

MIDDLETOWN RECREATION presents the



# **SOCER SHOWDOWN**

## **TOURNAMENT RULES**

The following list of rules are the rules in which our officials will be using. Please make sure all players understand the rules. If there are any questions regarding any of them contact the Recreation Department or a Recreation staff member at any time.

All teams are guaranteed two games in this double elimination, 4v4 tournament. Girls & Boys Recreation play 3pm-5:30pm and Girls & Boys Travel play 5:30pm-8:30pm on Saturday, June 3rd. Finalized division times will be determined week-of.

The following rules have been adapted from the latest official FIFA Futsal Laws of the Game, except where otherwise specified, for our facility and tournament.

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### **Section 1: Players, Field, & Equipment**

#### *Players*

1. Players can only play in one skill-level at one grade range for one team. Players cannot be on multiple teams, no exceptions.
2. Players should only compete in their appropriate skill level in order for everyone to enjoy the most of the tournament, i.e. players should not be playing up or down a skill level. The honor system will be used here. Weighted teams in inappropriate levels may be subject to disqualification.
3. Free-agent registration is only allowed for the recreation divisions. Free-agents will be assigned to a team the day-of and pinnies will be provided for those who need one.
4. Divisions are made up of gender, skill-level and grade outlined as follows:

Girls Recreation Youth (2<sup>nd</sup>-3<sup>rd</sup> Grade)  
Girls Recreation Junior (4<sup>th</sup>-5<sup>th</sup> Grade)  
Girls Recreation Middle (6<sup>th</sup>-8<sup>th</sup> Grade)

Girls Travel Youth (2<sup>nd</sup>-3<sup>rd</sup> Grade)  
Girls Travel Junior (4<sup>th</sup>-5<sup>th</sup> Grade)  
Girls Travel Middle (6<sup>th</sup>-8<sup>th</sup> Grade)

Boys Recreation Youth (2<sup>nd</sup>-3<sup>rd</sup> Grade)  
Boys Recreation Junior (4<sup>th</sup>-5<sup>th</sup> Grade)  
Boys Recreation Middle (6<sup>th</sup>-8<sup>th</sup> Grade)

Boys Travel Youth (2<sup>nd</sup>-3<sup>rd</sup> Grade)  
Boys Travel Junior (4<sup>th</sup>-5<sup>th</sup> Grade)  
Boys Travel Middle (6<sup>th</sup>-8<sup>th</sup> Grade)

5. Skill-levels are defined as follows:

- Recreation – Purpose is to provide an opportunity for the participants to have fun, learn the sport and develop life skills. Includes leagues like Lincroft Soccer, BYAA Soccer, St. Mary's Youth Soccer, etc.
- Travel – Devoted to player and team development in a more competitive environment. Travels to tournaments both local and afar. Includes leagues like Middletown Soccer Club, Monmouth United Soccer Club, etc.

#### *Teams*

6. Teams can be made up of 5 players maximum, 4 players minimum. Each team will have 4 players on the field at a time. A minimum of 4 players is required to start the match.
7. There are no goalkeepers in this tournament. Players may defend the goal, but all players on the field count as outfield players and thus cannot use their hands during the game.
8. Substitutions may enter the game only during the designated substitute horn, or in the case of injury. A substitute horn will be blown every 4 minutes, at this time the substitute must replace a player on the field. Substitutions may not help the game in any way when on the sidelines. Doing so may result in a penalty (turnover) or the player being ejected from the game.
9. Each team can have one coach/parent on their sideline to help with substitute rotations only.

#### *Field Dimensions and Markings*

10. The playing field will be cross-field games on regulation sized turf fields (based on age), a rectangular surface free from obstructions. See diagram attached.
11. The playing field will be marked with sidelines, goal lines, centerline, and a goal crease.
12. Pop-up goals will be placed center, on the goal line. Noted on diagram attached.

#### *Boundaries*

13. During play, all players must remain inside boundary lines. The opposing team to touch the ball before going out of bounds will have a kick-in where the ball exits play.
14. If the ball enters another field, only the staff member manning the field can retrieve it or assign someone to retrieve it.
15. Players cannot enter the goal crease, doing so will result in a penalty (turnover of possession or a goal). The only time a player can enter the goal crease is to retrieve the ball after a goal.

#### *Spectators*

16. Spectators cannot be on the same sideline as the team and must stay within the designated spectator zones.
17. Spectators are held to the same sportsmanship conduct as players and coaches. Violators will be asked to leave.

#### *Equipment*

18. The official ball used in tournament play will be: Size 4 for Youth & Junior and Size 5 for Middle divisions.
19. Each field will have two pop-up goals.
20. Participants must wear sneakers/cleats and shin-guards.
21. Team members must wear same color shirt. Pinnies will be provided to matches with teams that have similar colors.
22. No hats may be worn.
23. No player may wear any form of jewelry. In the event of a medical bracelet, bracelet may be worn under an athletic wristband or taped down with medical tape.
24. A first aid kit is available at Middletown Recreation headquarters (Homeplate).

## **Section 2: Game Play**

### *The Game*

- 25.** Please arrive 30 minutes early. Games are to start and finish as per the posted schedule.
- 26.** Each match will have 12 minutes running clock with a substitute horn every 4 minutes.
- 27.** Matches will begin with the flip of a coin. The team winning the coin flip will have a choice of sides to begin the match and will take the kick-off at centerline.
- 28.** The object of the game is to score more goals than your opponent.
  - A goal is confirmed when it completely crosses the goal line, between the goals posts.
  - A goal is not awarded if a player enters the crease at the time of scoring.
  - Goals cannot be scored from your own end of the field unless it makes contact with someone on the opposite team. You can score on your own net from anywhere.
  - Goals can be scored from corner kicks.
  - Goals cannot be scored from the kick-off or kick-ins. All penalties result in an indirect free kick, where a goal cannot be scored.
  - No defender can use their arms or hands to prevent a goal from being scored. If it is judged that a handball prevented a goal from being scored, the attacking team is awarded a goal and the scored upon team will kick-off to restart the game. Sliding or laying down to cover the goal is also not allowed and results in the same outcome.
- 29.** Should the ball stop in the goal crease without crossing the goal line, a corner kick will be awarded.
- 30.** After a team scores a goal, the kick-off is taken by their opponents at centerline.
- 31.** No time-outs are awarded.

### *Beginning the Game/Kick-off*

- 32.** A kickoff is used to start or restart play: At the start of a match; after a goal has been scored.
- 33.** The kickoff starts with all players on their own side of the field. The ball is stationary at the center point of the field and the opponents of the team taking the kickoff should be at least 5 paces away from the ball – until it is put into play.
- 34.** The ball is put into play when it is kicked forward or backwards. The initial kicker cannot touch it again until another player has contacted it. If the initial kicker touches the ball before it has been touched by another player, an indirect free kick will be awarded to the opposing team (indirect free kick means you cannot score from the kick unless it touches another player first).
- 35.** A goal cannot be scored directly from the kick-off.

### *Substitutions*

- 36.** A substitute horn will blow every 4 minutes. Only at this time can a substitute enter the field of play.
- 37.** The substitute player must be on the sideline before the new players enters the field. From that moment, the substitute becomes a player and the player that has been replaced becomes a substituted player. The substituted player may take further part in the match.
- 38.** The player substituting must cross the out of bounds line within 10 feet from where the player came off and the change cannot disrupt the flow of the game.

**39.** If the substitution disrupts the play, an indirect free kick will result for the opposing team. If a team has more than a maximum number of players on the field an indirect free kick is awarded to the opposing team on the location of the ball on the field.

#### *Offsides*

**40.** There are no offsides in this tournament.

#### *Penalties*

**41.** The staff member manning the field will call all major fouls. If there are any concerns over unsporting behavior, all attempts should first be made by the staff member. If there is a dispute and an agreement cannot be reached, don't waste time arguing the play – a kick-in from the sideline will be awarded to the team last having possession of the ball. The clock does not stop.

**42.** An indirect free kick at the location of the penalty is awarded to the opposing team if a player commits any of the following offenses:

- Plays in a dangerous manner (charging, checking or pushing)
- Impeded the progress of an opponent (trips, kicks, holds, etc.)
- Slide tackling
- High kicking (dangerous kick)
- Handball: a player carries, strikes or propels the ball with hand or arm; a handball infraction occurs when the ball hits a player's arm from the elbow down (as opposed to the shoulder).
- Unsporting behavior.

**43.** The ball must be stationary when the kick is taken and all opposing players must be at least 5 paces away from the kicker except when the ball is being kicked from a point closer than 5 paces from the goal. In this case, the defending player may stand on their goal line. The kicker must not touch the ball a second time until another player has touched it. A goal cannot be scored directly from an indirect free kick.

#### *Slide Tackles*

**44.** Slide tackling/blocking is not allowed under any circumstances even if contact is made with the ball first. Players should refrain from attempting to play the ball while lying on the ground as this can endanger themselves and others around them. A warning or disqualification may be given.

#### *Kick-Ins*

**45.** A kick-in is awarded when the whole ball passes over the sideline (out of play), either on the ground or in the air and is taken from the point where it crossed the sidelines, by the opponents of the player who last touched the ball, before it crossed the sideline.

**46.** The kicker must not touch the ball a second time before it has been touched by another player, or an indirect kick will be awarded to the opposing team.

**47.** A goal cannot be scored directly from a kick-in.

#### *Corner Kicks*

**48.** A corner kick is awarded if the ball crosses the goal line if the ball was last touched by the defense.

**49.** The corner kick is taken from the closest corner to where the ball went out of bounds.

50. The ball is in play the moment it has been kicked. If the person taking the corner kick touches the ball a second time before another player touches it, an indirect kick shall be awarded to the opposing team.
51. A goal can be scored directly from a corner kick.
52. There are no goal kicks. If an offensive player kicks the ball out of bounds behind the goal the opposing team (defense) has a kick-in from the nearest corner.

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### **Section 3: Officiating and Player Conduct**

#### *Officiating*

53. All games are loosely officiated (no referees) by the staff member manning the field, we rely on the spirit of sportsmanship and honesty to keep the matches fun and enjoyable for all!
54. Staff members manning each field are only responsible for judging goals, helping to keep the ball in play, and calling major fouls.

#### *Unsportsmanlike Conduct*

55. Unsportsmanlike conduct will not be acceptable and may result in the termination of play. Unsportsmanlike conduct may include but is not limited to:
  - Foul language
  - Unnecessary roughness
  - Arguing/protests with staff, participants, or fans
  - Abuse of the honor system
  - Jewelry being worn after start of game
  - Substitutions helping the team

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### **Section 4: Tournament Format and Tie Breakers**

#### *Tournament Play/Declaring a Winner*

56. The double-elimination tournament guarantees 2 games for each team.
57. Teams will be seeded based on a blind draw at the start of their divisions.
58. The team with the most legal goals will be declared the winner.
59. Should a team no-show or forfeit, the opposing team will be awarded the win.
60. All official scores are submitted by the staff member manning each field. Any discrepancies should be addressed with Middletown Recreation headquarters (Homeplate).

#### *Tie-Breakers*

61. If a game is tied at the end of regulation time, a shootout will take place. The ball will be placed at the center of the field and each team will have 3 different shooters. Each team will shoot for a goal and at the end of 3 shots, whoever has more goals wins the game. If the game is still tied, sudden death occurs with each team exchanging shots at goal until one team wins. A player cannot shoot twice for the first 3 shots. After that, anyone can shoot.

### **Code of Conduct**

- Understand, appreciate and abide by the rules of the game and the honor system.
- Respect the integrity and judgment of staff.
- Respect your opponents and congratulate them in a courteous manner following each match, whether in victory or defeat.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents. Refrain from using foul or abusive language.

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**Middletown Recreation**

732-615-2260

[recreation@middletownnj.org](mailto:recreation@middletownnj.org)

Office Location

345 Oak Hill Road  
Red Bank, NJ 07748

Mailing Address

1 Kings Highway  
Middletown, NJ 07748