of the game and adhere to same. The team is to be respectful of all coaches, teammates opponents, and match officials. Any ejection should immediately be reported to the on-site Tournament Director. Any player or coach sent off will automatically sit out the next player game. If the sending off was for fighting or violent conduct, the player will be suspended for the remainder of the tournament. Discipline action will be reported to US Youth Soccer Association in the post tournament report.

Any player ejected from a game, whether by 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. In the event of an ejection, the offending team may not replace the ejected player (for that match).

Coaches / managers and/or spectators ejected will also be required to leave the tournament site he/she must leave the tournament site and may not return until the conclusion of the team they were coaching completes its next game. A coach may NOT coach another team until the suspension is completed. In the event a coach is ejected and the game cannot be completed the score will be recorded as a 0-1 forfeit. 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.

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

**Spectator Conduct.** Spectators are encouraged to provide only positive support during games. Please do not talk to players or coaches for either teams, except to offer support, congratulations, or assistance. Do not use abusive or profane language or argue with officials. Fighting, unsporting behavior, or physical violence will result in automatic removal from all tournament sites for the remainder of the tournament.

### **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.

## **18. Cancellation and Refund Policy**

Any team that withdraws from the tournament prior to the first draft of rankings or flights is eligible to receive a 75% refund. Any team that withdraws after the first draft of rankings or flights is not eligible for a refund. If the event is cancelled prior to the start of games being played, the Tournament Committee will determine the percentage of registration fee to be refunded.

The event has the right to deny participation at any time if your team falls out of compliance for any reason including but not limited to housing, payment, team check in, team behavior and all rules in this document.

## **Emergency Plan**

**Anyone who is injured or observes an injury, please call 911.**

**Please also alert the onsite Tournament Manager.**

## **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.

### **Inclement Weather**

#### **When games are stopped due to weather or other conditions**

If the game has not started or is in the first half, the match will restart after the lightning delay.

If the game has reached half time, the game will be deemed completed and the halftime score will be the final score.

If the weather delay is longer than the match, the match is likely to be canceled.

If the match has reached halftime, the half time score will be the final score.

If the match is canceled before or during the first half and is not completed, the game will be scored as a 1-1 tie. Canceled or abandoned (due to long delays or field conditions) games are scored as 1-1 tie.

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 may 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 rules. If the tournament cannot be completed due to weather or another act of God, no fees will be refunded.

This tournament follows the traditional "20-20 Lightning Rule" meaning there will be up to a 20 minute delay after lightning is seen. However, the event is 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 kicks from the mark 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.

## FAQ

How will your tournament monitor approaching bad weather?

In the case of severe weather, tournament officials monitor weather with live on-site internet weather sites and radio and lightning detectors and looking at the sky. Club also has a lightning detector on site at all times. Weather related decision are made independently at each of sites.

Who makes the decision to stop play?

The Tournament Director on site. As per FIFA rules and Referee guidelines, any center ref may stop any game at any time due to lightning or other severe weather. Otherwise, Tournament Director, or assigned person, makes decision in consultation with Ref Assignor.

How are teams/referees/spectators notified of the stoppage of play?

Loud horn as per rules. Two long blasts direct to clear fields and seek shelter. This is followed up by Tournament Directors driving site in golf cart to prompt stragglers to get into (their) vehicles.

How long are games suspended with lightning?

As per FIFA rules and Ref guidelines and Club policy, play may resume 20 minutes after last lightning strike is seen.

How are teams/referees notified to go back to fields?

Two short blasts of horn and tournament officials' announcements in parking lots.

How will games be continued?

What happens to games that cannot be continued on that day?

See rules. A decision is made on site which games continue in the second half and which games are ruled completed. Some games may be rescheduled or canceled.

## **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 2016.

Age Groups will use birth year format.

- Teams must play in the format for their age groups.
  - 8U teams must play 4 v 4. They may not play up to 9U or 10U age 7 v 7 formats.
  - 9U-10U teams must play 7 v 7. They may not play up to 11U formats of 9 v 9.
  - 11U-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.
- 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 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.