Proctor FC Indoor Tournament Rules

Teams

* + Rosters will be all boys, all girls, or coed
	+ Coed Teams will play in the boys bracket
	+ Teams will be guaranteed at least 2 games

Modifications to the Laws of the Game

 LAW 1 – The Field of Play

The field of play shall be the turf field with lines as they are permanently drawn.

9U/10U

Build Out Lines: Equidistant between the top of the penalty area and halfway line. On artificial turf fields where lines can’t be altered, cones or flags shall be placed 1 yard off of both touchlines to indicate where Build Out Lines would intersect.

LAW 2 – The Ball

9U–12U: Size 4

LAW 3 – The Players

9U/10U

a. Number of Players

1. Maximum: 12 players on match roster

2. Maximum: 7 players on the field, one of whom must be the goalkeeper

3. Minimum: 5 players on the field, one of whom must be the goalkeeper

b. Substitution: substitutions allowed at any stoppage of play, with permission of the referee, in any small-sided game

11U/12U

a. Number of Players

1. Maximum: 16 players on match roster.

2. Maximum: 9 players on the field, one of whom must be the goalkeeper

3. Minimum: 7 players on the field, one of whom must be the goalkeeper

b. Substitution – substitutions allowed at any stoppage of play, with permission of the referee, in any small-sided game.

LAW 4 – The Players’ Equipment

a. The referee has the final decision on the safety of players’ equipment or clothing. The referee shall not permit a player to wear or use any equipment or clothing which, in the opinion of the referee, would likely risk injury to the player or others.

b. Players may wear visible undergarments of different colors.

c. Players Jerseys must all be the same color, no other requirements in regard to uniforms

LAW 7 – The Duration of the Match

a. 9U/10U: Two 15-minute halves

b. 11U/12U: Two 25-minute halves

f. All games shall be complete when at least one half (of the game) and 50 percent of the second half have been played. The referee is the official timekeeper and sole judge on the amount of time played.

g. Periods of other lengths may be used only with prior agreement by the coaches of the teams involved or when the referee must shorten the periods due to limited turf time.

h. All ties will remain ties with no overtime halves.

LAW 8 – The Start and Restart of Play

9U–12U: Opponents of the team taking the kick-off must be at least 8 yards from the ball until it is in play.

LAW 9 – The Ball In and Out of Play

9U-12U: The Ball will be ruled out of play if it hits the roof or anything attached to the roof. The opposing team of the player that last touched the ball will get a free indirect kick at the spot the ball went out of play.

LAW 11 – Offside

9U/10U: The Build Out Line also serves as an offside line. Attackers cannot be penalized for an offside offense between the halfway line and the Build Out Line.

LAW 12 – Fouls and Misconduct

9U/10U All free kicks classified as indirect.

9U/10U

a. Heading: When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

b. Build Out Zones: When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must drop back behind the Build Out Line. After the ball is put into play, the opposing team can then cross the Build Out Line and play resumes as normal. At any time, the goalkeeper may put the ball into play, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Referees may issue misconduct if players do not drop back in a timely manner or encroach over the Build Out Line prior to the ball being put into play. In enforcing the 6-second rule counting the time of possession should only begin when all opponents have moved behind the Build Out Line. Where no Build Out Lines are marked on the field, e.g. turf and 11U fields, the nearest point of the center circle should be used as a reference point. Cones or flags should be placed just off the touchlines to indicate where Build Out Lines would intersect.

c. Punting: An indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

LAW 13 – Free Kicks

9U–12U: Opponents must be 8 yards away from the point of kick. Free kick by the attacker within the Goal Area must be placed on top of the Goal Area Line parallel to the goal line and closest to the point of infraction.

LAW 14--The Penalty Kick

9U-12U No penalty kicks awarded.

LAW 16 – The Goal Kick

9U–11U: Opponents must drop back behind the Build Out Line until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. The team taking the goal kick may choose to restart play before the opponents have retreated behind the Build Out Line but they do so accepting the positioning of the opponents and the consequences of how play resumes. Where no Build Out Lines are marked on the field, e.g. turf and 11U fields, the nearest point of the center circle should be used as a reference point. Cones or flags should be placed just off the touchlines to indicate where the Build Out Lines would intersect.

LAW 17 – The Corner Kick

9U–12U: Opponents must be 8 yards away from the ball.

Match Protocols

a. The technical area for both teams will be on the same side of the field.

b. In the case that the color of uniforms conflicts (as determined by the referee), the home team must change to an alternate color

This tournament is a Jamboree Style, “just for fun” tournament. As such, other modifications to the Laws of the Game may be made by the referee or Proctor FC according to common sense, fair play, and to expedite game flow.