

# Spencerport Indoor Tournament Rules

## 2026



### **Rosters:**

Maximum of 14 players. Please have a final roster/waiver with you when you arrive.

Players cannot be on more than one roster in the same age group, unless listed as "keeper only" on the second roster. They may be on a second roster in a higher age group (play up).

**Equipment:** All players must wear shin guards and flat non-marking shoes. Please have all players wear the same color uniforms and have an alternate shirt or pinney. Home team changes/wears pinneys in the event of a conflict.

Goalies should have a different color jersey from their team and opponent.

**Substitutions:** Are unlimited and may be made on the fly from the bench area. Players leaving the field must be near the bench, and not interfering with play during the switch.

Violation of this rule (too many players on the field) will result in an indirect free kick for the opponents. The second infraction by the same team in one game will result in a yellow card being issued to the offending player.

**Goalkeeper Substitutions:** Must be made during stoppage of play and with the referee's permission.

**Kick-off:** To begin the game, or to restart play after a goal is scored, it may go in any direction but **cannot** be a direct kick on goal.

**Ball In and Out of Play:** All play-ins from out of bounds will be kick-ins. The team has 5 seconds to play the ball in unless the referee has stopped play at their discretion.

The ball will be considered in play unless:

- Crosses the out of bounds line. There is an out of bounds line on the spectator side. Any ball that crosses the line will result in an indirect kick near where the ball went out.
- It strikes the ceiling, basketball hoop, etc., after which the ball would be put back into play with an indirect free kick from the point closest to the spot where it hit the ceiling (referee has discretion).
- It lands on top of the goal or behind the goal net, the ball would be put back into play with a goalie ball.
- It goes over the top of the bleachers in the large gym, the ball would be put back into play with an indirect free kick at a spot closest to where it went out.
- At the discretion of the referee the ball becomes unplayable, after which it would be put back into play with a drop ball or indirect free kick.
- The ball hits above the goals, above the painted stripe on the wall, the ball will be put back into play with either a goalie ball or a corner kick.

**Offside:** This law will not be enforced.

**Retreating for U9/U10:** The attacking team must retreat to the mid-court line anytime the goalie picks up the ball. The goalie is not required to wait for the attacking team to retreat before releasing the ball.

**Penalties:**

- Yellow Card – Any foul which results in the issuance of a yellow card to the offending player will require the player to leave the game for a full three (3) minutes. His/ Her team must play shorthanded during the time span unless the opposing team scores.
- Red Card – Any foul which results in the issuance of the red card to the offending player will require the ejection of the player from the game and from the following game as well. His/ Her team must play short a player for a full five (5) minutes regardless of whether the opposing team scores. If a player receives a second red card, *they will be ejected from the remainder of the tournament.*

**Goalkeeper Restrictions:**

- Possession – A ball passed back from the feet of any teammate may not be picked up by the keeper.
- Centerline – The keeper may not propel the ball over the centerline in the air without hitting the walls, floor or any player first. However they may play a long pass with their feet as a field player.
- Punting – The keeper may not punt or drop kick the ball.
- Receiving the ball – Picking up the ball with both feet out of the box will result in an indirect kick.
  - Goal keeper may put one foot out of the goalie box while keeping one foot in the goalie box to handle a ball.

**Free Kicks:**

- A second whistle will not be used unless there is a substitution, or unless five (3) yards is asked for. A team has five (5) seconds to put the ball into play after it has been put into position and defenders are three (3) yards away.
- All free kicks are indirect.
- Defensive players must be at least 3 yards from the ball on all free kicks.

**Slide Tackles:** There will be no slide tackles allowed by field players or goalies.

**Time:** Time will be continuous and will stop only at the discretion of the referee.

**Finals:**

- Teams with 1st & 2nd highest number of points in each age group are placed in the final game
- Teams with 3rd & 4th highest number of points in each age group are placed in consolation final game
- \*For age groups with only 5 or 6 teams, there are a series of final games with game placement based on points ranking within the age group.

**Scoring:** Teams will be awarded:

- 6 points for a win
- 2 points for a tie (including 0- 0)
- 1 point for a shut-out, (0-0 is not counted as a shutout)
- 1 point for each goal, up to three goals
- -1 point for exceeding 6 goal differential (see below for details)

Maximum # of points awarded per game = 10 (6 win + 1 shutout + 3 for max 3 goals)

In case of a tie in seeding points:

- Head to head
- Fewest goals allowed
- Total goals scored
- Number of shut-outs
- Coin flip

### **Goal Differential**

Teams may only have 6 goals over the opponents score. Any games ending with a larger than 6 goal differential will result in the winning team being deducted 1 point.

- Teams that score an own goal intentionally to alter the score will be deducted a team point.
- Own goals (accidental) do not count against either team. It is advised teams leave a 1 goal buffer to prevent this issue.
- It is also suggested (but not required) that a team ahead by 5 goals remove a player to make the game as competitive as possible for both teams.

### **Over Time:**

For semifinal and *finals only*, if the game is tied at the end of 22 minutes:

- There will be a 1 minute break. Each team can select a single group of players to play the remainder of the sudden victory time.
- There will be 2 minutes of sudden victory at full strength.

- Followed by 2 minutes with removal of one player per team. This repeats until it is 1v1.
- There is no time limit for the 1v1 situation.
- No substitutions will be allowed during OT, except for injury situation. The substituted player cannot be a player who started the overtime period.

**No warm up time has been incorporated into the tournament. Please be ready to play at your scheduled time.**

**PLEASE DO NOT BRING ANY SOCCER BALLS TO THE TOURNAMENT. THERE IS NO BALL PLAY ANYWHERE OUTSIDE OF THE GYMS.**