U of T Mississauga
Extramural Coed Indoor Soccer Tournament

RULES AND REGULATIONS
REVISED: February 19th, 2015

Rules for all Games

First team listed on the schedule is the home team and will start with their bench closest to the lobby (east end of gym). Home team (1st team listed on the game schedule) will start with the ball.

If there is a conflict in jersey colours the home team shall wear pinnies.

Defaulted game: 1-0. If a game does not start 5 minutes after the scheduled start time, the team at fault will receive a default.

Slide tackling or sliding to play the ball is illegal: A yellow card may be given to the offending player who slide tackles and a penalty shot or indirect kick for the opposition will result when this infraction occurs. Slide tackling can also result in a 1 minute penalty at the discretion of the official. Repeated slide tackling by the same player will result in a RED card. Sliding to play the ball will result in a change of possession.

Timing Format: Each game will consist of one 25 minute running time period. If at any time in the last ONE minute of the game the score is within 1 goal or less, the clock will stop on all dead balls. If the game is tied the clock will run.

Specific Co-Ed Indoor Soccer Tournament Rules

1) Teams play with a maximum of 6 players on the floor, consisting of 5 players and a goalie. Teams may use a maximum of 3 men and 2 women and a goalie. Teams may not substitute men for women or women for men in order to play with the 5 and a goalie combination. The game must start with a minimum of 4 players - 2 men, 1 woman and a goalie, or it is scored as a default. Teams may have a maximum roster of 13 players.

2) All players must wear proper gym attire and non-marking gym shoes in order to participate. Shin guards are highly recommended. Players must change in the team rooms prior to entering the gym. Bags and coats may be left in temporary lockers in the team rooms. Players are encouraged to bring their own locks, but locks are available for sale at the Membership Services Counter in the lobby of the RAWC.

3) Substitutions may be made on the fly or on dead balls. Players must enter into and out of the game from the sideline, but no more than 10 feet from their designated team bench.

4) The goalie may not throw the ball beyond the half line. An indirect kick, from the sideline at half will result when this occurs. However, a goalie may kick the ball past half, from the ground with no penalty. A goalie may not drop kick the ball past half.

5) The goalie is not allowed to cross the half line. An indirect kick, from the sideline at half will result when this occurs. The referee must be notified of all goalie changes.
6) A goalie may make contact with the ball with their hands while in the crease. They are also permitted to use their hand/s outside the crease provided that one foot remains in the crease while contact with the ball is maintained. Once the goalie has left the crease to play the ball they may not bring the ball back into their crease. If the goalie brings the ball back into his or her crease, an indirect free kick will be awarded from the centre of the floor at the top of the 3 point line.

7) A goalie may not handle the ball for more than 5 seconds within his or her crease; if they do, an indirect free kick will be awarded from the centre of the floor at the 3 point line. Repeated delay of the game in this fashion will result in a YELLOW card.

8) A goalie may not pick-up the ball with their hands when a teammate’s foot passes it back to them. If a goalie picks up the ball in this case, an indirect free kick will be awarded from the centre of the floor at the 3 point line. The ball can be headed back to the goalie by a teammate without penalty.

9) No offensive player is allowed in the goalie’s crease, which will be determined by the referee and is marked by a red line. If an offensive player enters the crease, the result is a goal kick. If a player scores a goal that was shot from outside of the crease and their momentum carries them into the crease, the goal will count (provided they did not make contact with the goalie in his / her crease, prior to the ball crossing the line).

10) All penalty shots are taken from the centre of the floor at the 3 point line. The ball is considered dead if the shot is missed. A goal kick resumes play. A penalty kick that is awarded prior to time expiring must be taken even if time has expired during the process of taking the kick. The goalie may move along his / her goal line, but may not move forward until the shooter has contacted the ball.

11) The ball is considered dead if it exits the playing area, designated by the white basketball boundary lines. The ball is also out if it makes contact with the ceiling, lights, curtain, basketball rims/backboards or the underside of the track. The opposing team will have an indirect sideline kick from the closest point of contact with these areas.

12) The defending team must be 3 yards away from the ball on all indirect kicks.

13) The minimum penalty for a slide tackle is an automatic Yellow Card. Fouls (hand balls, tripping, rough play, dangerous kick, obstruction etc.) will produce an indirect free kick or penalty shot depending on where the infraction occurred. A YELLOW card and/or a 1 minute penalty can be given to the penalized player if any offense is deemed blatant or over aggressive in nature. Penalties are served at the scorer’s table and expire if the opposing team scores while on the power play. If the infraction resulted in a penalty shot, the player will remain in the penalty box if the penalty shot does not result in a goal. A RED card ejection will be assessed if it is deemed as an intentional attempt to injure or as a fight. A fight is defined as an attempted punch, kick or strike of an opponent. 2 YELLOW cards or 1 RED card results in an immediate game ejection.

14) Players ejected for 2 yellow cards in a game must sit out their teams next scheduled game. Players ejected for Red Cards are suspended from all remaining tournament games.

15) If a player is ejected for 2 Yellow Cards or 1 Red Card their team will play shorthanded for the full 1 minute, regardless of how many goals are scored by the
opposing team on the power play. Suspended players must leave the gym and another player must serve the penalty at the scorer's table. If a male is ejected, the team must play with 2 females and 2 males on the floor (plus the goalie). If a female player is ejected, the team must play with 1 female and 3 males on the floor (plus the goalie). 2 players being ejected from the same team in the same game will result in a default loss to the offending team.

16) Defaulted games will be scored as 1-0. If a game does not start 2 minutes after the scheduled starting time, the team at fault will receive a default. (see rule #1)

17) To be eligible for the play-offs, a player must play in at least 1 round robin/pool play game.

18) Overtime for Playoffs: If the game is tied at the end of regulation time, then a 5 minute running time sudden death period will be played. If the game is still tied, 3 players from each team are to be chosen for penalty kicks, including one female. Shooting order for 1st shootout is Male/Female/Male. If teams are still tied after 3 penalty kicks, sudden death shootout occurs. Teams must take shooters that have not taken a penalty shot in the original shootout until everyone on the team has taken a shot. Once one team has completed their entire roster including the goalie, and it is still tied, then both teams can use shooters that have already shot. Home team shoots first in sudden death shootout. Team shooting second must match the gender of the first team's shooter. i.e., if the first team shoots with a female, then the second team must shoot with a female.

**FORMAT FOR BREAKING TIES AT THE END OF THE ROUND ROBIN/POOL PLAY**

1) Team(s) with the least defaults during round robin/pool play
2) Head to head +/- in games between tied teams only
3) Team with least goals scored against in games between tied teams only
4) Team with best +/- in all games against teams that tied teams have mutually played. Including games against each other (excluding defaults)
5) Team with the least goals scored against for the round robin/pool play in games against all teams that the tied teams have mutually played, excluding defaulted games
6) Team that scored the most goals for the entire round robin/pool games in games against all teams that the tied teams have mutually played, excluding defaulted games
7) Team whose female players have scored more goals for the entire round robin/pool games in games against all teams that the tied teams have mutually played, excluding defaulted games

If tied after # 1 proceed to # 2 etc.