



OZ DOME INDOOR SOCCER TOURNAMENT RULES AND PROCEDURES

General Facility Rules

It is our goal that all players, coaches and spectators entering the OZ Dome have an enjoyable experience!

1. Smoking, Eating and Drinking (other than water) are not allowed in the Dome. Smoking and drinking are allowed only in designated areas in the Facility Building.
2. Profane, abusive, or foul language is not tolerated.
3. No spitting or chewing gum in the OZ Dome complex.
4. Anyone caught fighting in the OZ Dome will be banned from the facility.
5. Climbing on any building structures or equipment (i.e. netting, benches, or goals) is not permitted.
6. Continuous disregard for the rules may result in a league expulsion or not being invited back next season.
7. Spectators should sit on spectator benches. Kids are not allowed on the sideline without a chaperon or their parents. Babies are not allowed on the sideline under any circumstances. Parents should be aware that balls traveling with high speed could hurt people on the sideline.
8. The Facility is monitored by a number of cameras. Anyone caught breaking the rules will be prosecuted.
9. First Aid Kit and ice packs are located at the Bar.

All coaches/managers are required to read and explain these general rules to his/her players.

Please enjoy the complex and if you have any suggestions on how to improve the facility, please provide your comments to OZ Dome Management.

Team and Player Registration

1. Each team must register a minimum of 10 players, maximum of 15 on the full field (100ft x 180ft) and minimum of 8 players, maximum of 12 players on the mini field (50ft x 100ft). The team representative is required to fill out the OZ Dome registration form in its **entirety**. Every player must sign a Waiver Form to participate.
2. Legal age for Men Old-Timers are players born in 1967 or before. All registration must be completed and authorized by OZ Dome Management prior to the player playing in any tournament games. Unregistered players will not be permitted to play. Legal age for Women's Over 30 is players born 1972 or before.
3. All players can be registered for a maximum of two league tournaments. (i.e. you could play in Men's Premier Tournament and Men Old-Timers Premier Tournament with same or different teams.)
4. Referees are allowed to play in tournaments as long as it is not the league they have refereed on. Teams cannot add players to their roster from teams that are eliminated from the tournament.

Game Day Registration and Procedures

* Each team is required to fill out a game sheet and provide it to the referee prior to each game. The game sheet must comprise of your team name, players full names and shirt numbers, the date, and the name of the tournament.

*** If any team fails to comply with the above procedure, then it may result in forfeiting the game.**

* Each team's registration package will contain two game sheets. We recommend that you fill out the game sheet once and photocopy it. You would then need only to fill in the date and opponents name.

Equipment

* Shin guards must be worn by all players.

* Only flat soled indoor or turf shoes may be worn by players (multi stud are permitted but six studded outdoor shoes are not).

* Each team must have numbered uniforms. The goalkeeper must wear a shirt distinct (i.e. different color) from his own team, as well as the opposing team's uniforms.

* Any player wearing a wrist or arm hard cast will not be allowed to play because of the chance of injuring another player or aggravating his/her own injury. Knee braces will be permitted provided they appear safe, stable, and meet the referee's approval. **Watches, jewelry and glasses** will not be permitted for safety reasons also.

Game Scoring

Win = 3 points Tie = 1 point Loss = 0 points

* In the event of a tie in the final standings, the following tiebreaker rules shall apply:

- 1) Head to Head competition (Goal Differential, if both teams have the same number of wins in Head to Head competition)
- 2) Most Wins
- 3) Goal Differential
- 4) Most Goals Scored
- 5) Sudden Death Penalty Shots

* If more than two teams are tied, then the following tiebreaker rules shall apply:

- 1) Most wins
- 2) Goal Differential
- 3) Most Goals Scored
- 4) Sudden Death Penalty Shots

* A game that is forfeited will count as a 3-0 win for the non-forfeiting team.

Playoffs

* All playoff games (i.e. Quarters, semi-finals and Finals) that end in a draw, will have **SUDDEN DEATH PENALTY SHOTS (i.e., One kick per team)**.

A) Each team will designate one (1) shooter at a time.

B) Each player on the team must take a penalty shot **if required**, including the Goalkeeper when the game has ended.

C) If the game is still tied after all shooters (**if necessary**) have taken one shot, then the teams will begin with their first shooter again.

D) Each team will take one penalty until a team misses.

It is SUDDEN DEATH, therefore, if the first team shooting misses and the second team scores, then the game is over.

Referee Decisions - Suspensions - Appeals

All of our referees are sanctioned by the E.O.D.S.A. OZ Dome Executive Committee stands by and respects, all decisions made by our referees. A referee's decision may be protested within 10 minutes after the game with a \$50 bond. The decision will be reviewed by the OZ DOME tournament committee.

*We do, however, monitor our referees and attempt to provide top quality officiating. Comments or concerns will be heard from our patrons if a referee is not performing in a professional manner. In the unforeseen event sanctioned referees are not available, the OZ Dome reserves the right to use non-sanctioned referees.

*** Please note: Any players, coaches, or fans that threaten officials will be banned from the facility.**

Suspensions

- All long-term suspensions (not including Red Card or Yellow Card infractions) from the outdoor season will be applied to play in the OZ Dome
- All suspended players must pay a \$25.00 fine
- The player is suspended from all activities in the OZ Dome until they serve their full suspension and pays the above-mentioned \$25.00 fine

Yellow Cards

- Any player who has received a yellow card will serve 2 minute time penalty, thereby causing their team to play short handed.

Red Cards

- Any player receiving two yellow cards in a single game will miss the duration of that game and their team shall play short for 5 minutes of the game. It will be recorded as a red card for their disciplinary record.
- Red card violations listed below will carry the following suspensions:

VIOLATION

SUSPENSION

- Professional foul.....1 game
- 2 Yellow cards; dangerous tackle; foul language to another player.....1 game
- Intent to injure.....3 games
- Foul language to referees.....3 games
- Fighting..... 4 games
- Instigating a fight.....6 games

The OZ Dome Disciplinary Board reserves the right to impose stiffer penalties, if warranted. The referee’s report will indicate the reason for the Red Card using the terminology stated above.

The player will **not** be permitted to play, and is considered suspended, until the suspension is served. Any player or coach caught playing while suspended will be subjected to further suspension and the team they play with will lose every game in which a suspended player or coach participated, plus an additional point in the standings for each game in which a suspended player or coach participated.

Any player or coach who receives a suspension and is participating in more than one league will be suspended from all leagues, in which they play or coach. **In other words a one game suspension means one game in the tournament in which the offender participated.**

Players receiving a **second red card** during the tournament are automatically suspended for the remainder of the tournament.

Time Penalties

1. A player who has received a yellow card shall serve a 2 minute time penalty.
2. A team, one of whose players have been sent off, shall serve a 5 minute time penalty.

Administration of Time Penalties

1. Time penalties shall commence when the game is restarted.
2. 2 minute time penalty to goalkeepers may be served by another player who was on the field at the time of the offense.
3. 2 minute time penalties shall be served until the time penalty expires or until the opposing team scores a goal.
4. 5 minute penalties shall be served until the time penalty expires.

5. If a team has more than one player serving a time penalty when the opposing team scores a goal, the player with the least amount of time to serve, may return to the game.
6. When a player has been sent off, another player on the team will serve the 5 minute time penalty.
7. In the event that two players from the same team are given yellow cards, the first player must leave the field and serve his/her two minutes as stated above. When the second player gets a yellow card he/she must leave the field immediately, leaving his/her team two players short. However, the second penalty doesn't start until the first has been served. If one goal is scored during this time, the first penalty is considered served, and the second penalty begins.
8. For time keeping please refer to rules published by O.S.A.
9. If during the course of a game, if the same player receives a second yellow card, their team will serve 2 minute penalty until the time penalty expires or until the opposing team scores a goal. The player will be shown red card and miss the next game.
10. If both teams are short handed at the same time, and one of the team's scores a goal, regardless, the time penalty must be served entirely by both players.

Referee Assault

Referee assault will be dealt with by the OZ Dome Discipline Committee.

Appeals

Teams may protest based on the eligibility of a player. This protest can be based on a player playing while under suspension or not being registered. This must be done before the game, (if player does not play, no protest is required). For late arrivals, if the eligibility of the player is questioned and he or she participates in the game, the team captain or coach must oppose the player immediately to OZ Dome Management or referee before the game is over. OZ Dome Disciplinary Committee will make the decision prior to either of the teams playing their next game. Their decision is final.

Tournament Rules for 2007/2008 Season

1. **Duration of Games:** Duration will vary from 20-30 minutes depending on the number of teams participating. Please read the tournament schedule for duration of games. Teams must be ready to play on time. Any team more than 5 minutes late may forfeit the game at the discretion of OZ Dome Management. Any team not showing up for more than two games during the tournament may be suspended for the remainder of the tournament.
2. **Number of players:** Games are 4 v 4 (including the goalkeepers), on the mini 1/3 field (50ft. x 100ft.) and 7 v 7 (including the goalkeepers) on the full field (100ft. x 180ft.). Teams must have a minimum of 3 players (including the goalkeepers) on the mini fields and 5 players (including the goalkeepers) on the full field to start the game. Kids under 12 years old will play with 5 players on 1/3 mini field, 8 on the full field.
3. **Ball out of Bounds:** Instead of throw-ins, players will play "kick-ins" from out of bounds. All opposing players must be a minimum of 10 feet (3 yards) from the ball. Ball out of bounds at either goal line will result in either a goal kick or corner kick. Goalkeepers are permitted to pick up "kick-ins".
4. **Off-side:** There will be no offsides in the game.
5. **Goal:** All field players may score from anywhere on the field. *You cannot score directly from an indirect kick or kick-in. Goalkeepers can score by throwing the ball into the net.*

6. **Free Kicks:** Direct and Indirect: Opposing players must be 10 feet (3 yards) from the ball in foul situations. Outstretched legs into the 10 foot area are considered encroachment and may result in a caution. Ball coming into contact with any part of the building structure while in play will result in an **indirect** free kick for the opposing team. If the ball hits the building structure within the penalty area, either a goal kick or corner-kick will be awarded depending on which team last touched the ball.
7. **Goal-Kick:** All goal kicks are deemed direct. Goal kicks can be taken from anywhere inside the goalkeepers box.
8. **Penalty-Kicks:** A penalty kick will be awarded for; a team player (other than the goalkeeper) handling the ball within the box, tripping in the box, sliding tackle in the box and any other infraction of the rules that would result in the award of a direct free-kick inside the penalty box (based on F.I.F.A. rules). All players from both teams must be at least 3 yards from the penalty mark and behind the ball before the ball is kicked. . *The goalkeeper is **not** allowed to move off the goal line until the ball is kicked (however, he may move along his goal line).*
9. **Corner-Kick:** Corner-kicks are played on all fields, corner-kicks are direct.
10. **Center-Kick:** Will be awarded to the opposing team after every goal is scored and to start each half of the game. All Center-Kicks are **direct**.
11. **Pass-Back:** Regular pass-back rules to the keeper are in effect.
12. **Substitutions:** Substitutions are unlimited and may take place at any time including “on the fly” in all league games. However, players must substitute within 5 meter of their team’s side of centerline. An illegal substitution will result in an indirect free kick where the ball was last played and repeated disregard could result in a yellow card.
13. **Sliding Tackles:** No sliding tackles are permitted (*including the goalkeeper*). A direct free kick will be awarded to the opposing team. Sliding to save a ball from going out of bounds or in the goal, which does not constitute a “tackle” or endanger an opposing player in any way is permitted.
14. **Yellow Card:** A player receiving a yellow card will leave the field for two-minutes (based on the referee’s time), forcing his/her team to play short handed for that time. If the opposing team scores before the two minutes has expired, the penalty is considered served and the player can return to play. In the event that two players from the same team are given yellow cards, the first player must leave the field and serve his/her two minutes as stated above. When the second player gets a yellow card he/she must leave the field immediately, leaving his/her team two players short. However, the second penalty doesn’t start until the first has been served. If one goal is scored during this time, the first penalty is considered served, and the second penalty begins.
15. **Red Card:** Any player receiving a red card will leave the field for the duration of the game. A coach may be sent off the field or playing area for the duration of the game. The team, which receives the red card, must play short handed for 5 minutes of the game.
16. **General:** During the course of the season, it may be deemed necessary by OZ Dome Executive Committee to amend the rules and regulations pertaining to OZ Dome Sports and Recreation Centre indoor soccer leagues and tournaments. **All coaches and referees will be notified of any changes that may arise.**

All coaches must make their players aware of the RULES.