

55th Annual Rudy Lamonica Memorial Indoor Tournament



RULES

January 29, 2022 (Boys)

January 30, 2022 (Girls)

Coleman Country Day Camp

55 Babylon Turnpike

Freeport, NY 11520

Rules of the Game:

The rules of FIFA will be enforced except as modified herein for indoor play. All calls are at the discretion of the referee and the decision of the referee is final. The OUSC Tournament/Event Directors reserve the right to decide all matters pertaining to this event including interpretation, review and revision of all rules contained herein. In all cases, the decision of the Directors is final. Coaches are responsible for all players and visitors associated with their respective teams and may be cautioned or ejected for abusive behavior (**ZERO TOLERANCE POLICY STRICTLY ENFORCED**). Only players, coaches and event staff will be permitted on the field and in player bench areas. All other spectators must remain within the designated spectator area.

Eligibility:

Open to registered and insured intramural and/or travel teams of a participating and sanctioned US Soccer youth organization. Photocopies of birth certificates or player passes must be presented for all players, and players on a team must all have passes issued by the same governing body. No player will be permitted to play if they do not have a pass issued by the same governing body as the rest of the players. Each team must supply at check-in, a completed player roster that clearly shows each player's name and jersey number. A player may only play for one team during a session. Any players that are deemed to be ineligible to play will be prohibited from participation in any games during the entire tournament. Three guest players will be permitted per team, but only with proper forms completed, and only if they have a pass from the same governing body as the rest of the players on the team.

Team Check-in & Coaches Meeting:

ALL teams must have a representative present to check in their team a half-hour before the session begins (not a half hour before team's first game). All documents required (See "Eligibility" section above) must be presented at that time, and no player will be permitted to play without proper documents. In addition, there will be a coaches meeting, that each team coach or assistant must attend, about 10-15 minutes prior to the start of the session.

No Headers for U11 or Under:

For U11 and under there will be no headers permitted. There will be no intentional heading of the ball in any U11 and younger matches. Any infraction results in an indirect free kick from midfield for opposing team.

Dress Code:

THERE ARE NO CLEATS PERMITTED!!!! At Coleman players may wear either turf shoes or indoor, rubber soled soccer shoes. No player will be permitted to play wearing cleats. Teams are required to have matching uniforms, and all players MUST wear shin guards, under their socks. No earrings, necklaces, bracelets or jewelry of any kind may be worn. No players will be allowed to play wearing a hard cast or hard brace of any kind. All teams must have an alternate jersey in the event of a conflict, in which case the visiting team must change. All Goalies must wear a jersey that does not match their own team, or conflict with the field colors of the opposing team. Only Goalkeepers will be allowed to wear pants of any kind.

Game Format:

All teams will play three 22-25 minute games in a round robin format.

There will be no stoppage of the clock except for extended player injuries, at tournament officials discretion, no halftime breaks.

There will be no playoffs, after each team in the bracket plays their three (3) games, the champion and runner-up will be given awards.

Each team will be expected to be ready waiting to play outside of the building they will be playing in five (5) minutes before the start of each of their games.

Teams may not enter the building until the teams playing the match immediately before them have left the building.

Tournament Committee reserves right to building/field placement based on tournament enrollment. Fee listed at registration will be adjusted upon charging card if necessary, based on field change.

Coleman Playhouse: 6 v 6 (u9-10); 5 v 5 (U11)

Coleman Bubble: 7 v 7 (U11 – U15)

Coleman Dome: 7 v 7 (U11-U19); 9 v 9 (may be offered to U16-U19)

U9-U10: 14 player max roster/3 guest players allowed

U11-U12: 18 player max roster/5 guest players allowed

U13-U19: 22 player max roster/5 guest players allowed

Substitutions:

All substitutions (including goalkeepers) will be done "on the fly" during play or when a stoppage occurs. "On the fly" substitutions require that the player coming off the field be within three (3) feet of the players

bench BEFORE the new player can enter the field. If this rule is violated, the referee at his/her discretion, may award a change of possession at the spot of the infraction (indirect kick).

Field of Play:

There will be kick-ins (Indirect kicks) on out of bounds balls. Any ball that hits the ceiling or ceiling obstacle will be considered a dead ball and will be turned over to the opposing team at midfield for an indirect kick.

Start of Play:

The home team will kick off. A kick off is an indirect free kick. All balls used for games will be supplied by the tournament.

Indirect and Penalty Kicks:

All fouls and restarts are indirect kicks (excluding penalty kicks). All players from the opposing team must be at least ten (10) feet back from the point of the kick. In the Bubble/Dome, penalty kicks will be taken from the spot indicated and in the Playhouse, from the top of the penalty area.

Goalie Distribution:

On all goalie distributions, the ball must touch the playing field on the defensive half OR a player from either team before crossing the midfield line. If the ball crosses midfield without touching down or touching another player, the result will be an indirect free kick at the midfield line (anywhere on the line) by the opposing team. **For all games in Playhouse (Only U9/U10):** when the goalkeeper has the ball, after obtaining during play or from a goal kick, the opposing team must move behind the build-out line (which unless otherwise indicated will be the midfield line), until the ball is put into play. Once all players on the opposing team are behind the midfield line (which should be done quickly), the goalkeeper must pass, throw or roll the ball into play, *punting is not allowed*. After the ball is put into play by the goalkeeper and the ball is touched by a player on the goalkeepers team, the players on the opposing team may cross midfield; thereafter, play resumes as normal. The goalkeeper is not required to wait for the opposing team to retreat to the build-out line before putting the ball into play, but if the goalkeeper does not wait, the opposing team is relieved of their duty to retreat and may resume regular play. If the goalkeeper plays the ball with their feet and carries it outside of the penalty area, the opposing team may cross midfield as soon as the ball hits the ground outside of the penalty area.

Goalkeeper:

Goalkeepers may **NOT** punt the ball and drop kicks are also prohibited. If a goalie punts or drop kicks, the opposing team will receive the ball at the midfield line for an indirect free kick. The goalkeeper may become a field player entitled to kick the ball over the half mark if the goalie places the ball on the ground and plays the ball with their feet, outside of the penalty area. In this case the ball must make at least one full rotation before the goalkeeper would be allowed to play the ball over the midfield line. The opposing team may challenge the ball as soon as it hits the ground outside of the box.

Passing Back to the Goalie:

The ball **MAY NOT** be played back to the Goalkeepers hands but can be passed back to the his/her feet, head, chest, if their team has possession of the ball.

Offside:

There will be **NO OFFSIDE** calls made.

Slide Tackling:

There will be **NO SLIDE TACKLING**. An indirect kick will be awarded at the point of the infraction.

Forfeits:

If a team is not prepared to take the field at game time, they will forfeit the game and be charged with a 2-0 loss.

Point System:

Win =6 points,

Tie =3 points

Loss = 0 points

Goals Scored - Each team receives one point for each goal scored (to a maximum of 3 per game per team)

Shutout – 1 point

Any team scoring six or more goals more than its opponent will lose one point for each goal in excess of five.

Tiebreakers:

The team with the most points in a group will win the bracket taking 1st place. In the event of a tie, the following system shall apply to determine the standings:

- 1) Winner of Head to Head competition (not used if more than two teams are tied)
- 2) Most Wins
- 3) Least Goals Against (max 3 considered)
- 4) Most Shutouts
- 5) Goal Differential (max 3 considered)
- 6) Running up Score. Any team that wins any game by a 5 or more goal differential shall lose in tie-breaker to any team that has not done so. In the event both teams in a tie- breaker have won games by a 5 or more goal differential, if one team has won more games than the other by more than a 5 goal differential, that team shall lose in the tie- breaker to the team that has done so in fewer games.
- 7) Co-champions/runner-ups will be awarded if a tie still exists after all of the other tiebreakers.

Awards:

First and Second Place Awards will be given to the teams that finish with the most and second most amount of points after each bracket. MVP awards (offense/defense/goalie/Rudy/Bessie Award) will also be awarded. Awards may be handed out to the team coach on site or provided by mail after the tournament.

Facility Rules: Each player, coach or spectator seeking to enter any building at Coleman must show valid proof of vaccination before doing so; any person without such proof shall not be permitted to enter. Masks must be worn by all players, coaches and spectators other than the players participating while they are on the field. All protocols are subject to change up until the day of the event and will be identified as needed. Coleman is a no smoking facility. The only place smoking is permitted is in the parking lot, at least 10 feet from the entrance, or in indicated areas. Please make sure that all cigarette butts are disposed of in the receptacle. There is no gum chewing in any building where a field is located. Please

make sure all of your players and coaches dispose of any gum in the trash, prior to or immediately upon entering any building. Please make sure your players, coaches and spectators clean up after themselves, especially players upon leaving the bench after their game. The OUSC and/or Coleman staff reserves the right to demand any player, coach or spectator exit the premises for any conduct that is deemed by OUSC or Coleman to be improper.

Refund Policy: If circumstances beyond control of tournament management force event to be canceled, at least 70% of entry fee will be returned. No refunds for any other reason.

Good luck, thank you for your support, and have a great tournament!