

ABRIDGED RULES-SOCCER (Indoor) – Page 1

GUIDING BODIES

United States Police & Fire Championships (USPFC)
7944 Convoy Court, San Diego, CA 92111
Tele. (858) 571.9919 FAX (858) 571-1641 E-mail : 4info@cpaf.org

United States Indoor Sports Association (USISA) Arena Soccer with Boards Rules
1340 N. Great Neck Road, Suite 1272-142 Virginia Beach, VA 23454-2268
Fax: (509) 357-7096 E-Mail: pr@usindoor.com website: www.usindoor.com

EVENTS

TEAM;

18+: UNISEX
WOMEN

Each team shall start the tournament with a maximum of twelve (12) players. A minimum of five (5) need be registered to bracket as a team. Each team is permitted one (1) Non-Playing Coach. Each team must start every game with a minimum four (4) players, one of whom must be the goalkeeper, on the field. If there are not enough women to form teams, they may join the Unisex Team which is mainly comprised of men.

NOTE: Soccer competitors may compete in both Indoor and Field Soccer, when offered, but if a conflict in games' schedules occurs due to a competitor entering both sports, the competitor must choose the sport he/she will compete in. The USPFC **WILL NOT** adjust game schedules to accommodate individual competitors/teams. The USPFC will not refund entry fees due to this scheduling conflict.

Confirmation of starting time/date will be sent to Team Captain only. A mandatory Team Captain/Coaches' Meeting will be held the afternoon/evening prior to the beginning of competition at the Host hotel. A representative from each Team **MUST** be present. A final Team Roster must be submitted at this meeting. Details to appear in the Confirmation Letter.

EQUIPMENT

Shin Guards are required
No metal or screw-in cleats
Soft brim caps may be worn by Goalkeepers only

BRACKETING

A "Pool Play - Round Robin" followed by a Single Elimination Playoff tournament format will be used. If fewer than 8 teams enter, this event will be held as a straight round robin tournament with no additional playoff.

POOL PLAY

If pool play is used:

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- All games will be played to decide a winner. If games in pool play are tied at the end of regulation, shootout will be used to decide the winner.
- Tie breakers for deciding standings in Pool Play will be only with the teams involved in the tie as follows:
 - Head-to-head. If 3 teams are tied and 1 team defeated the other 2 in pool play, that team will be declared the winner of the tiebreaker. The remaining two teams will be decided by Head-to-Head between those two teams.
 - Goal differential (for vs. against)
 - Goals for
 - Goals against
- In pool play, 3 points will be awarded for a win in regulation; 2 points will be awarded for a win in a shootout; 1 point for a loss in a shootout; and 0 points for a loss in regulation.
- The top two teams from each pool will advance to the play-off round. In the case where 16 or more teams are competing, the play-off will be divided into two tournaments, A & B. Making the 3rd and 4th place teams in each pool competing for medals in the B tournament. These are the same medals awarded for the A tournament.
- Teams will be seeded into the playoffs using a blind draw. This means that teams will be decided by a randomizer and the pools placed in the draw accordingly.

For all play-off games tied at the end of regulation, the following shall take place:

1. A 2-minute rest period shall follow.
2. The teams shall not change ends.
3. A 5 minute "sudden death" overtime period shall be played. The game shall end upon the scoring of a goal and the team scoring the goal shall be declared the winner.
4. If neither team scores during the "sudden death" overtime period, a shoot-out shall take place. At the conclusion of the sudden death, any player on the team is allowed to participate in the shoot-out.

SCHEDULING

Duration of Game: The game shall consist of two 22-minute halves, with a 1-minute break between the halves.

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GENERAL SPORT RULES for Soccer - Indoor

Player Check-in Procedures: Each player must Check-in at the “Indoor Soccer Check-in Table” prior to each game his/her team plays, and show Participant Passes and present them to the USPFC Credentials Official. The Credentials Official will give Participant Passes to the referee before the beginning of the game. The referee shall return the Participant Passes to the Credentials Official following each game, after noting any player misconduct on the official game record. The Credentials Official will return the Participant Passes to the players or the coach/captain.

A player can substitute at any time during the game, other than a penalty shootout.

The player coming off the field must touch the sideboard (at the team’s bench area) before the substitute player can enter the field. Any team who commits an illegal substitution will receive a 2-minute penalty which can be served by any player. The Referee or Scorekeeper can issue the 2-minute penalty.

Jumping over the boards IS NOT permitted. Players who jump over the boards will be given a 2-minute penalty.

Player Misconduct: If a player is ejected from a game by the referee (red card), he/she will be automatically suspended from playing in the following [one] game with the possibility of a greater suspension based on a review of the incident.

The Indoor Soccer Discipline Committee will review incidents resulting in a red card and recommend any further discipline to the USPFC. The USPFC will rule on the committee’s recommendations.

Players do not accumulate “yellow” or “blue” cards from one game to another.

Dress: Player’s dress shall be consistent with USISA and USPFC rules.

Team Bench Areas:

For safety reasons, only players and coaches are allowed in the team bench areas. Children, family, and friends are not allowed in these areas.