

# 2008 WINNER'S CUP

## ETSC 6 vs 6 Indoor Rules

### 1. FIFA RULES

FIFA rules apply unless specifically stated otherwise for this tournament

### 2. NUMBER Of Players

Five field players plus a goalkeeper-total of SIX (6)

Minimum number of players to start or continue a game is 3 plus a goalkeeper.

If a team is unable to field the minimum number of players for any reason, the team will forfeit the match.

### 3. DURATION OF THE GAME

Games will consist of ONE (1) Half as follows:

MEN 24 minutes

WOMEN 24 minutes

### 4. SUBSTITUTIONS

Unlimited Substitutions

Players may not enter the field of play until the player they are replacing is within TEN FEET (10) of the gate for his or her team.

Infraction of this rule will result in an INDIRECT FREE KICK.

Repeat or blatant infractions will result in a TWO-MINUTE PENALTY.

### 5. BALL IN AND OUT OF PLAY

The ball shall be deemed OUT OF Play any time it goes over the SIDE NETTING or END WALLS, TOUCHES the CEILING or any CEILING FIXTURE, or TOUCHES the NETTING. Ball will be put back into play by an INDIRECT FREE KICK by the opposing team. The team with possession will have FIVE (5) seconds to put the ball into play.

Any time the ball goes over the net or hits the ceiling the person committing the action will sit in penalty for two minutes.

### 6. FOULS AND MISCONDUCT

DIRECT FREE KICKS will be awarded as per FIFA as well as the following addition: (automatic 10 ft away- no warning)

BOARDING- intentionally charging an opposing player into the wall

INDIRECT FREE KICKS- will be awarded as per FIFA as well as the following additions: (automatic 10 ft away no warning)

a. Goalkeeper maintains possession of the ball with their hands for more than FIVE (5) seconds.

b. Violation of THREE (3) LINE RULE.

c. Violation of the Substitution rule.

d. Violation of Five (5) second rule.

e. Slide tackling- there is no slide tackling at all (except by goalkeeper in the box)

\*discretion of the referee

### 7. THREE CARD SYSTEM (BLUE - YELLOW - RED)

BLUE- Will send the player to the penalty box for TWO (2) minutes. Player may return after a goal scored by opposing team.

YELLOW - Will send the player to the penalty box for a hard foul for FIVE (5) minutes. Player may NOT return after a goal.

RED- Will send the player or coach out of the building

**\*No Spitting °No Cleats ° ANY FIGHTING/CURSING- EJECTED FROM THE TOURNAMENT**

### 8. THREE LINE RULE

Whenever the ball is played in the air over all three lines (from defense to offense), an indirect free kick will be awarded to the opposing team from the point on the line nearest to where the ball was played by the opposing team.

**9. The Tournament Director reserves the right to rule on any situation not covered under the rules.**

### POINT SYSTEM

Win: 6 POINTS

Tie: 2 POINTS

Loss: 0 POINTS

Shutout Victory or Tie: 1 POINT

1 POINT for each goal up to 3

### DETERMINING BRACKET WINNERS

1st Points

2nd Head to Head

3rd Goal Differential

4th Goal for  
5th Goals against  
6th Number of Shutouts  
7th Flip Coin

### **DETERMINING PLAYOFF SEEDS**

#### **Women**

All the teams will make the playoffs they will be seeded 1-12 with 1-4 receiving a first round bye.

#### **Men**

Bracket Winner... will be seeded 1-4, according to point totals.  
Bracket Runner-ups will be seeded 5-8, according to point totals.

### **BREAKING TIE IN PLAYOFF MATCH**

#### **Men and Women**

4 one-minute periods will be awarded.

During the 4 minute span, any goal scored will result in sudden victory for the scoring team.

After each one minute period, if a goal has not been scored, a whistle will blow and the period will end. After each period, each team will reduce their number by one player.

Each one minute period will start with a drop ball in the center circle.

Cautions: two-minute penalties and red cards can still be awarded to offenders during these periods. Substitutions are not permitted during the one minute periods. However, substitutions can occur between periods.

If there is no goal within the 4 periods, a fifth period will be played which will last until someone scores.

**Period 1**  
**6v6**

**Period 2**  
**5v5**

**Period 3**  
**4v4**

**Period 4**  
**3v3**

**Period 5**  
**2v2**