

State Games of America

Indoor Mixed Coed Soccer

Rules

LAWS OF PLAY

The LAWS OF THE GAME as published by FIFA will govern play, except where amended by the information below. Failure to abide by tournament rules may result in forfeiture of a game and/or expulsion from the tournament. **NOTE:** The offside sanction will not be applied in the U10 and younger, Mixed Coed and Men's Open Divisions.

- 1) All coed games will be 7v7. 6 field players and one designated goalkeeper. At all times, coed teams must have an equal or greater amount of female outfield players than male outfield players. The goalkeeper may be any gender.
- 2) Games shall consist of (2) two 25-minute halves with a (3) three minute halftime.
- 3) The minimum number of players necessary to start a game shall be 5 players. Any team failing to field the minimum number of players within (10) ten minutes of the scheduled start time shall forfeit that game.
Game clock starts at the scheduled time, period! Coed teams must have an equal number of each gender or more females to be considered ready to play.
- 4) Games will be played on fields measuring 30 yards wide by 50 yards long, approximately. The goals shall be 6 feet high by 12 feet wide.
- 5) There is **no offside sanction** in the Mixed Coed Division.
- 6) Throw-ins will be converted to kick-ins. Corner kick rules are the same as always except that an opponent must be at least (6) six yards away. Goal kicks are to be taken anywhere within the penalty area.
- 7) All free kicks are direct. A goal may be scored directly from a kickoff. ***Goals may be scored off of corner or penalty kicks.***
- 8) With the consent of the referee, substitutions may occur at any stoppage of play.
- 9) Slide tackling shall **not** be permitted!!!!!!!!!!!!
- 10) Abuse of any referee will not be tolerated. Red-carded players shall serve a minimum of a (1) one game suspension. A second red card issued to the same player at any time during the tournament shall result in a suspension for the remainder of the tournament.
- 11) No protests allowed.

SCORING SYSTEM

POINT SCORING:

WIN	= 3 points
TIE	= 1 points
LOSS	= 0 points

RESULTS UPDATES:

- Results will be updated online throughout the tournament. Please check these if your team has a chance to advance to medal games.

FORFEIT:

- If a team forfeits, the forfeiting team will not be allowed to advance to the Championship round.
- The team that wins the game due to the forfeit will receive points equivalent to a win with a score of 7-0 (3 points).
- If a team does not report for play within ten (10) minutes after the scheduled start of the game, that team shall forfeit the game.

GAME COMPLETION:

- Games will be considered complete if one half of the game has elapsed and the referee or the Tournament Director terminates the game. (See Rules under Tournament Directors or Playing Conditions)

POINTS:

- Points will be counted for all pool games played. Points will be used for seeding purposes in medal rounds.

OVERTIMES:

- Overtimes will only be played if it is necessary to determine a winner in a Semifinal or Championship game.
- In the case of overtime, teams will play two 5-minute time periods. If still tied, FIFA penalty kick rules will apply. Only the players who are on the field when the overtimes end are allowed to participate in the shoot-out. Both teams take five shots from five different players. If still a tie, sudden death will result. Must continue using different players on the field -- no bench players may be used.

TIES:

In the event of a tie in points prior to the Semifinal or Championship game, the following criteria will be used to determine the winner:

1. Winner of head-to-head competition (not used if more than 2 teams are involved)
2. Goal Differential -- goals scored by a team per game MINUS goals allowed by a team per game
3. Fewest goals allowed
4. Kicks from the penalty mark.