

## Indoor Cash Cup Official Rules

1. Tournament Headquarters & Contact: Brian Budzinski – President – Kansas City Soccer Dome, 5909 Equitable Road, Kansas City, MO 64120, 816.231.4812
2. FIFA rules in affect unless otherwise noted.
3. NO cleats - NO exceptions
4. Roster must be turned in and waivers signed by all players 30 minutes prior to the teams first match. Proof of age for each player is required at time of check-in. Proof of age includes; drivers license, passport, USYSA player pass, or any other government id. Please note: players cannot be added, once final roster is submitted. A player can only be on one roster in one division. Away team changes colors in case of a jersey color conflict. Suggestion: bring two different color jerseys.
5. Duration of games are two 20 minute halves. The game clock will be set at 23 minutes following the conclusion of the previous match. The game clock will be set at 22 minutes following the conclusion of the first half.
6. All free kicks are direct.
7. Absolutely no sliding with or without the ball. No exceptions.
8. Shin-guards are required for play.
9. Delay of game - player has 5 seconds to put ball in play.
10. Ball hitting out of bounds on arena field will result in direct free kick.
11. Penalty kicks - ball placed on penalty spot. Players stand behind the ball.
12. Pass back to goalie must be inadvertent or from the knee up. Goalie can dribble ball back into goal box and pick it up only when received from an opposing player.
13. Clock to stop only for serious injury.
14. A team consists of a maximum of 16 players. A team may start a game with a minimum of 4 players.
15. Forfeits - clock begins 5 minutes after the official game time. Game is declared a forfeit when the clock reaches 35 minutes. 4 players is the minimum required at all times. If team walks off the field before the game is finished, they forfeit.

16. Teams to remain in and substitute players from the designated home or visitor bench area.
17. Cards - 3rd blue equals red, 2nd yellow equals red. Blue and yellow card equal two minute suspension. Teams play short if any card is issued. Red card - team plays short for 5 minutes.
18. Guaranteed subs only after a goal is scored.
19. Protests: coaches may file a protest within 2 hours after the game in question has been played. The entire management staff will decide protests.
20. Red card ejection: player does not play the following game. Players may be ejected after a game is over. Two red cards within the same tournament results in individual ejection from the entire tournament. This player will not be allowed in the bench area.
21. Automatic red card ejection:
  - a. Fighting on the field or in the bar will result in a suspension.
  - b. Spitting tobacco, gum, or sunflower seeds on or off the field. This is for sanitary reasons, please respect the facility.
22. Anyone striking a referee or employee of the Kansas City Soccer Dome is subject to a permanent suspension. And will have a police report filed.
  - a. Anyone throwing any object (water, etc) will be suspended.
  - b. Anyone making threats towards any employee will be suspended
23. Spectators throwing objects onto the field will result in a forfeit of the game.
24. Playing the ball while you are “down” on the surface is considered dangerous play
25. A 2-minute penalty will be given if their team’s bench door is not locked, or a player sub’s on the incorrect bench.
26. Only team captains may address the referee upon conclusion of the match.
27. Any persons suspected by management of being intoxicated or under the influence of narcotics will not be allowed to take the field and will be asked to leave.

28. When a referee stops play, a drop ball will be awarded only when possession is not clear.
29. All starts and restarts are direct kicks. You have 5 seconds to put the ball in play after the referee sets the ball.
30. Unintentional handball in the box will result in a direct kick from the top of the arc.
31. There will be no-three line violation
32. After a re-start is set, if the opposing player encroaches with-in fifteen feet (15) of the spot, after the referee has set the opposing players distance. A blue-card two (2) minute penalty will be issued.
33. Scoring: five (5) points for a win, two (2) points for a tie, zero (0) points for a loss.
34. Tiebreakers: a). Most points, b). Head to head, c). Goals against, d) Goal differential, e). Red Cards – 2 points, f) Most Shutouts, g) Coin Toss.
35. If the score is tied at the conclusion of a semi-final or final match a five (5) minute golden-goal overtime session will follow. If the score is still tied after the overtime session, a five (5) player MISL-style shootout will follow.
36. See coed rules for official rules that might be specific to the coed game.