



The Eastern Pennsylvania Youth Soccer Indoor Cup is a fun and competitive one-day competition usually running several hours in entirety. All competitions are completed on the same day.

1. General

- 1.1. Any team withdrawing from the Indoor Cup Competition after registration has closed will NOT receive a refund of the application fee. Any team withdrawing before the registration has closed, will receive a refund of the application fee.
- 1.2. There will be no protests. All decision made by referees and EPYSA Competitions Staff will be Final.
- 1.3. There will be no seeding of teams in the Indoor Cup Competition. Brackets/Divisions will be determined by a Blind Draw.
- 1.4. The Cup Committee/Eastern Pennsylvania Youth Soccer Association Director of Competition and Competition Staff reserves the right to make rule or schedule change to ensure the competition and rules are fair should unforeseen situation arise. Any changes will be communicated to the teams through their respective coaching staff or team manager.
- 1.5. Eastern Pennsylvania Youth Soccer may choose to provide medical trainers at their Indoor Cups. It should be noted, however, that participation in the Indoor Cups is at your own risk. In case of emergency, Eastern Pennsylvania Youth Soccer staff may assist in the contact of outside emergency medical personnel should a player, parent or fan need medical assistance.
- 1.6. All teams will be required to Check-in with their approved roster and player passes 45 minutes before the start of their first match. The roster and players submitted at the time of check-in will govern for the entire event.
- 1.7. No alcoholic beverages or smoking is permitted at any venue.

2. Event Officials

- 2.1. The Director of Competitions and/or Competitions Staff will be present to supervise all aspects of the competition. The staff will be available to resolve issues pertaining to the execution of the Indoor Cup.
- 2.2. Please note that these playing rules supersede all house rules. If a rule described in this document presents a safety hazard (or other issue) at a venue; the Director of Competitions and Competitions Staff, may amend that rule as needed on a situational basis to ensure a safe and fair competition environment.

3. Team/Player Eligibility

- 3.1. Only Eastern Pennsylvania Youth Soccer affiliated teams will be accepted into the Eastern Pennsylvania Indoor Cup competition.
 - 3.1.1. The roster for teams participating in the Indoor Cup competition may include club pass/ secondary players.
- 3.2. All roster changes are to be completed by the Wednesday preceding the age group competition.
- 3.3. Teams may split their rosters and enter two teams. **Players may play for only one team – no exceptions.**
 - 3.3.1. Teams that split their roster into two unique teams may place their teams in either flight of their **league-registered** age group. Teams cannot divide players by birth date to participate in an age group younger than

the age group of the current EPYSA League Registration. **Players may only play for one team during the competition.** This includes teams that have “split” their EPYSA team roster to form two Indoor Cup teams.

3.4. Game Day Check-In Process

3.4.1. Prior to the start of an age group competition, a member of the Eastern Pennsylvania Youth Soccer staff will check in all teams. **Teams are to provide TWO (2) copies of their approved roster with uniform numbers and have both their Player and Coaches Passes. All players that are not participating in the competition should be crossed off the roster to indicate they are not eligible to participate. Players are NOT required to be present while EPYSA staff and Team Official are verifying roster and player card eligibility.**

4. Number of Players and Substitution Rules

4.1. Roster maximum will be twelve (12) per team.

4.2. U9 & U10 Age Groups

4.2.1. Competitions will consist of six (6) field players plus a goalkeeper (7v7).

4.2.2. Substitutions will be made “on the fly” and may occur on an unlimited basis provided the player leaving the field arrives at the bench area when the new player enters the field.

4.2.3. If there is a goalkeeper substitution, the referee should be notified of the change. The entering goalkeeper must be uniformed to avoid color conflict with all field players and opposing team’s goalkeeper.

4.3. U11 & Above Age Groups

4.3.1. Competitions will consist of five (5) field players plus a goalkeeper (6v6).

4.3.2. Substitutions will be made “on the fly” and may occur on an unlimited basis provided the player leaving the field arrives at the bench area when the new player enters the field.

4.3.3. If there is a goalkeeper substitution, the referee should be notified of the change. The entering goalkeeper must be uniformed to avoid color conflict with all field players and opposing team’s goalkeeper.

5. Player Equipment

5.1. Shin guards are required for all players to participate.

5.2. Each team is required to be uniformly dressed in numbered jersey; players deemed to be out of uniform by Competitions Staff may not be permitted to participate.

5.3. Goalkeepers must wear colors which do not conflict with all field players and the opposing goalkeeper.

5.4. All players must follow the facility specific rules as to appropriate footwear (turf shoes, cleats, indoor shoes, or sneakers are permitted UNLESS specifically forbidden by the facility).

6. Start of Play and Duration of Games

6.1. Each game is 25 minutes in length.

6.2. Teams should be prepared to play ten (10) minutes prior to the scheduled start time of their games. Indoor Cup games will start as soon as the previous game is finished. **THIS MEANS THAT YOUR GAME COULD START BEFORE IT IS SCHEDULED TO START.**

6.2.1. Start time will not begin more than 10 minutes before the schedules start time unless the competing teams agree to an earlier start.

6.3. Games will begin with a kick-off by the **Home Team.**

6.4. After a goal is scored, start of play will begin with a kick-off at midfield.

6.4.1. The ball may travel directly backwards into the defensive half.

6.4.2. A kick-off is a direct free kick and can be scored directly from the kick.

7. Overtime Period

7.1. Overtime will not be played.

7.2. Championship games will be decided by penalty kicks.

7.2.1. Penalty Kick Procedure

7.2.1.1. Coin flip. Winner of the coin flip will choose to shoot or defer.

- 7.2.1.2. Each team will select 5 players to shoot. These players must be rostered and game-eligible on the official Indoor Cup roster. The order of player shooting must be identified to the referee.
- 7.2.1.3. The first 3 players will participate in 3 rounds of Penalty Kicks. If after the first three rounds of kicks a winner can be determined than the team with the most penalty kicks made will be determined the winner.
- 7.2.1.4. If after the first three rounds a winner cannot be determined. The next shooters will enter a Sudden Death Penalty Kick Shootout. After each individual round, if a winner can be determined the match will be final.

8. Forfeited Games

- 8.1. A forfeit win will be reported as a 3-0 win. Teams receiving a forfeited win are credited for 3 goals for and 0 goals against. The team that forfeits will received a 0-3 loss, with 0 goals for and 3 goals against.
 - 8.1.1.A forfeit will be declared if five (5) players (six (6) for U9 & U10 Age Groups) from a team are not ready to play within a two (2) minutes grace period from the start of the match. The start of the match is considered the to be directly after the previous match as the “scheduled” game time is approximate.
 - 8.1.2.A forfeit can be declared if players, coaches, spectators enter the field of play to join in an altercation. If both teams have players involved in an altercation or are considered to be involved by the referee, then a double forfeit can be declared. A double forfeit result in both neither receiving ZERO points for the game. It is NOT recorded as a tie.
 - 8.1.3.If a team has two (2) players red card during the same game, the offending team will forfeit the match, regardless of the score.

9. Boundaries of Play

- 9.1. The ball is out of play when it strikes the ceiling, lights, protective nets, or any fixture not a part of the field of play.
 - 9.1.1.Play will resume with an indirect kick from the spot on the sideline nearest to where the ball struck the out of bounds fixture.
 - 9.1.2.Play will resume with a kick-in from the spot on the sideline nearest to where the ball left the field. If the kick-in is kicked directly out of bounds without touching another player, the opposing team will be awarded a kick-in at the point nearest to where the ball went out of bounds.
 - 9.1.2.1. **U14 and below: ball can go above waist.**
 - 9.1.2.2. **U15 and above: ball cannot go above waist.**
 - 9.1.3. Balls played over the end line by the attacking team will be played as a “goal kick” by the defending team from inside the penalty area defined by each venue.
 - 9.1.4.Balls played over the end line by the defense will be played as a corner kick from the corner area defined by each venue.

10. Offsides Rules

- 10.1. The offside rules will not be enforced in the EPYSA Indoor Cup.

11. Fouls and Misconduct

- 11.1. EPYSA Indoor Cup will enforce the heading restrictions put in place by US Soccer. Age groups U11, U10, and U9 will NOT be allowed to head the ball.
- 11.2. Sliding is illegal and will result in an indirect freekick for the opposing team.
 - 11.2.1.1. A goalkeeper may slide while attempting to make a save within their penalty area. If the goal keeper is determined to be slide tackling, an indirect freekick will be awarded at the spot of the foul.
- 11.3. All opponents must be at least five (5) yards from the ball on all kicks (direct, indirect, kick-ins, etc.)
- 11.4. Indirect fouls committed in the box shall result in a free kick placed on the penalty area line nearest to where the foul occurred. Direct free kick fouls occurring inside the penalty area will result in a penalty kick. The

penalty kick will take place from the facility's designated mark; if the facility does not have a designated mark, the kick will be taking eight (8) yards from the goal line as determined by the referee.

- 11.5. Players must yield 5 yards or more for all freekicks. A player failing to allow 5 or more yards, or intentionally delaying a restart may receive a caution (yellow card). The team awarded the freekick does NOT have to ask for the mandatory five (5) yard space.
- 11.6. Cards and Cautions
 - 11.6.1. Players and Coaches can be cautioned and/or sent off by the referee. A player receiving a yellow card is NOT required to leave the field.
 - 11.6.2. A player or coach receiving a straight red card or a red card due to the referee issuing a second yellow card, shall be removed from play. They are not allowed to return to play in the current match.
 - 11.6.3. When a player or coach receives a red card, they are suspended from play from the current game, and will serve a 1 game suspension in addition to the match they received the red card. If the red card was issues for violent conduct, the Director of Competitions and Competitions Staff can suspend the player or coach for the remainder of the Indoor Cup.
 - 11.6.4. If a player or coach receives two (2) red cards during the Indoor Cup, they will be suspended for the remainder of the Indoor Cup and the Cup Committed will determine if there are future penalties for that individual.

12. Goalkeeper Restrictions

- 12.1. **No punting of the ball.**
- 12.2. Goalkeepers have approximately six (6) seconds to distribute the ball.
- 12.3. Goalkeepers hand distribution may not travel over the midfield line without touching the ground or a player.
- 12.4. If the goalkeeper releases the ball from their hands, onto the floor, they may kick the ball past the midfield line in the air.
- 12.5. If the goalkeeper punts or dropkicks the ball, or throws the ball across the midfield line without bouncing in their half or touching another player, the referee will award an indirect free kick against the goalkeeper's team.
- 12.6. Goal kicks:
 - 12.6.1.1. **U14 and below: ball can go over midfield but not directly into opposition's penalty area.**
 - 12.6.1.2. **U15 and above: ball cannot go over midfield line without touching the ground or a player.**

13. Referees

- 13.1. All games will use a single referee system.
- 13.2. Referees are responsible for all elements of the game per FIFA Laws including scoring and management of the time, etc.
- 13.3. In certain instances (pending facility availability), a "box" official will operate the scoreboard under the supervision of the referee. The official time/score is kept by the referee.

14. Standings and Determination of Division Winners

- 14.1. At the end of group play, the division winner shall be the team with the most points in their group. Teams will be awarded points on the following basis:
 - 14.1.1. Three (3) points for each win
 - 14.1.2. One (1) point for each tie
 - 14.1.3. Zero (0) points for each loss
- 14.2. If two (2) or more teams are tied in total game points at the end of group play, the division winners will be determined by the following criteria in the order listed. In the event that more than two teams are tied, head to head will not be used.
 - 14.2.1. Head to Head

- 14.2.2. Goal Differential – maximum of 9 per game
- 14.2.3. Goals For – maximum of 9 per game
- 14.2.4. Goals Against – maximum of 9 per game
- 14.2.5. Most Shutouts
- 14.2.6. Penalty Kicks

15. Player, Coach, Spectator Conduct

- 15.1. Players, coaches, and spectators are expected to conduct themselves with the letter and the spirit of “The Laws of the Game.” Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. The Director of Competitions and Competitions Staff has the authority to remove any person(s) from the Indoor Cup for abuses in conduct. Repeated violations may result in the suspension of the team or person from the Indoor Cup and/or future EPYSA Cups.
- 15.2. Harassment of any Indoor Cup Official (including referees) from coaches, players, or spectators will not be tolerated and will result in the immediate and permanent removal from the facility and the Indoor Cup.