

Habitat for Humanity's Fourth Annual Indoor Soccer Tourney '08

Rules and Regulations:

The following are the Rules and Regulations for registration and participation in **Habitat for Humanity: Rose-Hulman Institute of Technology Chapter's Fourth Annual Indoor Soccer Tournament '08**, which shall be stated as The Tournament, for simplification purposes.

Registration:

In order to participate in The Tournament, all teams must carry through the registration process in whole. **If any necessary documents are not available, i.e. insurance waivers, the team will not be allowed to take part in The Tournament.** All participants that are not full- or part-time students or staff of Rose-Hulman Institute of Technology must fill in and return the required insurance waivers in order to participate in The Tournament. Players will be considered ineligible for participation in the tournament until either proof of status as a full- or part-time student or staff of Rose-Hulman Institute of Technology or the insurance waiver is signed and turned in.

Teams for The Tournament consist of no less than 5 but no more than 8 players. **All players must be registered to play with the team before the date of the tournament in order to participate. Teams are allowed no more than two (2) members of either the Rose-Hulman Institute of Technology Varsity Soccer Team, the Indiana State University Varsity Soccer Team, or the St. Mary's of the Woods Varsity Soccer Team. To clarify, no more than two varsity soccer players may be on a team regardless of which school they attend.** Please note that high school teams are exempt from this rule. Teams participating in The Tournament are allowed to be Co-Ed, but are not required to be so. All teams will be treated equally as far as tournament play goes, regardless of the composition of the team. If an un-registered player participates in the tournament, the team may face disqualification and forfeit, depending on the situation, which shall be determined by the President, Vice-President, or any other presiding officer of the Rose-Hulman Chapter of Habitat for Humanity.

Tournament Play:

Tournament play will be divided into two stages. During the first stage, teams will be divided into groups of four. Teams will play all other teams within their group on the morning of the tournament day. At the end of the first stage, the two teams per group with the most points will move on to the second stage. During the second stage, teams will play in a single elimination bracket until only one team remains. That team shall then be declared the victor of the tournament. There will also be a game before the final to determine third place. **Prizes shall then be rewarded to the top three teams and also the last-placed team.**

Points will be awarded as follows:

- Win - 3 Pts.
- Loss - 0 Pts.
- Draw - 1 Pt.

In the case of a tie in points, the difference in goals scored for and against shall determine rank between two teams. For example, if Team A scored 26 goals total during first round tournament play, but had 24 goals scored against, then they would get a goal difference of +2 goals. If Team B scored 35 goals but only had 10 goals scored against, then they would have a difference of +25 goals and thus be ranked higher than Team A. If there is still a tie after this point, a special match will be held between the two teams consisting of 10 minutes divided into two halves. If tied after the 10 minutes, the game will be decided by a form of shootouts.

Game Rules:

The following rules are specific to The Tournament, although the basic rules of soccer still apply.

Games will be 30 minutes in length divided into two halves, with a 5 minute break between the halves.

The ball will be considered in play once the opening kickoff has been made. Before a shot at goal can be taken, though, at least two players of the same team must touch the ball. Kickoffs must also be made in a forward direction before the ball can be passed back.

Play will only be stopped at halves with the following exceptions: The ball is kicked outside the area of the field, in which case possession of the ball will be given to the team on whose half the ball exited the playing field. The ball shall re-enter play through a goal kick. A throw in will only be granted when a player of the opposing team kicks the ball against the side walls higher than three "lines" on the wall. Goal kicks shall also be granted if the goal is moved out of position, or if the ball gets tangled up in the back of the net. Handballs will also grant a goal kick in order to insure fair game play.

Fouls:

In the event of a foul, a free kick will be taken at the spot of the foul, which may be restricted, unless within the penalty-area, which is the area enclosed inside the three-point and baseline of the basketball court. If the foul is committed inside the penalty area, then a free, unrestricted, direct or indirect kick would be made from the top of the key.

Misc. rules:

All areas inside the playing field are open to play, unless the ball becomes tangled among the goal nets. The goalie is the only player allowed to touch the ball with his/her hands and only within the penalty area. The goalie is not allowed to pick up the ball with his/her hands behind the goal net. Substitutions will be allowed without limit, but only when the ball is not in play. If a goalie is substituted for, all players must be informed in order to avoid confusion.

