



Genesis Indoor Tournament Rules

Court Dimensions:

- Approximately 20 x 30 yards (We will play on a basketball court)
- Goal Box
 - 10 feet wide by 4 feet long
 - Centered with the goal on the goal line. Nobody is allowed to touch the ball inside the box. If the defensive team touches the ball inside the box, then a goal for the attacking team is awarded. If the attacking team touches the ball inside the box, then a goal kick is awarded for the defensive team. Although a player cannot touch the ball in the box, they are allowed to run through it as long as they do not touch the ball inside.
- Goals
 - 6 feet wide by 3.5 feet tall (Pugg goals)

Equipment:

- Weighted Futsal ball (indoor soccer ball)
- All players are required to wear shin guards and no cleats are allowed.

Roster:

- Roster has a maximum of 6 players for each team. 4 players will play on the court at a time with no goalkeepers.
- All players must have the medical waiver signed by a parent or guardian.

Game Length:

- Games will be 25 minutes long with no halftime. There will be no clock stoppages and no added time to the end.

Tie/Overtime:

- Games ending in a tied score will end as a tie except for playoff/championship play. In playoff/championship games ending in a tie will go to penalty kicks.
 - Penalty kicks will be taken by 4 players on each team. Can be anyone on the bench or on the field. The referee will flip a coin to determine which team kicks first. The kicks are taken from the center line with no opposition. If, after four players, the score is still tied, then it goes to “sudden death” penalty kicks. This means it goes one by one for kick takers starting with the players that haven’t

taken a kick yet. One by one sudden death means that if one player makes it and the opposition doesn't, then the scorer won. If they both make, or both miss then they go another round with new players until there is a winner.

Pool-Play scoring:

- When playing in pool-play, each game will be scored as: 3 points for a win, 1 point for a tie, and 0 points for a loss.

Tie-Breakers:

- If after pool-play teams are tied on points, then positions will be decided on the following criteria in order:
 - Head-to-Head
 - Goal differential
 - Goals against
 - Goals for
 - Coin toss

Offside:

- No Offsides

Fouls and Misconduct:

- All fouls are in accordance with FIFA rules.
 - Exception: No Slide Tackling
 - Slide tackle will result in a direct free kick for the opposition.

Free Kicks:

- All free kicks are direct. The ball must be placed at the spot of the foul, and opposition must be at least 3 yards from the ball.
 - All dead balls require the opposition to be 3 yards away (including kick-ins)

Kick-ins:

- Sideline
 - When the whole ball crosses the sideline, it will be kicked/passed in (no throw-ins). Ball must be placed on the sideline where the ball went out of bounds.
- Goal Kick
 - When the entire ball crosses the endline and was last touched by the attacking team, the defending team is given a goal kick
 - Goal kicks can be taken anywhere along the goal line.
- Corner Kicks
 - When the entire ball crosses the endline and was last touched by the defending team, then the attacking team is given a corner kick.
 - Kick will be taken directly on the corner
- Kick-off
 - To start the game:
 - The ball will be placed at the center of the court and both teams will have one player place a foot on top of the ball. On the referee's whistle they can play by trying to pull the ball backwards or just trying to win control.
 - After a goal:

- The defending team needs to be outside of the circle until the ball is played. Kick-offs can go forwards or backwards. A goal can be scored from the kick-off.
- Ball hits ceiling:
 - If the ball hits the ceiling, then a direct kick is given to the opposing team directly under where the ball touched the ceiling.

Goals:

- **Goals must be scored in the attacking half.** If the goal is scored and is disallowed due to the shot being from the defensive half, then it will result in a goal kick.

Substitutions:

- Substitutions are allowed at any dead ball. Meaning a team can substitute on any kick-in, goal kick, corner kick, kick-off, or foul.

Yellow/Red Cards:

- Yellow cards will be given at the discretion of the referee. Two yellow cards result in a red card.
- If a player receives a red card they are required to leave the game and cannot play in the next game either.
- Cards are given to players according to the FIFA laws of the game.