



## SSU Indoor Tournament Rules

1. All teams must be registered with an affiliated club. Players must be registered with their District Association as an Indoor Player for **2010**. Player books must be presented upon registration and be available for the duration of the tournament.
2. Each team outside of Huronia District must obtain Permission to Travel from its District Association prior to entry deadline and submit it with their registration form in order to be considered registered. Failure to present a Travel Permit will result in forfeiture of all scheduled games without refund. All teams based outside of Ontario must also show proof of Medical Insurance for all of their players.
3. All games in the following age divisions will consist of:
  - U8 to U12: Teams will play with 6 players and a goal keeper.
  - U13 to U18: Teams will play with 5 players and a goal keeper.
4. All games are 35 minutes in duration. There is no half time. Game length may be adjusted if more than 4 teams enter the tournament but total playing time will not be less than 90 minutes total.
5. The three line violation will not be called by the referee.
6. The ball will be kicked in. Throw-ins will not occur.
7. If the ball makes contact with the ceiling or an object on the ceiling during play, play will be stopped and an indirect free kick will be awarded to the opposing team.
8. Substitution of players with the exception of the goalkeeper may be made at any time during the game provided the substitute does not enter the field of play until the player being replaced is within 1 metre of their own bench. The substitution of a goal keeper must be done during a stoppage of play.
9. Teams may not pull their goalkeeper.
10. Teams may carry a maximum of 18 players, mini teams are limited to 14 players per OSA regulations.
11. Team roster, completed fully, must be submitted ½ hour prior to the first game. It can not change during the tournament.
12. Team sheets must be submitted to the timekeeper's table prior to each game.
13. Trial permits and Temporary Registration permits for guest players are allowed with proper validation by District Association, to a maximum of 3 players per team.
14. Teams may use players that are registered in their club from an equal or younger age group. These players must be registered and have their OSA Registration Book present.
15. Players may only play on one team per tournament day.
16. All free kicks are indirect (except the penalty kick).
17. If the final is tied at the end of regulation time, the game will go directly to Kicks from the Penalty Mark. (5 kicks will be taken. More may be necessary if the tie is not broken.) Results will stand at the end of all round robin games.
18. If a player receives a red card or dismissal in a game, he/she will be disciplined in accordance with the OSA's Policy and Procedures.
19. Points will be awarded as 3 for a win, 1 for a tie, and 0 for a loss.
20. Tie Breaker in Group Play:
  - a. head to head
  - b. goal difference (goals for – goals against)
  - c. least goals against
  - d. kicks from the penalty mark (as per rule 17)
21. If a team has been disqualified, all games will be null and void.
22. Failure to appear for a game will result in a 1-0 loss. Remaining games will be played as scheduled.
23. Any team wishing to protest a game must do so in writing no later than 15 minutes after the game. This letter must be accompanied by \$100.00 cash. If the protest is upheld, the \$100.00 will be returned. The protest letter must be written by the coach or manager. Protests will not be entertained if they relate to a decision made by a referee.
24. For any issues not covered in the above, a decision will be made by the Tournament Convener. All decisions will be final.
25. All other rules as per OSA Indoor Soccer Rules not mentioned herein will apply.