

WPFG ABRIDGED RULES - SOCCER - Indoor – Page 1

GUIDING BODIES

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EVENTS

TEAM; OPEN: MEN
 WOMEN

Each team shall start the tournament with a minimum of 5 players and a maximum of 12 players. Each team is permitted one (1) Non-Playing Coach. Each team must start every game with four (4) players plus a goalkeeper on the field. During a game, if a team is reduced by injuries and player ejections, and there are only 3 competitors left, they may continue in the game with a minimum of 3 players.

A player may compete on *only* one team and in only one division.

EQUIPMENT

Size 5" balls

BRACKETING

Groups (from 4 to 6 teams) shall be established. After group play, the first two teams in each group advance to the single elimination finals tournament.

SCHEDULING

Schedule for 7 days of competition.

Duration of Game: The game shall consist of two 15 minutes halves, with a 5 minutes break between the halves.

SCORING

The scoring for group play is: Win = 3 points, Tie = 1 point, Loss = 0 points.

Games ending in a tie score during group play shall be recorded in the standings as a tie. However, penalty kicks shall be taken immediately following the game (3 kicks per team) and

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then continuing with one per team until one team wins the penalty kicks. The results of the penalty kicks will only be utilized if necessary to determine which team advances to the Finals Tournament.

The following procedure (in descending order) will be utilized to determine which two teams from each group advance to the Single Elimination Finals tournament.

- Total win/loss points accumulated in group play
- Team head to head games results
- Goal differential (for vs. against)
- Total goals for (maximum of 5 per game)
- Total goals against

In the case of a tie in the Single Elimination Finals tournament, a 10-minute “Sudden Death” overtime period shall be played in two 5-minute halves. The first team scoring in this overtime period is the winner. In the case of neither team scoring in the overtime, each team will then kick 3 penalty kicks (each by a different player) to determine the winner. Only the players that are on the field at the conclusion of the second overtime period are allowed to participate in penalty kicks. If the score still is tied, there will be a second round of penalty kicks in "Sudden Death" fashion, as follows. After one player from each team has taken their kick, if only one scores, the winner is determined. If there is still a tie, the next two players shall kick, until a winner is determined. If all players on the field tie, this procedure will be repeated until one team out scores the other.

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 Host Credentials Official.

There is free substitution during the game. (Players substituted off the field may be substituted back on the field.)

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.

A player penalized with a “blue card” is immediately disqualified from the game and the following [one] game, and is subject to disqualification from the remainder of the tournament. This player may be replaced by another from the same team.

The Indoor Soccer Discipline Committee will review incidents resulting in a red or blue card and recommend any further discipline to the WPFGB.

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

Dress: Players dress shall be consistent with FIFA and WPFGB rules