

TURF SOCCER

Tournament Rules



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1. FACILITIES

The SSC rents all indoor turf facilities from private operators and the City of Edmonton recreation department. As tenants, players must respect the standards and rules of each facility:

- Alcohol and drugs are strictly prohibited inside any facility and in the parking lots
- Facility Operators and Caretakers should be treated with respect
- Outdoor footwear should be removed at the entrance
- Players are expected to clean up after themselves
- Players are responsible for any deliberate property damage within a facility
- When the permit time is up, players must leave the building promptly

Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension from the tournament and leagues.

- **Equipment:**
 - The SSC Coordinators will provide all the necessary equipment for game play.
 - Metal cleats are not allowed.
 - Shin guards are suggested, but not mandatory. If wearing shin guards, the player must have them fully covered with socks.
 - All players are to bring a light and dark shirt to each game.
 - A player cannot wear anything dangerous to another player. This includes earrings, hairclips, rings, and other jewelry.

2. COORDINATORS

A Games Coordinator (GC) is a part time employee hired by the SSC to facilitate games. **The GC is not a trained referee.** Players are expected to respect the GC, their opponents and the rules of the sport.

ROLES OF THE GC

- **Facility Liaison**
 - Act as the onsite contact, set-up and take-down required equipment
- **Game Facilitator and Mediator**
 - Start and end the game on time
 - Host pre-game and half-time meetings
 - Call violations and fouls that are missed by players, enforce the rules of the sport
 - Ensure both teams are abiding by the Sportsmanship policy, mediate disputes
- **Player Liaison**
 - Represent the SSC and act as a link between the players and the league
- **Game Reporter**
 - Record and announce the score throughout the game, report back to the SSC
 - Collect a sportsmanship rating at the end of the game from each team

3. SPORTSMANSHIP

The SSC encourages a ‘fun-first, winning-second’ attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the GC and being open to feedback from the GC.

ZERO TOLERANCE POLICY

The SSC will remove players from a game if they are involved with any of the following acts:

- Swearing directly at another player, SSC staff, or anyone else present.
- Displaying disrespectful or threatening behavior.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing team captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the SSC staff and opposing team captain.

EXPECTATIONS OF PLAYERS

- Soccer can be an intense and physical sport however, SSC Soccer must be a fun, non-threatening environment.
- Players should promote fun and safety throughout the game:
 - Let the GC know if you are enjoying an opponent, congratulate your opponent on fun and fair play throughout the game.
 - Teams are expected to cheer for their opponents at the end of a game. It is also encouraged to give an additional cheer for the GC and thank them.
- Players that are concerned about a player on the opposing team are required to talk to their team captain so he/she can address the issue with the GC at the appropriate time.
- Players are expected to act in a respectful manner if approached by a GC or an opposing team captain regarding their style of play and to make any requested changes.
- At any time, the GC may request your name or a name of someone on your team to record on the game report sheet. Providing a false name to the GC is a serious offence and will result in suspension from the SSC.

4. ROSTERS

Format	Ideal Roster Size (F) = Female	Total # of Players Required on the Field	Total # of Females Required on the Field
All	1-13 (4 F)	5 + goalie	2

- A female goalkeeper does not count towards the female minimum on the floor.
- All players on the roster must have accepted their MySSC invite prior to the tournament.
- When competing in semi-finals and finals, all players on the court must have played at least 1 game with the team during the round robin.
- The minimum number of players required in order to avoid a default is 4, including at least 1 female (a female goalkeeper does not count as the 1 female).

5. TOURNAMENT SPECIFIC RULES

GAME FORMAT

ROUND ROBIN

- Game times will include a warm-up and half-time.
- Ties are allowed in round robin games.

PLAYOFFS

- Game times will include a warm-up and half-time.
- Ties are not allowed in playoff games.
 - Extra time will be built into the scheduled field time for overtime and a shootout (if necessary).
 - During the 5 minutes of overtime play, there is no 'Golden Goal' rule, meaning that the entire 5 minutes of overtime will be played.
 - The initial five players in a shootout will have a maximum of three males. After that, the shooting team must alternate males and females. If all females have shot once, they must shoot a second time.
 - A player is not allowed to take a second shot if every player on the team has not yet shot.
 - As soon as one team has a higher score and both teams have taken the same number of shots, that team will be the winner.

SUBSTITUTIONS

- Can be made on the fly during play or when play has stopped (e.g. the ball has gone out of bounds or violation has been committed).
- When subbing, players must enter at the same area where the other player exits.
- The player leaving the field must reach the bench before the replacement player enters.
- Substituting a goalkeeper can only happen during a stoppage in play.
- Pulling the goalkeeper for an extra attacker is not permitted in SSC Tournaments.

SCORING

- Mercy is only in affect in round robin games, but not in the playoffs.
- Mercy is called and the score freezes if a team gains a 7-goal lead.

GENERAL PLAYING GUIDELINES

STARTING AND RESTARTING

- **Playing Area:**
 - Turf Soccer is played on a lined field.
 - The ball is out of bounds anytime that it crosses the side or end lines.
 - *Goal Crease:*
 - A player can pass, shoot or dribble the ball while in the crease.
 - Goals can be scored in the crease.
 - A player can remain stationary while in the crease, but cannot interfere with the goalkeeper.
 - Please note that there is *no* offside in SSC Turf Soccer Tournaments.
- **Start of Play:**
 - Captains will use any suitable means to determine who starts the first half with the ball, or pick a side.
 - The team that does not kick-off to start the game will kick-off to start the second half.
- **Kick Offs:**
 - Are used at the beginning of each half and to restart play following the scoring of a goal.
 - All opposing players must be a minimum of 10 feet from the ball until it has been put into play.
 - The ball does not need to travel forwards.
 - The ball may not be touched by the kicker again until another player has contacted the ball.
 - A goal cannot be scored directly from a kick off.
- **Throw-Ins:**
 - Throw-ins are used to re-start play after the ball goes out on the sideline.
 - Defenders must be at least 5 feet from the ball.
 - The offensive player must put the ball into play within 5 seconds of gaining possession of the ball.
 - The thrower must have both feet on the ground, and both hands behind the head when throwing-in.
 - The ball may not be touched again by the thrower until another player has contacted the ball.
 - A goal cannot be directly scored from a throw-in.
- **Corner Kicks:**
 - Are awarded to the offensive team when the ball crosses the end line (last touched by a defender).
 - Are awarded to the opposing team after a goalkeeper violation (excluding handballs).
 - Defenders must be at least 10 feet from the ball.
 - The offensive player must put the ball into play within 5 seconds of gaining possession of the ball.
 - The ball may not be touched by the kicker again until another player has contacted the ball.
 - A goal can be scored from a corner-kick.
- **Goal Kicks:**
 - Are awarded to the defending team when the ball crosses the end line (last touched by an attacking player).

- Any player on the team is permitted to take the goal-kick.
- Opposing players must stand a minimum of 10 yards back from the spot of the goal-kick.
- The ball is considered 'live' once the ball leaves the crease area.

GOALKEEPERS

- Can only use their hands to play the ball while inside of the crease area.
- Must put the ball into play within 5 seconds of gaining possession of the ball.
- May throw, kick or drop-kick the ball from their crease back into play.
 - If the goalie opts to throw the ball, and the ball crosses half before it is touched by any player, play will be blown dead and will result in a corner kick for the opposing team.
- Cannot pick up a pass (with their hands) from a player on their team.
 - This is considered a handball and the opposing team will be awarded an indirect free kick.
- May not travel over the half-line.
- Are permitted to score a goal.

FREE KICKS

- **Indirect Kicks:**
 - All free-kicks are to be indirect (except penalty-kicks).
 - All indirect free-kicks are to be taken from the point where the foul occurred.
 - Defenders must be a minimum of 10 feet from the ball.
 - If there is less than 10 feet between the ball and the goal, defenders can stand on the goal-line.
 - The ball must touch at least one other teammate before it can count as a goal.
- **Penalty Kicks:**
 - A penalty kick is awarded anytime a foul (major or minor) is committed within the goal crease.
 - A penalty kick is taken from the penalty-mark.
 - The kicker is only allowed to stand back a maximum of 5 feet from the ball before kicking.
 - All other players must stand at least 10 feet from the penalty mark.
 - The goalkeeper must remain stationary on the goal-line until contact has been made with the ball.
 - The ball is live off the penalty kick.
 - The kicker cannot touch the ball a second time until it has been touched by another player.

VIOLATIONS AND FOULS

- Violations and fouls are intentional or unintentional rule infractions. Players are expected to call violations and fouls committed by themselves or their team. The GC will also call, confirm, or deny a violation or foul against a player or team.
- If the GC confirms the call, the violating team will lose possession and the opposing team will be awarded an indirect free-kick.
- A penalty kick is awarded should there be a defensive violation or foul that occurs in the crease area.
- **Advantage Rule:**
 - The advantage rule allows play to continue when the team fouled against was not adversely affected or put at a disadvantage by the play.
 - The advantage rule is called by the team that is fouled; they will yell 'Play On'.

- **Handball:**
 - When a player deliberately handles the ball, or gains a favorable outcome as a result of the ball touching any part of the arm.
 - Includes the top of the shoulders to the fingertips.
- **Using the Body to Advance:**
 - Advancing in any direction, backside-first, in an attempt to shield defenders from the ball.
 - Players are allowed to shield the ball temporarily if moving, with the ball, in the direction that they are facing.
 - Stationary players are only allowed to shield the ball for up to 5 seconds.
 - The GC will call a violation if the offensive player fails to turn around within 5 seconds.
- **Shoulder to Shoulder:**
 - Players cannot challenge opponents with their shoulder.
- **Too Many Players on the Field:**
 - When a player enters the field to their advantage, before the replacement reaches the sideline.
- **Delay of Game:**
 - When a player or team intentionally shoots the ball out of bounds, or impedes the play from re-starting.
 - The GC can call a delay of game on any re-start in which the offensive team does not put the ball back into play within 5 seconds.

PENALTIES

- Penalties temporarily or permanently remove players from the game who are contributing to an intense, unsportsmanlike or dangerous environment. Players and teams are expected to call their own penalties, although the GC will also confirm and deny penalty calls. **GC's may use their discretion to call a major penalty or game misconduct at any time, if a serious or malicious infraction occurs.**
- An indirect free kick will be awarded to the opposing team from the spot of the penalty.
- A penalty kick is awarded should there be a defensive violation, foul or penalty that occurs in the crease area, including a handball.
- If a team calls a penalty against themselves and a goal is then scored on the play, the goal will stand, and the player will still serve the penalty.
- **Warning:**
 - Given for very minor offences or first-time occurrences (new players).
- **Minor Penalty:**
 - 1st offence, results in the player sitting off for two minutes.
 - The team is not short-handed.
- **Major Penalty:**
 - 2nd offence, Results in the player sitting off for five minutes.
 - The team is not short-handed.
- **Game Misconduct:**
 - Occurs if a player receives a 2nd Major Penalty or following malicious 1st time offences.
 - The team is not short-handed.
- **Reckless Play:**
 - Incidental body contact, tripping, holding, high-kicks.

- **Slide Tackling:**
 - No player (goalie included) can slide feet first at the ball or another player.
 - The first offense will result is a major penalty.
 - The second offense will result in a game misconduct.
- **Unsportsmanlike Conduct:**
 - The first offense will result is a major penalty.
 - The second offense will result in a game misconduct.
 - Examples of unsportsmanlike conduct:
 - Swearing, throwing equipment, petitioning calls, diving, etc.
- **Threatening Behaviour:**
 - The first offense will result in a game misconduct.
 - Examples of threatening behavior:
 - Verbal abuse, physical threats, fighting, instigating, retaliation, intent to injure.
- **Disrespecting the GC:**
 - Depending on the severity, the first offense can result in a minor or major penalty, or a game misconduct.
 - Examples of disrespecting a GC include:
 - Challenging calls, negatively discussing the GC while on the court or bench, swearing at the GC, questioning the integrity of the GC, ignoring GC feedback.
- **Penalties and Players on the Field:**
 - For both minor and major penalties, the offending player is required to sit off for the full duration of the penalty, regardless of whether a goal is scored or not.
 - The offending player will be replaced on the field by another player at the time of the penalty.
 - *Minor Penalties:*
 - If the team is playing with the minimum female roster requirement, a player of the opposite gender may serve the penalty to prevent a short-handed situation.
 - If the team is playing with the minimum roster requirement overall, they will be forced to play short-handed while the offending player serves the penalty.
 - *Major Penalties and Game Misconducts:*
 - The offending player (including goalkeepers) must serve the penalty, even if it will result in a short-handed situation.
 - No team will be forced to play two players short due to penalties.
 - Penalties that would result in a team playing two players down will be served one after the other.
 - The exception is if a team is already playing short-handed (minimum roster requirement) and receives a penalty.

6. REPORTING AND STANDINGS

After each game/match, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Match points are derived from 2 points for a win, 1 point for a tie and 0 points for a loss. Actual spirit points are then added to your match points for wins, ties and losses to result in your total points (Games Coordinators will award a 1, 0 or -1 to each team following the match).
2. Differential of points scored vs. points allowed.
3. Results in the match versus the team you are tied with (if applicable).
4. Rock, paper, scissors.

7. WEATHER

The SSC does not cancel any indoor games due to inclement weather. The only time that games would be cancelled is if the facility is closed. Teams would be contacted in that scenario.