

FC Wisconsin Winter Invitational Rules

Rule 1: Players - substitutions - injuries

1.1 Number of players: **U10 - 7 field players plus a goalkeeper;** U11 and U12 – 6 field players and a goalkeeper; U13 and above – 5 field players and a goalkeeper.

1.2 Substitutions:

Substitutions may occur on the “fly”, player should not enter until the player being replaced is within 2 yds. of the bench. Goalkeeper may change places with any player as long as he/she wears a different colored jersey.

1.3 Injured Player/Blood-Borne Pathogens:

If a player is attended to by a coach due to injury, that player must be replaced. This does not apply to the goalkeeper. **An emphasis is being placed on the dangers of blood-borne pathogens - no player may participate with an open wound where blood is evident.**

Rule 2: Player Equipment

Players must wear shinguards, shirt (**with numbers**), shorts socks and shoes. No jewelry is allowed. A player who is found to be in violation of equipment rules shall be given a 2-minute penalty and the team will play short handed. **In compliance with Wisconsin Youth Soccer Association rules, no casts will be allowed.** Referee has final discretion as to the safety of a player's equipment.

Rule 3: Referee

Referee's decisions on points of fact connected with play shall be final so far as result of the game is concerned.

Rule 4: Duration of the Game

All games shall be 40 minutes in length (2 x 20 minutes) with **no halftime period.** Teams will simply switch ends at the end of the first half. The tournament committee reserves the right to shorten or reschedule games if necessary. **Players shall exit the field immediately following the game and shake hands off the field of play.**

Rule 5: Start of Play

The visiting team shall kick off in the first half and the home team shall start the second half. A goal may be scored direct from a kick off after a goal or at the start of each period.

Rule 6: Ball In and Out of Play and Goalkeeper Distribution

The ball is out of play when it hits the netting above the wall or the ceiling and when the referee stops play for some other reason. The ball is in play at all other times, including when it hits the referee, the plexi-glass or the goal posts. If the ball hits the side netting or the ceiling it is put back into play with a free kick from the **spot where the ball was last played.** If the ball hits the netting on the end of the field, it is a corner kick if last touched by the defending team and a goalkeeper ball if last touched by the attacking team. If it is a “goalkeeper ball” (goal kick), the goalkeeper shall put the ball into play with his/her hands from within his/her own penalty area. The goalkeeper shall not punt or drop kick the ball – this is for U13 and older levels. The goalkeeper may roll the ball to him or herself. If the ball is kicked or thrown by the goalkeeper into the ceiling or side netting by a team from within its own penalty area, the kick is taken from on top of the penalty arc. At U12 and below, the goalkeeper may drop the ball once and then kick the ball off of the bounce or simply punt the ball. The ball may not be kicked over three lines – if it goes over three lines then the ball is placed at the center of the first line the ball crossed and a free kick is taken by the opponent. The opponent shall not interfere with this restart by the goalkeeper!

Rule 7: Method of Scoring

A goal is scored when the whole of the ball passes over the goal line providing the attacking team has committed no infraction.

Rule 8: Three Line Violation

If a player plays the ball over three lines in the air towards the opponents goal line without it touching another player, the wall or the referee on the field of play, the referee shall award a free kick to the opposing team at the center of first large white line that the ball crossed. **A goalkeeper may legally throw the ball over all three lines. A goalkeeper may throw the ball directly into the opponent's goal and have it counted as a score. The goalkeeper may not kick the ball over three lines.**

Rule 9: Fouls and Misconduct

9.1 A foul outdoors is a foul indoors.

A player who commits any of the penal fouls (such as tripping, holding, kicking, etc...) shall be penalized by awarding a free kick to the offended team. **If one of these penal fouls occurs in the penalty area of the offending team, the result shall be a penalty kick and a 2 or 5-minute penalty.** If a minor foul (such as obstruction or dangerous play) occurs in the penalty area of the offending team a free kick shall be taken from the top of the penalty arc of the offending team.

Slide tackling is not allowed! No sliding within the vicinity of any opponents!!!!!! The goalkeeper may slide within their own penalty area.

9.2*Time Penalties

2-minute penalties, whether issued to a field player or bench personnel, will always result in the offending team playing short handed. Time penalties may be assessed for any of the penal fouls that occur while the ball is in play. A time penalty must be assessed for boarding, elbowing, striking, spitting and other offenses deemed severe or blatant in nature. These 2 or 5-minute penalties shall be administered by showing the blue/yellow or red card, and a power play (offending team plays short handed) shall be awarded to the offended team. **2-minute penalties shall be erased when the team with the power play scores a goal. If two players are serving penalties, only one player shall return when a goal is scored. 5-minute penalties are served in full regardless of any goals being scored; after the five minutes, the team shall bring a player**

back on. Only 2 players per team may be serving a time penalty at one time. If additional players are penalized, the time penalty will be delayed until the oldest of the penalties is over.

9.3 *Unsportsmanlike Conduct Penalties

May be assessed at the discretion of the referee, to the players while the ball is out of play. The player shall be shown the blue/yellow card and the resulting power play shall be 2 minutes in length. The restart for any unsportsmanlike conduct penalty shall be a free kick if the offense occurred while the ball was in play. Examples of such conduct include: encroachment, leaving the player's box too soon and delay of game tactics.

9.4 *Dissent Penalties:

May be assessed against players who show disapproval by word or action of a referee's decision. The player shall be shown the blue/yellow card and the 2-minute penalty enforced. Restart with a free kick. Nonplaying personal may also be shown the blue/yellow card for dissent. **The guilty player will serve a 2- minute penalty and the team must play short handed.** Restart with a free kick from where the ball was when play was stopped for the dissent. **Nonplaying personal (coaches and substitutes) may also be ejected. In this case the team shall play short for a complete 5-minute period.**

9.5 *Delayed Time Penalties

A referee may delay the administering of the blue/yellow card if he/she feels the advantage clause has come into play. After the advantage is over or when the opposing team gains possession of the ball, the referee shall show the card to the offending player.

9.6 *Send Off Penalties

At the discretion of the referee, a red card may be shown for intentionally charging the goalkeeper, spitting, physically contacting a game official, leaving the game box to engage in misconduct or confrontation, or other unseemly behavior. In addition, a player shall be sent off for violent conduct, serious foul play or foul and abusive language. **Reminder that 5-minute penalties are served in full regardless of goals being scored; after the five minutes, the team shall bring a player back on. Players who are ejected from a game will miss their next match and, at the discretion of the tournament directors, may be eliminated from the balance of the tournament.**

9.7 *Breakaway fouls

Fouls that deny an obvious goal scoring opportunity may be penalized with a red card and a 5-minute penalty. The team shall play short for the entire 5 minutes. A goalkeeper, who handles the ball outside of his/her penalty area and denies an obvious goal scoring opportunity, may be issued a red card.

9.8 *Boarding

Charging an opponent into the boards may be deemed as violent conduct and may result in an ejection and a 5-minute penalty! At minimum, boarding will result in a 2-minute penalty!

9.9 *Equal Number/Simultaneous Penalties

If members of both teams are simultaneously penalized or sent off from the game, teams shall play shorthanded and the **full** penalty time shall be served.

9.10 *Goalkeeper Restrictions

The goalkeeper shall distribute the ball within 5 seconds and the outdoor intentional "pass back" to the goalkeeper rule applies indoor as well. For a violation of either of these rules, the ball shall be placed at the top of the penalty arc and the opposing team takes a free kick.

9.11 *2-Minute Penalty against a Goalkeeper

When a 2-minute penalty is assessed to a goalkeeper, it shall be served by a teammate. Goalkeeper guilty of a 5-minute penalty (violent play etc. or third blue/yellow card) shall be ejected – a teammate does not serve this penalty for the goalkeeper.

9.12 *2 or 5-Minute Penalty Issued Near Half Time

2 or 5-minute penalties issued with less than 2 or 5 minutes remaining in the first half will finish being served in the second half.

9.13 *Third Blue/Yellow Card Issued to Same Player

If a player is issued a **third** blue/yellow card he/she will then be shown a red card (similar to outdoor procedure) and the team shall serve a 5-minute penalty. They shall play short handed for the entire 5 minutes and then bring a player back on.

Rule 10: Free Kicks

All free kicks are direct. For any infraction of the rules, a free kick shall be awarded to the offended team. A team has **5 seconds** to restart play after having been signaled to do so by the referee; if the ball is not put into play within the allotted time then possession is awarded to the opponent. **Opposing team shall be 15 feet from the spot of the free kick. Any free kick awarded to the defending team from within their own penalty area – shall be re-started from the goalkeeper's hands instead of a kick.**

Rule 11: Penalty Kicks

Awarded for an offense (one of the penal fouls) committed by a player inside the teams' own penalty area. At the taking of the penalty kick the goalkeeper shall start on the goal line and the remaining players, other than the kicker, must be outside the penalty area and arc and behind the ball. **Remember that the kicker may not play the ball a second time until it has been touched by another player – same as outdoors.**

Rule 12: Extra Player

Players are **not** added if a team is behind by 5 or more goals.

Playoff Tie Breaker Rules

1. The game will be played in one-minute sudden death periods – no more than a total of 5 minutes.
2. Only the players on the field at the end of the game will be allowed to participate in the overtime. **First overtime period is at full strength, unless a 2 or 5 minute penalty is being served; in this case, the penalized team will continue to serve out the penalty(s) in the overtime periods. Full strength is 6 + 1 at U11 and U12, and 5 + 1 at U13 and older.**
3. Each minute period will be started with a drop ball at the midfield and with one fewer player each time.
4. There are no substitutions allowed. If a player is injured during the period his/her team plays short for the remainder of the period. If the game is at goalkeeper vs. goalkeeper then the team with the injured player forfeits due to not being able to field a team.
5. During each minute period, a goal can be scored from any place on the field. The three line rule is still in effect if a ball is played in the air over all three lines.
6. You may change your goalie at the end of each period with a player that is on the field.
7. If a penalty is called for a breakaway foul that denies a goal scoring opportunity, the offending player is ejected for the rest of the one-minute period. If the foul occurs when it is goalie vs. goalie, the offending team forfeits.
8. If a player receives a blue/yellow card he/she shall leave the field for the remainder of the 1-minute period. If this occurs during goalie vs. goalie the offending team forfeits.

“Important Reminders about the Rules”

coaches, players and referees – please read!

- A. Other than a goalkeeper throw (goal kick) or corner kick, if the ball hits the net or ceiling, the ball is put back into play from the spot where the kick was initiated. The only exception is if this kick or throw initiates from within the offender’s penalty area, the kick is then taken from the top of the arc.
 - B. All free kicks are direct.
 - C. **A yellow card = a blue card, not all referees have blue cards.**
 - D. Any “minor foul” (an indirect offense outdoors) that occurs in the penalty area of the offending team shall result in a free kick taken at the top of the arc. Penal fouls in the penalty area result in a penalty kick and the offending player shall be issued a blue/yellow card.
 - E. Three line violation results in a free kick taken at the center of the first line the ball crossed. The goalkeeper may throw the ball over three lines, but he/she may not kick it over three lines.
 - F. A blue/yellow card is served by the offending player and is always 2 minutes in length; it ends if a goal is scored by the other team. Bench personal (coaches and players) may be issued blue/yellow cards and the team shall serve a 2 minute penalty (play short handed). Bench personal may also be ejected and the team shall serve a complete 5-minute penalty (play short handed).
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| <ul style="list-style-type: none"> G. A player is not ejected on the second blue/yellow card. A player is ejected (shown the red card) on the third yellow/blue violation. |
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- H. Whether a player receives a red card for a major penalty or whether it is their third blue/yellow card, the team shall play short for 5 minutes and this penalty is served **completely** – regardless of a goal being scored.
 - I. **Players who are ejected from a game (red carded) will not participate in their next match and, at the discretion of the tournament directors, may be eliminated from the remainder of the tournament.**
 - J. A team may only have two players serving penalties at one time. If a third “time penalty” is issued the team will wait until the oldest of the current time penalties ends.
 - K. 15 feet (5 yards) distance shall be given to the team taking a free kick.
 - L. Players are **not** added to the game if a team falls behind by 5 or more goals.
 - M. Reminder that on a penalty kick, as with all free kicks, the kicker may not play the ball a second time until it touches another player. This situation frequently occurs in indoor soccer.
 - N. In the playoff tie-breaking situation, a goal can be scored from **anywhere** on the field throughout the entire 5 minute period. In some indoor tournaments, when the play gets down to 2 vs. 2 a restriction is placed on only allowing goals from within the offensive third – **this is not the case in this tournament!**
 - O. There is **no** 10- second advancement rule by a team from within their defensive zone.
 - P. At U13 and older - Goalkeepers may not punt the ball or drop kick the ball. They shall distribute the ball with their hands – they may put the ball down at their own feet and play the ball (this may not be a bouncing ball that they kick – thus being similar to a drop kick), keeping in mind that once they relinquish possession from their hands, they may not pick the ball back up until it is played by another player. The goalkeeper may not receive the ball into his/her hands if kicked intentionally from his/her own teammate – same as the outdoor rule. At U12 and below, the goalkeeper may drop the ball once and then kick the ball off of the bounce. The ball may not be kicked over three lines – if it goes over three lines then the ball is placed at the center of the first line the ball crossed and a free kick is taken by the opponent. The opponent shall not interfere with this restart (kick off of a bounce) by the goalkeeper! At U12 and below, the goalkeeper may punt the ball – remembering that if the ball crosses all three lines in the air it is a violation!
 - Q. A player is only allowed to play on one team during the tournament. You may not play one team at one age level and then play on another team in a different age level. Only one team and one age level during the tournament! Unless approved by FC Milwaukee Indoor tournament directors.
 - R. Absolutely no hard casts allowed! No earrings are allowed!
 - S. **Any free kick awarded to the defending team from within their own penalty area – shall be re-started from the goalkeeper’s hands instead of a kick.**

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| <h3><u>Scoring – Point System and Tie Breaking Regulations</u></h3> |
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| <p>3 points for a win</p> <p>1 point for a tie</p> <p>0 points for a loss</p> |
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| <ol style="list-style-type: none"> 1. Head to head 2. Goal differential (goals for minus goals against) up to 5 goals each game. 3. Most goals scored – up to 5 per game 4. Fewest goals allowed 5. Most shutouts 6. Penalty shootout |
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