



2012 Rules and Regulations

I. Team Eligibility

1. Only Eastern Pennsylvania Youth Soccer affiliated teams will be accepted into the Eastern Pennsylvania Horizon Services Indoor Cup competition.
2. U-09 to U-15 Teams may enter only one (1) cup competition. U-16 to U-19 teams may split their rosters and enter two teams. Players may play for only one team and in only one cup competition.
3. Teams applying for cup competition must compete in an Eastern Pennsylvania Youth Soccer approved, cup-qualifying travel league during the current seasonal year.
4. The roster for teams participating in the Indoor Cup competition is restricted to their league approved team roster. No league secondary or guest players are allowed.
5. The maximum number of players permitted on a roster is based on the team's official Eastern Pennsylvania Youth Soccer league roster. *[Teams are permitted five (5) transferred players from their original league roster.]*
6. All roster changes must be completed by the Wednesday preceding the age group competition by the team's primary league registrar.
7. Prior to the start of an age group competition, a member of the Eastern Pennsylvania Youth Soccer staff, Cup Committee, board, or its designees (see event officials in section V) will check in all teams. **Teams must provide THREE (3) copies of their league approved roster with the three (3) part line-up sheet designating the player's names and numbers, as well as the players and coach(es) passcards for review, at check-in. Players that are not participating in the Indoor Cup competition are to be crossed out on all paperwork.**

II. Number of players and Substitution Rules

1. Age group competitions will consist of five (5) field players plus a goalkeeper (6v6) with the exception of YSC-Hatboro and United Sports where teams will play six (6) field players plus a goalkeeper (7v7).
2. All substitutions will be made on the fly and may occur on an unlimited basis provided the player leaving the field arrives at the bench area when the new player enters the field. Note: If a goalkeeper is replaced by another goal keeper, the referee should be notified of the change. The new goalkeeper should be properly uniformed.

III. Player's Equipment

1. Each team is required to be uniformly dressed with numbered jerseys.
2. Goalkeeper must wear colors, which distinguish him/her from the other players and the referee.
3. Players out of uniform will not be allowed to participate.
4. Soccer cleats, indoor soccer shoes, or sneakers are permitted at all facilities (unless specifically forbidden by the facility in question).
5. **SHIN GUARDS ARE REQUIRED.** No players will be permitted to participate without them.

IV. Referee(s)

1. All games will be officiated using a single referee system. The referee is responsible for control of the game.
2. Depending on the facility, a box official, stationed on the sideline, will operate the clock, scoreboard and time the penalties under the jurisdiction of the head referee. The box official may also assist the referee whenever it is deemed necessary.

V. Event Officials

1. Each event will have a Competition Coordinator that will be appointed by Eastern Pennsylvania Youth Soccer to supervise all aspects of the competition.
2. The Competition Coordinator will be responsible to resolve any issues during the competition.
3. The Competition Coordinator has the right to intervene whenever and however necessary to maintain the proper conduct and atmosphere during the tournament.
4. Please note that these playing rules supersede all house rules. In the event that a rule described in this document presents a safety hazard at a particular venue, only the Competition Coordinator, in consultation with the Cup Committee, may amend that rule, as needed, for that specific situation to ensure a safe environment for the competition.
5. In keeping with the spirit of a one-day tournament, protests are not permitted.

VI. Duration of the Game

1. All games are twenty-four (24) minutes in length.
2. During preliminary rounds all ties will remain ties.
3. In the quarterfinals, semi-finals and finals, a one (1) minute break will be followed by a five (5) minute sudden death overtime period during which the goalies can not use their hands. Start of sudden death play will be by a drop ball at midfield. During the sudden-death overtime, the goalkeeper may use his/her hands only in the event of a penalty shot.
4. *If tied after sudden death play, a round of three (3) "kicks from the penalty spot" will be taken by each team alternately. Any rostered and game eligible player is eligible to shoot, but only six players are to be identified from both teams for the kicks. The goalkeeper(s) may be chosen from any rostered player and can use their hands. If after three (3) kicks by both teams are taken, the teams are still tied, then sudden death "kicks from the penalty spot" will be taken.*

VII. Start of Play and Forfeited Games

1. All teams, prior to entering the field of play through the proper team entrance should be properly stretched and ready to play ten (10) minutes prior to the start of each game as teams are not permitted any warm-up time on the field. Starting line-ups should be set and all coaching points made prior to entering the field area.
2. The game start time is approximate for all games after the first scheduled game for a team. Games are played in consecutive order and in some cases games may start prior to the scheduled game time. Please pay attention to whether the games are running 'ahead' so that your team is ready when your game is ready to start.
3. Games will begin with a drop ball. On the drop ball, play will begin once the ball touches the ground. [The ball is dropped again if it is touched by a player before it makes contact with the ground].
4. A kick-off, after a goal is scored, may travel back into the defensive half of the field. The kickoff is a direct free kick and, being so, may be scored from.
5. A forfeit will be declared for a team if at least five (5) players are not ready to play within a two (2) minute grace period. A loss goes to team the that forfeits. A win goes to the other team with a score determined by using a formula in Rule VII.8 below. A team forfeiting a game may play the remainder of their games as long as the forfeit was not a result of a fight or violent altercation. A team that forfeits any game because of a fight or a violent altercation may, at the discretion of the Event Coordinator, be expelled from the remainder of the indoor cup and any remaining games for that team may be declared a forfeit.

6. If the players on the sidelines enter the field of play and join in an altercation, then that team may suffer a forfeit. If both teams have players involved in an altercation or are considered to be involved by the referee, then a double forfeit will be declared.
7. If a team has two (2) players red carded from the same game, then that team will forfeit the game, regardless of the score.
8. A forfeit win shall be reported as a 3-0 win. Teams receiving a forfeit win will receive credit for scoring 3 goals and conceding 0 goals. The team that forfeits their game will receive a 3-0 loss (3 goals FOR and 0 goals AGAINST).

VIII. Ball In and Out of Play

1. The ball is out of play when it strikes the ceiling, lights, protective nets, or any fixture not part of the field (EXCEPTION see VIII.3 for facilities using dasher boards).
2. Play resumes with a kick from the spot on the sideline nearest where the ball struck the protective nets, ceiling, lights, or fixture not part of the field.
3. Facilities employing complete dasher board systems will adopt the particular facility rules regarding ball in and out of play (in compliance with the Competition Coordinator and enforced by the referee) regarding in and out of bounds.
4. For facilities employing complete touchlines lines or 'mostly touchlines':
 - a. The ball is out of play when (1) it passes completely over the touchline, (2) touches a portion of the end wall that is not the goal post (for facilities with dasher board end lines and as determined by the referee/Competition/Coordinator), (3) strikes the area above the goal that is NOT the crossbar (as determined by the referee/Competition Coordinator), (4) hits an obstruction including but not limited to VIII.1 (4) when a goal is scored or (5) when the referee stops play.
 - b. Play resumes with a kick-in from the spot on the sideline where the ball left the field (or in the event of a goal, a kickoff at midfield). Kick-ins, although indirect, are not restricted to a height level. Kick-ins ARE PERMITTED to go above 'waist-level'.
 - c. Kick-ins shall be placed on the sideline nearest where the ball went out of bounds for restart. Kick-ins, because they are technically placed "in bounds" (on the line to start with), will change possession if they are kicked straight out of bounds without touching another player.
 - d. Balls played over the end (or goal) line by the offense will be played as a "six yard" kick by the defense from inside the penalty area as defined by each venue.
 - e. Balls played over the end (or goal) line by the defense will be played as a "corner" kick by the offense from the corner area of the field as defined by each venue.
5. Kick-ins are indirect free kicks.

IX. Method of Scoring

1. A goal is scored when the entire ball passes completely over the goal line, providing no infraction has been committed by the attacking team.

X. Standings

1. Tournament bracket standings are determined based on game points which are awarded as follows: win = three (3) game points, tie = one (1) game point and loss = zero (0) game points.
2. At the end of bracket play the team with the most game points will be declared the bracket winner.
3. In the event that two teams are tied in total game points at the end of the preliminary rounds, divisional winners will then be determined by the following criteria in the listed order. In the event that more than two teams are tied in total game points, head to head will not be used.
 - a. Head to Head
 - b. Goal Differential – maximum of 6 per game
 - c. Goals For – maximum of 6 per game
 - d. Goals Against – maximum of 6 per game

- e. Three (3) penalty kicks
- 4. Playoff Wild Card(s) – in some age groups wild cards will be selected at the end of round robin play to fill out the playoff brackets. Wild cards selections are determined as follows:
 - a. **Game Points** [three (3) points for a win, one (1) for a tie] – the team(s) not winning their brackets with the most game points will be selected as the wild card(s).
 - b. **Goal Differential** – in the event that the teams identified as the wild card(s) are tied in game points this tie will be broken using goal differential (maximum of +6 or – 6 per game). The team(s) with the highest goal differential will be selected as the wild card(s).
 - c. **Goals For** – in the event that the teams identified as the wild card(s) are tied in game points and goal differential, this tie will be broken using goal for (maximum of 6 per game). The team(s) with the highest goal for total will be selected as the wild card(s).
 - d. **Goals Against** – in the event that the teams identified as the wild card(s) are tied in game points, goal differential, and goals for, this tie will be broken using goal against (maximum of 6 per game). The team(s) with the lowest goal against total will be selected as the wild card(s).
 - e. **Three (3) Penalty Kicks** – in the event that the teams identified as the wild card(s) are tied in all of the above criteria this tie will be broken by taking three (3) penalty kicks from the spot defined by the facility. If the teams remain tied after 3 kicks they then each round of subsequent penalty kicks become “sudden death” penalty kick rounds. Any rostered player from each team can participate in the penalty kick tie breaker.
- 5. Wild Card Placement - once any needed wild cards have been selected at the end of round robin using the above criteria they will be placed in the appropriate playoff game as per the original event schedule. *Note: A wild card team will not play the winner of their bracket in the 1st round of the playoffs. In the event that a WC is scheduled to play against a team from their round robin bracket, the wild card placement will be adjusted to switch them with a playoff team from another bracket. If these guidelines do not provide adequate guidance, the Competition Coordinator is authorized to adjust the playoff brackets as needed to ensure that WC's do not play a team from their bracket in the 1st round of the playoffs.*

XI. Offside Rules

1. The offside rule will not be enforced in any facility in the Eastern Pennsylvania Youth Soccer Indoor Cup.

XII. Fouls and Misconduct

1. All of the standard soccer offenses that warrant an indirect or direct free kick in outdoor soccer shall be penalized with the awarding of the corresponding free kick (DIRECT or INDIRECT) at the spot of the foul in this indoor competition.
2. For all direct and indirect kicks, all opponents must be at least five (5) yards from the ball.
3. For all indirect fouls committed in the penalty area, the resulting free kick shall be placed outside the penalty area line nearest the location of the foul. Direct free kicks in the penalty area shall result in a penalty kick. The resulting penalty kick shall be taken from the facility's designated penalty kick spot. If a designated facility penalty kick spot is not defined, the resulting penalty kick will be taken eight (8) yards from the goal line as determined (stepped off) by the referee.
4. Players may be cautioned or sent off by the referee per standard FIFA rules. **[A player receiving a yellow card is not required to leave the field.]**
5. A player receiving a direct red card or a red card because of two (2) yellow cards in that game shall be removed from the game and may not play further in that game.
6. If a player receives a red card (or a second yellow card to the same offender) during the game (even if that player is on the bench at the time) their team shall play short one (1) player for two (2) minutes. This penalty shall be uninterrupted even if their opponent scores a goal. After sending off a player (for a red card or two yellow cards), the referee should let the coach of the player sent off know what time on the game clock the team may bring in their substitute after serving the 2:00 minute suspension.
7. If a player receives a red card during a game they are suspended for their next scheduled game

including the balance of the game that they received the red card in. The Competition Coordinator may impose additional penalties for violent conduct including suspension for the remainder of the Indoor Cup.

8. If a player accumulates three (3) yellow cards they are suspended for their team's next scheduled game.
9. If a player receives two (2) red cards during the tournament they are suspended for the remainder of the Indoor Cup and the Cup Committee will determine what additional penalties, if any, shall be imposed on the player.
10. Any red card suspensions not served during the Indoor Cup competition may be served during the team's subsequent Eastern Pennsylvania Youth Soccer Outdoor Cup game(s) as determined by the Cup Committee.
11. ALL slide tackles are illegal and play restarts with an indirect free kick at the spot of the foul. A player MAY slide (i.e. to keep a ball in bounds, intercept a pass); however, the player sliding may not be within playing distance of an opponent as determined by the referee.
12. Players are to yield five (5) yards or more immediately for all free kicks. Players failing to yield 5 yards or intentionally delaying a restart may receive an immediate caution (yellow card) for the infraction. The player or team taking the free kick DOES NOT have to ask for the mandatory five yards to get it. It is the responsibility of the defending team to automatically yield 5 yards on free kicks.

XIV. Goalkeeper Restrictions

1. The goalkeeper, having released the ball from his/her hands, cannot play it again with his/her hands until it has been played by an opponent, unless a stoppage of play occurs.
2. Goalkeepers have approximately six (6) seconds to distribute the ball after recovering from making a save.
3. The goalkeeper can bring the ball from outside of the penalty area into the penalty area and pick it up consistent with the outdoor rules.
4. Goalkeepers may punt or dropkick the ball, but their distribution cannot travel over the half-field line without touching the ground or a player (or the wall for dasher board facilities). A drop-kick is considered the same as a punt. If a goalkeeper releases the ball from his/her hands and rolls the ball on the ground, they may kick the ball past the half-field line in the air similar to a field player. An infraction of this rule will result in an indirect free kick at the half-field line where the ball crossed.
5. The goalkeeper may not throw, punt or drop kick the ball over the half-field line unless it hits a player, part of the field or dasher board walls (YSC-Hatboro, Body Zone). If the facility in question does not have a midfield line for any reason whatsoever, the referee's best judgment will determine on a case-by-case basis whether the ball crossed midfield legally or not.
6. Goal kicks may cross midfield in the air without being touched by a player. Goal kicks may not go DIRECTLY into or cross through the boundaries of (in the air) the opposing penalty area. The restart for this infraction is an indirect free kick from anywhere inside the penalty area where the goal kick landed/crossed. No one may score directly from a goal kick.
7. The back pass rule, consistent with the outdoor rules, is in effect at ALL facilities.

XV. Awards

1. A team award, as well as individual player awards, will be given to the division first and second place teams. All coaches and players are required to go to the designated award presentation area immediately following the division final.

XVI. General

1. A team accepted into the Indoor Cup that does not participate will lose its application fee, be fined according to the fee-fine structure in effect, and all teams from that club may lose the privilege of participating in next year's Indoor Cup.
2. There is no seeding in the Indoor Cup Competition. A blind draw will determine the brackets.
3. During the blind draw if two teams from the same club are drawn and placed in the same round

robin bracket, the second team drawn will be replaced by a new team drawn from the entries and that team will be placed back into the draw. The intent is that two teams from the same club do not play each other in the round robin segment of the cup. No effort will be made to segregate teams from the same club for the playoffs. The playoff teams will be placed as defined in the playoff section regardless of club affiliation.

4. If a team does not have its entry fee in the office by the time of the draw that team will not be entered into the draw.
5. In the event that more teams enter an age group than can be accommodated by the event/facility, the number of excess teams will be drawn blind from the pool prior to populating the playing grid.
6. No team will be dropped two (2) years in a row and the prior years Indoor Cup winner and finalist are exempt from being dropped.
7. Dropped teams will be given a full refund unless they are placed in an alternative older age group where an opening exists.
8. No alcoholic beverages are permitted at any venue.
9. The Cup Committee/Eastern Pennsylvania Youth Soccer Association Competition Coordinator reserves the right to make rule/schedule changes to make the competition and rules fair/correct should unforeseen anomalies arise. Changes will be conveyed to the teams through their respective coaching staffs or team manager.