



Indy Premier Soccer Club

Turf Invitational Tournament Rules

Time Zone Note: All games are scheduled on Eastern Standard Time

1. Laws of the Game: The current edition of the FIFA Laws of the Game, Guide for Referees, USSF as amended by the United States Youth Soccer Association (USYSA) for youth shall apply.

2. Referees:

- A three-person referee system will be used for all matches.
- The center referee will maintain game time for all games. Game time will always be at the discretion of the referee.

3. Eligibility Requirements: The tournament is open to registered teams affiliated with US Youth Soccer or US Club Soccer. Recreational & Rec Plus teams will not be accepted to this tournament.

A. Roster Sizes: Each registered team is allowed a maximum roster size, including guest players, as follows:

- Eighteen (18) players for all teams

B. Player Pass Requirements: Per Indiana Soccer requirements, teams must have all players possessing either USYSA player passes or all US Club player passes. The 4th official will collect player passes and return them to the team official at the end of the game.

Additionally, guest players must possess valid player passes from the same governing body (USYSA or US Club) as the team they are participating with in order to be a guest player on that team. For example, a USYSA team may not use a player with only a US Club player pass as a guest player, nor can a US Club team use a player with only a USYSA player pass as a guest player. All player passes must include a player photo and be laminated.

C. Guest Players: Unless approved by the tournament committee – Teams may bring up to five (5) guest players.

The total number of players may not exceed the maximum roster size for the age group. All guest players are required to possess a valid player pass from their governing association, and players may register and play with only one team during the tournament. Players participating on more than one team will be disqualified from the tournament, along with the teams for which they played.

D. Non-Indiana Teams: Non-Indiana teams must abide by the eligibility requirements of this tournament. They should also check with their state association and present a proper permission to travel form at registration if required for out-of-state play.



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E. Coach Identification Requirements: Coaches must adhere to the following identification requirements to be eligible to participate in the tournament.

- Team coaches **MUST** be on the tournament roster;
- Team coaches **MUST** have a governing body coaching card;
- Club coaching directors may coach a team, but **MUST** have their club coaching card

4. Tournament Format: Each age group is divided into flights based upon the number of teams selected and the team seeding process. The winner of a flight is the team that accumulates the most points, as determined in the scoring section (7), after the round robin schedules.

In group play, if there is a tie at the end of regulation time, there will be no overtime or shoot-outs, and the match will end in a tie. In a semi-final or championship game, if the score is tied at the end of regulation, the game will go straight to penalty kicks, which shall take place according to FIFA guidelines. There will be **NO** overtime played.

Age Group	Game Length *	Finals Length	Player s	Field Size * Aprox	Goal Size	Ball Size
15U-19U	35 min/half	35 min/half	11 v 11	110 x 60	8 x 24	5

No additional time will be added to matches except for when the referee deems appropriate due to lengthy stoppages for injury or if time wasting is suspected. Game times will always be at the referee's discretion and not open for challenge.

5. Awards: All age groups will receive champion and finalist awards.

6. Substitutions: Unlimited substitutions may be made with the consent of the referee as follows:

- Prior to our team's throw-in;
- Before a goal kick both teams may substitute;
- After an injury when the referee has stopped play, both teams may substitute one-for-one;
- After any goal;
- At halftime both teams may substitute;
- After a goal both teams may substitute;
- If both teams have a substitute ready, both teams may substitute.



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7. Scoring:

Points will be determined in the following manner:

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- 1 point for each goal scored (maximum of 3)
- 1 point for a shutout
- Maximum of 10 points per game

Forfeits result in a score of 3 - 0 (Maximum score of 10 pts.).

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- 1 point for shutout
- Maximum of 10 pts. per game

A game forfeit will award the non-forfeiting team a win at the time the forfeit occurs, whether prior to, during, or after the game, regardless of whether the forfeiting team has scored or is winning the match. Maximum points will be recorded and a score of 3-0 will be applied. If a team that receives a forfeit is tied on points with a team that did not receive a forfeit, the tournament committee will decide the fairest way to resolve the tie if it is to go through to the finals.

Games not played for any reason (i.e. weather) result in a 1-1 tie.

8. Tiebreakers: In the case that two teams amass the same number of points during group or round robin play, the tiebreakers are as follows:

- Head to Head
- Goal Differential (Goals For minus Goals Against)
- Fewest Goals Allowed
- Most Goal Scored (Maximum of 4 per game)
- Penalty Kicks

Multiple Team Tiebreakers: In the case where more than two teams are tied for points during group or round robin play, the following tie breakers will be used until a team is eliminated. Once a team has been eliminated, the process starts from the beginning of the Multiple Team Tiebreakers until a single team has been advanced.

- Goal Differential (Goals For minus Goals Against)
- Fewest Goals Allowed
- Most Goal Scored (Maximum of 4 per game)
- Penalty Kicks

Note: Penalty kicks will not occur without the acknowledgement and approval of both the Tournament Director and Tournament Referee Assignor. If penalty kicks must be used to determine a winner in the group stages or final round, the format shall take place according to FIFA guidelines and the following:



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- Each team will select five (5) players to kick. Only players on the field at the end of the game may be selected.
- Teams will alternate kicks. The first team to kick will be determined by the referee's coin flip and the winner decides to go first or second.
- If the score remains tied after five (5) kicks per team, teams will enter the 'sudden death' stage of alternate kicks one at a time until a winner is determined.
- All eligible players (players on the field at the end of the game) must kick before any eligible player can repeat.
- Goalkeepers may be changed after any shot.

Upon conclusion of all matches, each team coach (or a designated team representative) must sign the game card. Game card scores are final. Coaches are encouraged to review game cards to ensure scores are accurate prior to signing the card. The Tournament Director and committee will have final determination of all scores. Once scores are reported to the scoring officials, they are uploaded to the tournament website and available for viewing.

9. Pre-Game Check-in & Forfeitures: Due to the short days in March, the game schedule leaves little slack time between games. For this reason, every team must be at the game field and ready to play 15 minutes before the scheduled start time. The minimum number of players to begin the game must be present at least 5 minutes before the scheduled start time, otherwise a forfeit will be declared. Once again, the forfeit time is 5 minutes prior to the scheduled start time. Also, failure to complete a game or leaving the field during a game shall result in a forfeit.

10. Uniforms: The home team will get first choice of uniform selection for all matches, including championship matches. If team jerseys or socks are of the same or similar color, the away team must change. Failure of the away team to change colors when instructed by the referee or 4th official will result in the away team forfeiting the match.

- All players are required to wear shin guards and they must be covered by the socks.
- No jackets or sweatshirts may be worn over game jerseys, and any jackets or sweatshirts worn under jerseys must have the hoods, zippers, and drawstrings tucked under the uniform.
- Players may wear warm-up pants but must be approved by the referee to ensure there are no hazards, such as tripping, by wearing the pants.

11. Inclement Weather: Every effort will be made to play all scheduled games. The tournament director reserves the right to determine when and if games are to be postponed or shortened. Any delays due to inclement weather will be subtracted from the game time. If a large delay occurs, the tournament committee may change the site of subsequent games.

- Games will be played unless lightning is sighted, thunder is heard, or the field conditions present a risk of player injury.



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- Games will be considered completed if the first half has been completed in full.

12. Protests: No protests will be allowed in this tournament. The decisions of the Tournament Director are binding and final.

13. Conduct of Players, Coaches, Spectators and Administrators: All tournament participants are expected to uphold the standards of the game and exhibit the highest levels of sportsmanship. Any player ejected from a game will not be allowed to play in the subsequent game. The coach must retrieve the player pass at tournament HQ. If a coach or spectator is asked to leave, this shall be noted and the 4th official or field marshal for the next scheduled game will be asked to ensure that neither is a participant. A team that fails to exhibit the highest level of sportsmanship will not be asked back in subsequent years.

14. Injuries and Medical Support: Professional medical staff will be available at all tournament sites to provide first aid and will be notified as required by the 4th official or field marshal.

- Any player who is found to be bleeding or to have blood on his/her uniform shall be asked to leave the field. The player may return only after demonstrating to the assistant referee that the bleeding has stopped and that all blood has been removed from the uniform.
- Any player receiving a blow to the head, or who is suspected of having a concussion, must be checked out by the medical staff and be cleared before being allowed back in the game. The medical staff will have absolute authority to decide if the player may go back into the game.

15. General: The tournament director will have the final authority in the interpretation of the tournament rules and the operation of the Turf Invitational. Please respect others and help us create the best soccer experience for everyone:

- NO PETS – Please leave your pets at home.
- NO NOISE MAKERS
- NO SMOKING at the fields.
- NO ALCOHOL at the tournament sites.
- FOUL AND/OR ABUSIVE LANGUAGE OR GESTURES will not be tolerated and will be dealt with immediately whether directed at a tournament official, referee, player, vendor, parent or other spectator.

16. Cancellation/Refund Policy: Any team that withdraws from the tournament *after* being accepted but *before* divisions or schedules are published will receive a 75% refund. Any team that withdraws *after* divisions or schedules are published will not receive any refund. If a minimum of ½ of one game is played, no refunds will be issued. Should the tournament need to be cancelled prior to games being played, the tournament committee will determine the percentage of registration fees to be refunded.