



## SKY Soccer Icebreaker Indoor Classic



### **General Overview**

**Teams:** Self- or club- organized teams of all competitive levels

**Ages:** U9-U14 (Birth Years 2017-2012)

**Rosters:** Maximum of 14 Players

**Location:** Victory Sportsplex, 675 Hennessy Way, Bowling Green KY 42101

**Surfaces:** One turf futsal field, One sport court with dasher boards, both in one location

**Format:** 3 game guarantee, 18min running clock matches

### **Registration/Roster Rules**

Registration is through GotSport, payment accepted in GotSport via credit card. Other methods available only by request.

#### **Roster**

Rosters must be uploaded in GotSport any uploadable format is acceptable.

#### **Age Verification**

Team staff (coach or manager) is responsible for having age verification documents for each player on hand in person at the tournament. This can be a player card or any standard form of government issued birth verification.

### **Equipment**

Teams must wear matching uniforms (shirt, shorts, socks).

Only Indoor shoes or tennis/athletic shoes are allowed. **NO CLEATS ALLOWED**

Shin guards are required for all players.

### **Playing Rules**

#### **Number of Players**

U9-U10 - five field players and a keeper. Roster maximum of 14 players. 6v6 format.

U11 and up - four field players and a keeper. Roster maximum of 14 players. 5v5 format.

#### **Start of Play**

Play begins with a kickoff by the visiting team. Kick off is direct.

#### **Duration of Play**

18 minutes with no stoppage (no half time)

## **Substitutions**

Completed on the fly during open play. Substitutes must wait in front of the team bench or inside rink door until their hand is tagged by the substituted player.

## **Heading**

U11 and below brackets will not allow heading.

## **Kick-Ins**

No throw-ins. Kick in must be taken within 4 seconds of the ball being placed on the boundary line. Defending players must remain 10 ft away from the kick-in. Kick-ins are indirect.

## **Goal Clearances**

When a goal kick would normally occur, a goal clearance will take its place. Goalkeeper starts with ball in hand and may roll, throw, or play the ball to their own feet. They may not drop-kick or half-volley. The ball must touch the ground on a goal clearance before reaching the half line.

## **Ceiling Rule**

If the ball hits the ceiling or ceiling net, the opposing team will receive an indirect free kick from directly below the point of contact with the ceiling.

## **Offside**

There is no offside.

## **Slide Tackling**

NO slide tackles are allowed. A direct free kick for the opposing team will be granted. A player committing a tackle may, at the discretion of the referee, be sanctioned with a yellow or red card.

## **Penalty Kicks**

Awarded for fouls committed in the penalty area. The penalty kick is a dead ball situation. It will result in either a goal or goal clearance.

## **Referees**

One registered, certified, licensed referee per game, assigned by a licensed assignor.

## **Points System**

Group winners may be determined by points or by championship. This will be communicated to each group prior to their first game.

3 points for each win

1 point for each tie

0 points for each loss.

No bonus points.  
Tiebreakers: Head-to-head results,

### **Protests**

Protests will not be allowed. Decisions of the referees and the tournament committee are final.

These rules, in whole or part, may be changed up until the first game of the tournament is scheduled to begin.

**Questions?** - [tournaments@skysoccer.org](mailto:tournaments@skysoccer.org)