

Canton Premier Cup Indoor Soccer Tournament

Official Tournament Rules – 2025

The Canton Premier Cup Indoor Soccer Tournament is hosted by Coppermine Soccer Club. All matches will be played in accordance with the US Indoor Soccer Association Rules, with the following tournament-specific modifications and clarifications.

1. Game Format & Timing

a. Length of Game: One (1) continuous period of twenty-two (22) minutes. There is no halftime. The game clock runs continuously. Game time is forfeit time. There is no warm-up on the field.

b. Timeouts: No timeouts are permitted.

c. Shoot-Outs: If required, each team will use three (3) players who were on the field at the end of regulation. The visiting team shoots first. Players alternate. Shooters have five (5) seconds to score from the red line. The goalkeeper must start with one foot on the goal line. If tied after three shooters, sudden death will follow with new shooters.

d. Heading: Heading is permitted for all age groups.

e. All teams must have an adult coach present.

f. Open Wounds or Bleeding: Any player with an open wound or bleeding must leave the field immediately and may re-enter only after the issue has been resolved.

g. Red Cards: Any player or coach receiving a red card must leave the playing area immediately and will be suspended for the remainder of that game and the team's next scheduled game.

- Any fan or parent receiving a red card will be removed for the remainder of the tournament. Any player or coach receiving two (2) red cards is suspended for the remainder of the tournament.

h. Fighting: Any player receiving a red card for fighting is suspended for the remainder of the tournament.

i. Game Time: Game time is forfeit time. The tournament is not responsible for forfeits.

j. Players & Ball Size

- U8 through U12: 7v7 (6 field players + goalkeeper) – Ball Size 4
- U13 and older: 6v6 (5 field players + goalkeeper) – Ball Size 5

2. Rosters

Rosters must be submitted prior to the team's first game. Only rostered players are eligible to play. Any team found using unrostered players will forfeit the match.

3. Forfeits

All forfeits will be recorded as a 3–0 win for the opposing team.

4. Game Balls

The tournament will provide all game balls.

5. Uniforms

In the event of a uniform conflict, the HOME team (listed first on the schedule) must change jerseys. All teams must have an alternate jersey or pinnie.

6. Equipment

- Goalkeeper jerseys must be different from teammates and opponents.
- Shin guards are mandatory.
- Jewelry is prohibited.
- Hard casts are not permitted. Soft casts are at the referee's discretion.
- Non-metal soccer cleats may be worn.

7. Point System

- Win – 3 points
- Tie – 1 point
- Loss – 0 points

8. Tie-Breakers

1. Head-to-head
2. Goal differential (capped at 6 per game)
3. Goals against
4. Most shutouts
5. Goals for
6. Coin toss

If more than two teams are tied, once a tie is broken the process restarts for remaining teams.

9. Conduct

Coaches are responsible for the conduct of their players and spectators. Unsportsmanlike conduct will not be tolerated.

10. Authority

All decisions made by referees and tournament staff are final.

Substitution

Substitutions are permitted on the fly or during guaranteed substitution situations, including:

- Goals
- Out of bounds
- Super structure violations
- Corner kicks
- Goal kicks
- Injuries
- Referee stoppages
- Issuing of cards

There are no guaranteed substitutions in the final two (2) minutes of the game.

Three-Line Violation

If the goalkeeper throws or kicks the ball over three lines without contact, a free kick is awarded to the opposing team at the red line of the offending team.

Fouls, Misconduct & Cards

All free kicks are direct. Blue cards result in a two-minute penalty. Red cards result in ejection and a five-minute non-releasable penalty unless both teams receive simultaneous ejections.

Restarts & Set Pieces

Includes rules for free kicks, kick-ins, goal kicks, corner kicks, super structure violations, and penalty shoot-outs in accordance with US Indoor Soccer rules.