MC UNITED TOURNAMENTS

WINTER CLASSIC 2027 – INDOOR TOURNAMENT RULES

REGISTRATION & ELIGIBILITY

- All players must be on a roster and have completed have a waiver on file.
- No player shall be allowed to register for more than one team or switch from one team to another during the course of the tournament.

LENGTH OF GAMES AND ROSTER SIZE

GAME DURATION FOR ALL AGES

2 x 20 minute halves with a 3 minute half time.

(No additional time will be added due to injuries or other delays in play)

GAME FORMAT
7 v 7 - all ages (7 team players playing on the field, including GK)

MAXIMUM ROSTER SIZE
14 players – all ages

GAME PROCEDURES

- Teams are allowed a maximum of two coaches on the bench.
- HOME teams wear light colored jerseys, Away teams wear dark colored jerseys. In the event of a conflict, the offending team must change jerseys or wear pinnies.
- No coin toss – HOME team defends the BALCONY-side goal and has kick off in the first half, teams switch at half-time.
- No warm-up time is allotted on the field before each game due to scheduling restrictions. Games will kick-off promptly at the designated times.
- All U9 - U12 divisions shall use a #4 ball. U13 – U14 divisions shall use a #5 ball.
- HOME teams are responsible for providing one (1) match-ball for each game.

INDOOR GAME RULES

- No off-sides rules will be enforced at all ages
- There will be a buildout line for goal kicks in U10 games.
- No heading will be allowed by U11 and under games.
- **No punting or drop kicks allowed at any age by the GK.** If a player punts or dropkicks the ball, the opposing team will receive an indirect free kick from the spot of the infraction. If the infraction occurs within the penalty area, the ball will move to the top of the box closest to where the infraction occurred.
- Goal kicks may be taken from anywhere within the penalty area. Defending team must remain outside of the penalty area during a goal kick.
- GK has 8 seconds to release the ball upon making a save and gaining control of the ball.
- In the event that a kicked ball hits the ceiling an indirect kick will be awarded to the other team at the place on the field where the kick was initiated.
- Kick-ins will be used instead of throw-ins. Goals cannot be scored off of a kick-in without having been touched by another player on the kick-in team.
- Slide tackling is not allowed (sliding will be allowed to gain possession of a loose ball but not to stop an opposing player). GK can slide only within the penalty box to make a save or defensive play.

SUBSTITUTIONS

- Substitutions shall be unlimited, but made only at the following times:
  prior to a kick-in in favor of your team, prior to a goal kick by either team, following a goal by either team, or at half-time. Substitutions may also be made for your team on the opposing team's kick-in if the opposing team also has a player at the halfway line. An injured player may be substituted at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make a "one-for-one" substitution.
- The referee has the right not to allow a substitution in the final 5 minutes of the 2nd half, if, in the referee's opinion, a team is using the substitution to waste time.

TOURNAMENT SCORING/TIE BREAKING

Games will be scored as follows:

WIN - 3 points **TIE - 1 point** **LOSS – O points**

Following group play, in the event of a tie the following criteria will be used to break the tie

TIE BREAKERS: To decide group winner

1. Head-to-Head (disregard with 3-way tie)
2. Team with most wins
3. Goal Differential (max of 4 per game)
4. Fewest goals allowed
5. Most goals scored (max of 4 per game)
6. Kicks from the mark

- Four-team divisions: points (and tie-breakers if necessary) will determine the final placement for awards after the three (3) group games.

- Six-team divisions: points (and tie-breakers if necessary) will determine placement for playoffs after the two (2) group games. Playoffs will consist of: two (2) semi-final games, a championship game, and a consolation game. Awards will be based upon the results of the championship game.

- Eight-team divisions: points (and tie-breakers if necessary) will determine placement for the championship game after the three (3) group games. Playoffs will consist of: a championship game. Awards will be based upon the results of the championship game.

- U10 divisions do not include playoffs or awards based upon the results of games.

Semifinal and Championship games tied at the end of regulation will proceed directly to kicks from the mark.

- Kicks From The Mark (Penalty Kicks). In the event that kicks from the mark must be used, USYSA/FIFA rules will be followed except as noted below. Each team will select **three (3) players** to kick from those that were on the field at the end of regulation. The goalie for the kicks from the mark must be on the field at the end of regulation. Teams will alternate kicks. The visiting team will shoot first. If the score remains tied after **three (3) kicks**, teams will alternate kicks one at a time until a winner is determined. ALL ELIGIBLE PLAYERS MUST BE USED BEFORE ANYONE CAN REPEAT. BOTH TEAMS MUST USE THE SAME NUMBER OF PLAYERS BEFORE ANYONE CAN REPEAT.

AWARDS

First place and Second place awards will be presented immediately after the last game for U11+ divisions. Participation awards will be awarded to all U10 and under players.

EQUIPMENT

- Casts and Orthopedic devices may be worn only if fully covered by foam and elastic bandage, and the player is allowed to play with the consent of the on-field referee, the Head referee or tournament director will make the final decision if necessary. No metal parts may be exposed. Devices designed for sport play only may be worn.
- No jewelry may be worn by any player (earrings, watches, necklaces, etc.).
- All players must wear shin guards.
- Plastic cleats are recommended to be worn on the indoor turf surface. Cleats must be free of dirt/ grass that would dirty the indoor surface. Metal studs are not permitted on the surface.

FORFEITS / FAILURE TO SHOW

- Five players (5) constitute a team. Games will commence on time if the minimum number of players are present. A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled start time.
- In the event of a forfeit, the winning team will be awarded a 4-0 win.

PROTESTS

All referee decisions are final. No protests will be heard on any judgment calls by the referee.

EJECTIONS / CAUTIONS

- Any player receiving a send-off (red card) will automatically be suspended for a minimum of one (1) game. The tournament committee has final decision on suspension length.
- All players receiving three (3) cautions during the tournament will be suspended one (1) game.
- The throwing of a punch is an automatic removal from the tournament.
- A coach who receives a red card will not be allowed on the sidelines for the remainder of the tournament.
- No substitution can be made for a disqualified player for that game.

REFEREE ABUSE / TEAM CONDUCT

- Referee abuse will not be tolerated during the tournament. The player, coach, or fan will be removed from the venue and will not be allowed to return. Referees may temporarily stop games or suspend play in the presence of persistent sideline harassment or intimidation. In the case of a game suspension, the Tournament Director will decide the outcome of the game.

- Coaches are responsible for the conduct of players, parents and spectators at the fields, hotels and other locations for the duration of the tournament. If the tournament committee

receives complaints regarding conduct of any player or person associated with your team, the Tournament Director may ask any/all people to stay away from the tournament, and/or ask the team to leave the tournament.

REFUNDS

There will be no refunds of tournament fees after acceptance of the invite and payment has been received. In the event of tournament cancellation due to weather, registration fees may be refunded or a credit issued for the following year.