Rules for UMD Spring Turf Classic 2011 - (22nd Annual)

(revised 2/17/11, rule and editorial changes are underlined and highlighted)

SITE – Sports and Health Center – 1216 Ordean Court.

Special Notes:
- If possible, bring two different colored jerseys.
- The University of Minnesota-Duluth will not be responsible for the loss or theft of any personal items.
- Fans, and players not participating in the match underway, are not allowed at field level.

LAW I
NUMBER OF PLAYERS AND PLAYER SUBSTITUTIONS

1.1 Maximum number of players will be six, one of which is the goalkeeper.
1.2 Minimum number of players needed to play the game will be four.
1.3 Substitutions - Unlimited. Allowed on the fly provided the player(s) substituted for is within the touchline at his or her own bench area, or off the field of play, before the substitution is made. Penalty: Caution.
1.4 Stopped play substitution - Play will be held up to allow completion of substitutions, at the request of either team or at the discretion of the referee, on the following stoppages of play:
   a. After a goal is scored
   b. After a time penalty has been assessed
   c. On an injury time out
   d. When the ball is out of play
1.5 Substitution of the goalkeeper - a change may be made at any time with any teammate as long as:
   a. A referee is informed and grants permission.
   b. Change is made during a stoppage of play (see 1.4)
1.6 Forfeit - A forfeit shall be awarded against a team if:
   a. They do not have the proper amount of players by five minutes after the scheduled start time of the game.
   b. If the home team does not have the pinnies by five minutes after the scheduled start time.

LAW II
PLAYERS EQUIPMENT

2.1. Shoes - must be flat soled (no molded spikes) and must be non-marking.
2.2. Pinnies - Home team is responsible for pinnies. Home team is the first team listed on the schedule.
2.3. Protective casts must be properly padded.
2.4. All jewelry or any other object that is deemed by the referee to be potentially dangerous shall be removed before a player can participate. Exception: Medical alert necklaces or bracelets may be worn but must be taped down with medical alert information showing.
2.5. Shin guards must be worn and must be covered by socks.
2.6. Except for the uniform of the goalkeeper, jerseys of teammates shall be of similar color, design and pattern and shall be numbered on the back with a different number.

Penalty: A player(s) sent off for an equipment violation who re-enters the game without the referee’s permission is cautioned and shown the yellow card.
LAW III
DURATION OF THE GAME

3.1 Duration of the game – All games shall be two (2), twenty two (22) minute halves.
3.2 The official time will be kept on the scoreboard. In the event of a scoreboard malfunction, the official time will be kept by the referee. Time will be continuous except for:
   a. An injury
   b. When time out is called by either team or the referee.
3.3 Time outs - Each team will have one, one-minute time out per game.
3.4 Penalty kick - Time shall be extended for allowance of a penalty kick at the end of each half or at the end of overtime periods.
3.5 Half time - Half time shall be five (5) minutes.
3.6 Overtime: Games tied after regulation time:
   a. Games in pool play: There will be NO overtime.
   b. Semi-final and championship matches:
      c. A coin is tossed and the team which wins the toss decides which goal it will attack. The remaining team kicks off.
      d. There will be a 5-minute sudden death OT. If still tied, teams will switch ends and there will be a second 5-minute sudden death OT. If the second OT goes scoreless, then it will proceed to kicks from the mark. All team members, other than those that have been ejected, are eligible to participate in kicks from the mark. You do NOT have to been on the field at the end of OT to participate. A player cannot re-kick until all of his/her teammates have taken a kick. Teams do NOT have to reduce to an equal.

LAW IV
START OF PLAY

4.1 Beginning of the game -
   a. Choice of ends is decided by home team. Teams switch sides at half time.
   b. Visiting team starts with the ball in the first half, the home team starts with the ball in the second half.
   c. Ball is put into play with a kick in any direction. The player kicking off cannot play the ball again until played by another player on either team.
4.2 A goal may be scored direct from the kick off.

LAW V
BALL OUT OF PLAY

5.1 Ball out of play:
   a. When the ball wholly crosses the perimeter wall or strikes the vertical wall or netting above the side boards, the ball will be put back into play with an IFK played from the yellow dashed line near the boards at the point nearest the balls exit. If the ball crosses the end boards or strikes the vertical wall or netting above the end boards, a corner kick (CK) or a goal kick (GK) will be awarded. CK’s and GK’s are DFK’s. CK’s will be taken from the last dash on the yellow dashed line.
   b. When the ball hits the ceiling or any part of the ceiling superstructure above the field of play, an IFK will be awarded to the opposing team on the middle of the nearest blue or red line.

LAW VI
SCORING

6.1 Scoring - A goal is scored when the whole of the ball has passed over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.
**LAW VII**

**THREE LINE VIOLATION (OFFSIDE)**

7.1 Three line violation (offside) - a player is guilty of a three-line violation when they pass the ball across three lines (two blue and the red) in the air, toward the opponent’s goal line without touching or having been played by another player, or without being played against the boards. Penalty: In the case of a violation, an IFK shall be awarded from the middle of the offending teams blue line.

Any team playing with two players less than the opposing team shall not be penalized for this offense. Exception: the goalkeeper may not kick or throw the ball across three lines at any time.

**LAW VIII**

**FOULS AND MISCONDUCT**

**GENERAL INFO:**

All fouls and misconduct that fall under Law 12 of the FIFA rules apply.

8.1 Direct offenses - a player who intentionally commits any of the following penal offenses...
   a) Kicking or attempting to kick an opponent.
   b) Tripping or attempting to trip an opponent.
   c) Jumping at an opponent.
   d) Charges an opponent.
   e) Strikes or attempts to strike an opponent.
   f) Holds an opponent.
   g) Pushes an opponent.
   h) Spits at an opponent.
   i) Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
   j) Boarding – charges, or pushes an opponent into the boards.
   k) Hand ball.

...shall be penalized by the award of a direct free kick (DFK) from the place where the offense occurred. In addition a yellow card and a 2-minute penalty may be assessed.

8.2 Indirect offenses - A player committing any of the following offenses...
   a) Obstruction - when not playing the ball, intentionally obstructing an opponent.
   b) Preventing the goalkeeper from releasing the ball from his hands.
   c) Dangerous play.
   d) Places two hands on the boards in order to gain advantage over another player.

...shall be penalized by the award of an indirect free kick (IFK) from the place where the infringement occurred.

8.3 Foul Count:
   a) A two minute penalty will be assessed on a team’s 5th foul. A player of the captains choosing will serve the penalty.
   b) Handballs, ceiling balls and three line violation (offside) are NOT included in the foul count.
   c) The foul count, and any remaining penalty time, does carry over to subsequent periods (second half and if needed, overtime periods).
   d) Any cautioned player(s) will serve a 2 minute minor penalty. The foul, or misconduct, that led to the caution/ejection does NOT add to the foul count. (Example: Team A has four on the foul count; player A1
commits hard tackle which results in A1 receiving a caution; A1 goes to scorekeeper area for two minutes and Team A plays short one player; Team A foul count remains at 4.)

**LAW IX**

**GOALKEEPER RESTRICTIONS**

9.1 A two-minute time penalty assessed against the goalkeeper may be served by another player on the team.
9.2 Six second rule – Once the goalkeeper has attained full possession of the ball he must release the ball from his hands within six (6) seconds.
9.3 Pass Back Rule - the goalkeeper may not handle the ball after it has been deliberately kicked to him by a teammate. Penalty: an IFK will be awarded at the point of infraction.
9.4 Goalkeepers may not pun or drop kick the ball.
9.5 Goalkeeper may not kick or throw the ball across three lines at any time.

Penalty: an IFK shall be awarded to the opponents from the point of the infraction.

**LAW X**

**DELAY OF GAME PENALTY**

10.1 If any player intentionally plays the ball outside the perimeter wall, and in the referees opinion they did so to delay the game, play shall be stopped, an indirect free kick awarded to the opposing team and a two-minute penalty shall be assessed to the offender. Goalkeepers will not be considered to be in violation of this provision when they deflect the ball over a perimeter wall for a corner kick or IFK, provided the play is made from within the goal area.

**LAW XI**

**PUNISHMENT**

11.1 Any player receiving 2 yellow cards in one game shall be ejected from the remainder of that game and will not be eligible to play in their next game.
11.2 Any player receiving a red card shall be ejected from the remainder of that game and will not be eligible to play in their next game.
11.3 Ejection - When a player is ejected from a game, a 5-minute penalty shall be assessed against the player’s team. The penalty, to be served by a teammate of the ejected player, shall expire upon the scoring of a goal by the opposing team. (exception: further disturbance) If an ejected player commits further misconduct prior to leaving the field of play after having been ejected, the substitute for the ejected player shall serve the full five minute time penalty regardless of the number of goals scored against their team during that period.
11.4 Termination of penalty after a goal: A team reduced to a lesser number of players than its opponent on the field of play, by virtue of a penalty, will return the player having served the longest of their un-expired penalty time.
11.5 Dual penalties: Only one player serving an un-expired time penalty may return after the opponent has scored.
11.6 Third penalized player: If a team has two players serving time penalties and a third player of the team receives a time penalty the third player must go to the penalty box. The penalty time of the third player will not commence until the penalty time of the first penalized player has elapsed. They must however, be replaced by a substitute since four players must be on the playing field at all times. The first player whose time penalty has expired may not return to the field while the ball is in play but must instead wait until play has been stopped. If the team offended against scores, the first player penalized may return to the field with a teammate from the field returning to the bench or the player released from the penalty box may return to their bench in which case the substitute will remain on the field.
11.7 Simultaneous major penalties: In situations involving three simultaneous major penalties (ejection and five minutes) two of the penalties (one from each team) will negate each other and the substitutes for those ejected players will be allowed to play, forcing one team to be short-handed by a single player for a five minute period or upon the scoring of a goal by the opposing team. Simultaneous major penalties must be served by the substitutes of the ejected player in all cases.
11.8 Simultaneous major and minor penalties: Irrespective of the number or nature of penalties assessed, no player
or substitute for an ejected player shall serve more than the maximum of a five minute penalty unless the serving of a greater amount of penalty time shall not place their team in a numerical disadvantage for greater than five minutes.

**LAW XII**

**FREE KICKS, DROP BALL**

12.1 The defending team must be ten feet from the ball on all free kicks unless they are standing on their own goal line between the goal posts.

12.2 Drop ball shall be used:
   a) If the referee deems it necessary on an out of bounds play.
   b) If neither team has possession of the ball when play is stopped for an injury.

12.3 An IFK shall be given to a team if they have possession of the ball when play is stopped for an injury.

12.4 An IFK awarded to the attacking team in its opponents’ penalty area is taken from the middle of the penalty area line parallel to the goal line.

12.5 Penalty kick: If the penalty mark is not indicated on the field the penalty kicks shall be taken from the top of the penalty area. The goalkeeper must remain on the goal line until the ball is kicked but may move from side to side. All remaining players must line up even with or behind the ball and all players must be at least 10 feet from the ball.