



MARCH BREAK PARADISE CUP TOURNAMENT (March 10-17th, 2012)

~ FINAL RULES AND REGULATIONS ~

Rules for Indoor Soccer follow [OSA's Playing Rules Of Indoor Soccer](#) with the following exceptions:

1. Ball

- Home team is to provide the game ball.

2. Number of players & rosters

- All players must be registered with their club and enrol in the tournament as a team and be on the team roster prior to playing. All teams must be registered with their District Association as an Indoor team for 2011-2012 and players will be required to show their OSA Player Registration books on tournament day.
- Each team playing in the tournament from outside of the Hamilton & District Soccer Association must obtain Permission to Travel from its District Association and present it before tournament day. Failure to present a Travel Permit will result in forfeiture of all scheduled games without refund.
- For 11 v 11 tournaments, Ten (10) players plus a goalie on the field at any time. Teams play on full FIFA-regulated field (200x360 ft).
- For 7 v 7 tournaments, Six (6) players plus a goalie on the field at any time. Teams play on quarter fields (200x90 ft).
- Teams may have a maximum of eighteen (18) registered players on the roster.
- Teams may use players that are registered with their club from an equal or younger age group, however, these players must be registered and have their OSA Player registration books present and stamped for indoor 2011-2012 season or a stamped trial permit and book for this tournament.
- Only signed players to the team playing may be on the field and sit on the bench. Players that are not registered to the team will be asked to leave the field and if they refuse to do so will result in the team automatically forfeiting the game.

- All coaches must be registered to the team that is playing on the field. Coaches must wear a coach's shirt that is clearly identified. Spectators must sit outside the field area in the areas designated for spectators.

3. Substitutions & game duration

- Substitutions are guaranteed for either team on any "out of bounds" ball. Player entering the field must wait until player exiting has stepped off the field. If any team pulls its goalkeeper, the player coming in must wear a jersey of a different colour to distinguish him/herself.
- Substitutions CANNOT be done while the ball is in play.
- All teams have to be ready to kick-off on time. Any team not turning up for kick off on-time shall forfeit the game.
- All 11v11 games are 40-minutes straight time. All 7v7 games are 25 minutes in duration, with no half time.
- All teams play a minimum of 3 games plus playoffs if they qualify.
- All games require Game sheets to be completed and handed in to the tournament convenor, and must be signed by team coach/manager and referee, and include the necessary OSA numbers.

4. Players equipment & uniforms

- Mandatory shin pads, stockings and outdoor cleats (preferred) or indoor shoes. NO METAL CLEATS ALLOWED.
- All players must wear a unique numbered jersey.
- In the event that both teams are wearing the same color jersey, the HOME team will change.
- No jewellery is permitted by any player.
- Eyewear must be protective quality and designed for active sport.

5. Ball out of play

- Ball is out of play when it has wholly crossed the line on the ground or in the air.
- Ball is out of play if it makes contact with the ceiling or walls or curtains.
- For 11v11 games, players must conduct regular throw-ins.
- For 7v7 games, the ball will be kicked-in, not thrown in.

6. Ball in play

- Ball must be returned to play from the nearest point to where it left the field.
- Ball must be stationary when it is put back into play.
- No slide tackles are allowed by players. Only exception is the goalkeeper is allowed to slide tackle inside the penalty box.

7. Penalty Kick

- Penalty kick is taken from 8 meters from the goal line.
- All players must be 3 meters back from the ball.
- All free kicks are indirect.
- Goal keeper must be stationary on the goal line at the time when the ball moves.

8. Offside

- There are no offsides for 7v7 games.
- 11v11 games will include offsides.

9. Time Penalties

- A 2-minute penalty can be assessed at the discretion of the referee for minor violations regardless of whether a yellow card is given.
- Penalty kick is taken from the centre spot without obstruction of the opposing team.

10. Yellow Card Penalties

- 1st Yellow card team must play short for two minutes or until the opposition scores, whichever comes first. Play is restarted at the referee's discretion.
- A 2nd Yellow card in a game will equal a red card.

11. Red Card Penalties

- Offending player must leave the field area entirely for the remainder of game and team must play short for five minutes or until the opposition scores, whichever comes first. Player also misses the next game in the tournament. Play is restarted at the referee's discretion.
- Second sliding tackle is a Red Card offense.
- If a player receives a second Red Card during the tournament, they will be eliminated from the tournament. If the team is in any breach of this rule, the team will be eliminated.

12. Defaults

- Default games are recorded as 1-0

13. Tournament Standings

- Points will be awarded as follows: 3 points for a win, 1 point for a tie, 0 points for a loss.

14. Tournament Group Play Tie Breaker

1. Head to Head
2. Goal Differential (Goals for minus goals against)
3. Most Goals
4. Kicks from Penalty mark (5 kicks will be taken, more if necessary if there is a tie)

15. Tournament Ties

1. When a game ends in a tie, "Kicks from penalty marks" as per FIFA (best of 5 penalty kicks) will commence following regular game time.

16. Facility Rules

1. For any issues not covered in the above, a decision will be made by the Tournament Convenor, all decisions will be final.
2. No food, drinks, gum or spitting is allowed on the field at any time. You will be asked to leave the field area immediately if found doing so and the facility staff has discretion of banning you from the building if you do not comply.
3. Referee's Decisions are FINAL. Any abuse aimed towards any official will result in the expulsion of the individual and/or team from the tournament.
4. Please show courtesy and respect to other spectators, players, and coaches by acting with good sportsmanship. This includes refraining from inappropriate or abusive language, dissent (verbally or through actions) to spectator, player, coach, official, or employee. Anyone taking such inappropriate action may be asked to leave the facility immediately.
5. Please respect the facility and abide by all facility policies which can be found online at <http://playersparadisesoccer.com/policiesc23.php>.

17. Penalties and Discipline

1. 1st Yellow Card – 2 minute penalty
2. 2nd Yellow Card – game ejection and 5 minute penalty
3. Red Card (same as 2nd Yellow Card) – game ejection and 5 minute penalty
4. Serious foul play – 3 game suspension
5. Assault on Referee – Tournament ejection and assault reported to District office directly
6. Any team wishing to protest a game must do so in writing no later than 15 minutes after the game to the Tournament Convenor. This letter must be accompanied with \$100.00 cash. If the protest is upheld, the \$100.00 will be refunded.

If a player receives a red card or dismissal in a game, they will be disciplined in accordance with the OSA Policies and Procedures.

The above Rules and Regulations must be read by all teams and clubs entering the March Break Paradise Cup Tournament. By submitting your entry form, you are agreeing to all conditions in the Tournament Rules and Regulations.