TOURNAMENT INFORMATION

The 14th annual Indoor World Cup is a six-a-side indoor soccer game. This year the tournament will take place **November 30th-December 2nd at CRCE.**

**Tournament Set-up:** The tournament follows traditional World Cup style bracket, with a maximum of 16 teams placed into four groups of four. Each team will play each of the three other teams in their group, with the top two teams in each group advancing to the quarter finals. From the quarter finals the tournament will be single elimination. Each game will last 30 minutes with a two-minute half time.

**Team Eligibility:** Each team is required to have at least six eligible players, all of whom must be listed on the entry form at time of submission. Unlimited subbing is allowed, and teams may have a total of ten members. All names must be submitted by the Thursday before the tournament begins (November 29th). There will be no day-of registration. Eligible players constitute any current U of I student with a valid UIN, or any international (including spouses and scholars) with a valid U of I SEVIS record and number. Individuals on Optional Practical Training or Academic Training are not eligible to play. To represent a country, each team must have at least four players from that country or region as listed with ISSS. Regional teams are at the discretion of ISSS. No ‘world’ teams will be allowed. To increase the diversity of the tournament pool, only one team per country will be allowed to register initially. **After November 12th, we will open the competition one additional team from a country that is already represented.**

REGISTRATION INFORMATION

- Registration begins on Thursday, **November 1st**
- Registration closes on Wednesday, **November 20th** at 12:00pm
- Entry forms should be turned in to ISSS between 10am-12pm Monday-Friday. Sorry, entry forms cannot be accepted in the afternoon.
• To register, each team must bring an entry form with at least six eligible players and a $50 registration fee.
• Shortly after the registration deadline, the team captain will get an email with further information, including bracket and game times.

GAME DAY INFORMATION

Games will begin on Friday, November 30th at 5:00pm and continue through Sunday, December 2nd till 5:00pm. Players must present valid IDs prior to their opening match on each game day. Failure to do so may result in loss of that player for the game.

Official Campus Recreation rules are attached to this document. However, the following exceptions will apply:
• Players can be male or female. There is no restriction on how many of either gender is required.
• A match can end in a tie in the first round. In knock out stage, there will be no sudden death overtime; the match will go straight to penalty kicks.
• Players are eligible to play as described in the Team Eligibility section above.
• The clock will stop in the final minute of knock out games only.

In the first round, 3 pts are awarded for a win and 1 pt for a tie. In the event two or more teams tie on points, the tie-breakers are as follows:
• The goal difference between the teams.
• The result between the teams in question.
• The amount of goals scored.
• Disciplinary record (1pt for a yellow card, 3pts for a red).

The event organizers have the final word on any disputes. ISSS and Campus Rec. reserve the right to disqualify any team. Any questions should be directed to ISSS Assistant Director, Jessica Young, at 217-333-1303 or jyoung2@illinois.edu
I. Players/Equipment
   1. Men’s and Women’s: Each team shall consist of 6 players on a side, one being a designated goalkeeper. Four players are required to start a game. *Note if a player receives a red card during a game, a substitute may not enter the game in his or her place and his/her team must play one player short for the duration of the game.*
   
   2. All players must be current Campus Recreation members in good standing.
   
   3. Players may not wear jewelry unless it is a medical bracelet.
   
   4. Players may not wear shorts or pants with pockets or belt loops.
   
   5. All players must wear non-marking shoes. No boots, sandals, open toe shoes, or cleats will be allowed.
   
   6. Shin guards are highly recommended.

II. Substitutions
   1. Free unlimited substitutions during game play except for the goalkeeper
   
   2. Substitutions may be made on the “on the fly,” provided the player being substituted for is within 5 feet of the board doors before the next player comes onto the field. If a player leaves the bench early OR the player coming off the field participates in play a penalty will be assessed. Penalty: Yellow Card
   
   3. A player who receives a yellow card must be substituted.
   
   4. A player who receives a red card must leave the playing area and may not be replaced by a substitute. This means that this player’s team will have one less player on the court.
   
   5. During an injury, both teams may substitute only if the injured player is substituted. A player that is bleeding must be substituted from the game.
   
   6. Any player may change places with the goalkeeper, provided that the Official is informed before the change is made and the change is made during a stoppage in play. Penalty: Yellow Card

III. Duration of the Game
   1. The duration of the game shall be two (2) equal halves of fifteen (15) minutes each. Halftime shall not exceed three (3) minutes. This may be shortened if both teams agree and are ready to play. The clock will be a running clock and will only stop for injuries and the LAST MINUTE of each half on dead ball situations.
   
   2. Time shall be extended to permit the taking of a penalty kick awarded before the sounding of the final whistle to end each half.
   
   3. Each team will be granted one (1) time-out per game. Time-out may only be called during a stoppage of play.
   
   4. Overtime: If a game is tied at the end of regulation time the following will happen. Each team alternates taking five penalty shots. Players may not dribble the ball or play the rebound. If after five penalty shots the game is still tied, one penalty kick will be taken on an alternating basis until advantage is achieved. Each penalty shot in a shoot out must be taken by a different individual. If a team is short players they will be allowed to choose a player to take the fifth shot as long as that player is of the same gender they are short compared to the other team. The goalies must take shots during the overtime. A shooter has ten seconds in which to shoot the ball after it is put in play by the official. No faking will be allowed. Once the shooter starts a motion towards the ball a shot must be attempted.
IV. **Playing Rules**

1. There is no offside rule
2. The goalie may not hold the ball for more than six seconds (Foul: indirect free kick from mid-court line)
3. The goalie may put the ball in play by either throwing or kicking it. If the ball is thrown it must touch a player or the floor before it reaches mid-court line. (foul: Indirect free kick from mid-court line)
4. The goalie can use his/her hands only within the penalty area. (foul will result in a direct kick)
5. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands. (foul: Indirect free kick awarded to the opponents at the spot of the violation, unless in the goal area).
6. Absolutely no slide tackling allowed (Foul: Red card ejection)
7. Walls-If play becomes potentially dangerous along the dasher boards, the official will stop play, move the ball away from the wall and restart the game with a drop ball.

   **Legal:**
   i. Players may only use their hands on the wall to slow down their momentum

   **Illegal:**
   i. A player may not use two hands on the walls to gain advantage (aside from standing up).
   ii. A player may not use two hands on the walls to shield an opposing defender, (obstruction indirect kick) will be called.
   iii. If player has two hands on the wall because he/she is forced to by the defender, charging will be called.
   iv. A dangerous charge along the wall (boarding) will result in an automatic (yellow card).
   v. A violent charge along the wall will result in an ejection (red card).

V. **Start and Restart of Play**

1. Before play begins, a coin is tossed and the team that wins the toss will have the choice of kicking off or deciding which goal to defend. The second half play will begin with a kickoff by the team that did not kickoff to start the game.
2. After the Referee has given a signal, the game shall be started. The ball is in play when it is kicked and moves forward. If the ball is not properly touched, the ball will again be placed on the kickoff mark the kickoff retaken.
3. The kicker may not touch the ball again until it has been touched by another player. Penalty: Indirect free kick
4. A dropped ball is a way of restarting the match after a temporary stoppage. Play may also be restarted with an indirect free kick if in the opinion of the Officials one team had clear possession of the ball when the stoppage occurred.

VI. **Ball In And Out Of Play**

1. The ball is out of play when:
   a. It has completely crossed the goal line whether on the ground or in the air
   b. The ball goes over the dasher board
   c. The official sounds his/her whistle
   d. When the ball hits the ceiling, lights, air ducts, etc (an indirect free kick will occur from where the ball hit the ceiling)
2. The ball is in play at all other times, including when:
   a. It rebounds from a goalpost, or crossbar and remains in the field of play
   b. It rebounds off of the official when he/she is on the field of play
3. There will be no whistle to restart play except:
   a. When a team asks the official for 5 yards
   b. When the ball goes over the dasher board
   c. When play has been stopped to caution or eject a player
   d. For a penalty kick
   e. When a goal is scored

VII. Method of Scoring
1. A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal. If the Official’s whistle sounds before the ball passes fully into the goal, the goal shall not be allowed.
   a. A goal may be scored directly from a goal kick.
   b. A goal may be scored directly from a corner kick.
   c. A goal may be scored if a goalkeeper punts, or dropkicks a ball into other team’s goal
   d. A goal may be scored if a goalkeeper throws, kicks, or drops a ball into his own goal

2. A goal CANNOT be scored directly from a kick-in. It must touch a member of either team before crossing the goal line to be counted as a goal.

3. Mercy Rule – If a team is up by 7 or more points at anytime in the second half. If a team is ahead by 3 or more goals with 2 minutes remaining in the second half, the game shall be over. If a team takes the lead by 3 goals during the final two minutes of the game, the game shall be over.

VIII. Foul and Misconduct - Free Kicks
1. Free kicks shall be classified under two types:
   a. DIRECT -- from which a goal can be scored directly against the offending side. All direct kicks awarded in the penalty area shall merit a penalty kick.
   b. INDIRECT -- from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before passing into the goal.

2. Offenses for which a DIRECT kick shall be given are (yellow/red cards may also be given depending on the severity and intent of the offense):
   a. Kicking or attempting to kick an opponent
   b. Tripping or attempting to trip an opponent
   c. Jumping at an opponent
   d. Charging an opponent (A fair charge is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to his/her own body, at least one foot on the ground, and the ball within playing distance)
   e. Striking or attempting to strike an opponent
   f. Pushing an opponent
   g. Holding an opponent
   h. Spitting at an opponent (automatic red card and ejection)
   i. Slide tackling an opponent (automatic red card and ejection)
   j. Intentionally handling, carrying, striking, or propelling the ball with a hand or arm
   k. Using foul or abusive language directed towards a player or official (yellow/red card depending on who it is directed at)
l. Handling by the goalkeeper outside the penalty area m. Kicking the ball so that it hits the ceiling will result in a direct kick for the opposing team from the location WHERE THE BALL WAS ORIGINALLY KICKED.

3. Offenses for which an INDIRECT free kick shall be given are:
   a. Playing the ball a second time before it has been touched by another player at the kickoff, a throw-in/kick-in, a drop kick, a free kick, a corner kick, or a goal kick
   b. Obstructing the progress of an opponent Playing in a dangerous manner (i.e. high kick, playing on the ground)
   d. If the goalkeeper takes more than 6 seconds while controlling the ball with their hands before releasing it into play
   e. If the goalkeeper touches the ball with their hands after it has been deliberately kicked to him/her by a teammate.
   f. If the goalkeeper touches the ball with their hands after receiving it directly from a throw-in/kick-in taken by a teammate.
   g. A player prevents the goalkeeper from releasing the ball from his hands. A player commits any offense for which play is stopped to caution or dismiss a player
   i. Any time the ball was played out of bounds includes: if the ball hits the ceiling or goes over the dasher board. Corner kicks are direct free kicks

4. When a DIRECT or INDIRECT free kick is being taken, all opposing players shall be at least 5 yards from the ball until it is kicked unless they are standing on their own goal line.

5. If an INDIRECT free kick is kicked directly into a team's own goal, a corner kick is awarded to the opposing team.

6. Treat all free kicks to be taken in the goal area by the defense as a goal kick.

7. An INDIRECT kick to be taken in the goal area by the offense shall be taken from the top of the goal area line.

IX. Foul and Misconduct - Disciplinary Sanctions

1. Yellow card offenses:
   a. Unsporting behavior
   b. Dissent by word or action
   c. Persistent infringement of the rules of the game
   d. Delaying the restart of play
   e. Failing to respect the required distance when play is restarted with a corner or free kick
   f. Entering the field of play without the Official's permission
   g. Deliberately leaving the field of play without the Official's permission

2. Red card offenses: (Which are also automatic ejections)
   a. Serious foul play
   b. Violent conduct
   c. Spitting on opponent or any other person
   d. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
   e. Denies an obvious goal-scoring opportunity to an opponent moving towards the goal by an offense Punishable by a free kick or penalty kick
   f. Using offensive, insulting, or abusive language and/or gestures
   g. Receiving a second yellow card caution in the same match
3. Yellow/Red cards can be given at the official’s discretion when warranted.

X. **Penalty Kick**

1. Awarded for any infringement of the rules, within the penalty area, that would require a direct free kick (including kicking the ball so that it touches the ceiling).

2. A penalty kick shall be taken from the penalty mark. While the kick is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper, shall be within the field of play but outside the penalty area and at least 5 yards from the penalty mark.

3. Feinting (stopping and starting of momentum in one direction) on a penalty kick is allowed, however, the following actions by the kicker will result in a violation:
   a. Unnecessarily delaying after being signaled by the referee to proceed
   b. Running past the ball and then backing up to take the kick
   c. Excessively changing direction during the run to the ball
   d. Making any motion with a hand or arm which is clearly intended to misdirect the attention of the goalkeeper

4. Should the kicker score on a penalty kick in which he or she committed a violation, the kick is to be retried and the player warned of his or her violation. If the kicker does not score, the kick is not retried, but the player still needs to be warned for his or her violation.

5. The opposing goalkeeper may ONLY move laterally on his/her own goal line between the goalposts, until the ball is kicked.

6. The player taking the kick must kick the ball forward.

7. Should the ball hit the goalposts or crossbar and rebound into play, the player who kicked the ball must not play it again until it has been touched by another player. Penalty: Indirect free kick

8. The ball shall be deemed in play directly after it is kicked.

XI. **The Kick-In/Throw-In**

1. When the ball passes COMPLETELY over a dasher board, it shall be kicked in from the point where went over by a player of the team opposite to that of the player who last touched.

2. A player shall:
   a. Place the ball on the ground and proceed to take the kick following the rules of an indirect free kick. The ball shall be in play immediately after it has been kicked and may be played by any player except the one who executes the kick-in. Five yards shall be given, the same as all free kick situations.

3. If the ball is improperly kicked into play, the restart shall be taken by a player of the opposing team.

4. If an opponent interferes with or in any way impedes the actions of the thrower/kicker while the kick-in is being taken, the official will administer a yellow card for unsportsmanlike conduct.

5. Goalkeepers cannot handle a ball that is kicked-in directly to them by their own team.

6. A goal CANNOT be scored directly from a kick-in. It must touch a member of either team before crossing the goal line to be counted as a goal.

XII. **Drop Ball**

1. Drop ball occurs:
   a. When the ball is caused to go out-of-bounds by two opponents simultaneously.
   b. Following a suspension of play for an injury or other situation in which no team has clear possession of the ball.
   c. A foul by both teams occurring simultaneously.
2. The spot of the drop ball is where the ball becomes dead unless this is in the goal area, in which case the spot is the nearest point on the goal line in the field of play.

XIII. **Goal Kick**
1. A goal kick shall be awarded to the defending team when the ball crosses the goal line, having last been touched by the attacking team.
2. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
3. A player of the defending team shall kick the ball from the ground at any point within the goal area. A goal kick must clear the penalty area and enter the field of play or the goal kick will be retaken.
4. After the goal kick leaves the penalty area, any player except the one who executed the goal kick may play the ball.
5. Goal kicks are direct free kicks.

XIV. **Corner Kick** Corner kicks are direct free kicks.

1. When the ball is last touched by the defending team and goes over the goal line, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner flag.
2. Players of the team opposing that of the player taking the corner kick shall not approach within 5 yards of the ball until it is in play.
3. After the corner kick is first touched, any player except the one who executes the corner kick may play the ball.