



INDOOR TOURNAMENT SERIES RULES

1. All games are 26 minutes long, running time. The clock does not stop for any reason. There is no halftime. The tournament reserves the right to cut time off of any game that starts late in order to keep the following games on schedule. Each team must be ready 5 minutes before their game time and in the 'game waiting area'.

2. All divisions will play with six field players and a goalie, the goalie should wear a unique color.

3. Substitutions are unlimited during the game and can be made at any point during play, unless the referee overrules. All substitutions must be made at midfield.

Outgoing players must leave the field of play before the replacement enters the playing area.

Oncoming players are active immediately and can receive the ball. Substitutes must stand outside the pitch perimeter and spectators must not enter the field of play under any circumstances. A change of goalkeeper must be authorized by the referee.

4. There are no SLIDE TACKLES. If a player continues to abuse this rule, the referee will remove the player from the game for a minimum of five minutes.

5. Goalies may not punt, drop kick or throw the ball into the opposing team's penalty area. Violations will result in a direct free kick from midfield. The goalie may put the ball down on the floor and play the ball as a field player into the opposing team's penalty area. To do this, the ball must be the floor (not bouncing). Please note that the ball is considered to be in play and an opponent may block the goalie's kick.

6. Kick-Ins must be taken on the touchline where the ball crossed the line of play. Opposing players must be 5 yards away. Players can not score directly from kick-ins.

7. All free kicks are direct. Defenders must be at least 10 feet away, they may not encroach within the 10-foot distance by sticking their legs out towards the ball in an attempt to block the kick.

Unless stated above all FIFA laws of the game will be in effect.



Next game
waiting area

FIELD 2

ENTRANCE

FIELD 1