



PLAYING RULES

1. Games will consist of 6v6 players (Under 15 and 18) including the Goalkeeper. 7v7 players including the Goalkeeper for the U12 and U13's.
2. Unlimited substitutions can be made on the fly but must be made from the halfway line.
3. Kick-ins will be awarded when the ball passes the outside touch line; a corner kick or goal kick will be awarded for a passing outside the end line (defending player must be a minimum of 6 yards away).
4. Ball is out of play when it strikes ceiling or some other obstruction within the field of play. Indirect free kick will be awarded to the opposing team from where ball hit (Defenders must be 6 yards away from ball).
5. There will be no throw-ins. All balls will be kicked in (indirect).
6. Players must wear shin-guards. If player are unable to wear shorts all long pants must be underneath shin-guards and socks.
7. Penalty kicks – shooter can only take two steps.
8. No slide tackles are permitted.
9. There are no off-sides in indoor competition
10. Games will consist of two 20-minute halves with a 2-minute half-time break.
11. There are no Off-sides.
12. In the round-robin competition, three (3) points are awarded for a win and one (1) point for a tie.
 - Coaches MUST have their teams on the field ready to start at the time shown on the schedule!
 - For all other rules, please refer to the Soccer NB Rules & Regulations
 - Medals and Banners will be awarded for final games.

Tie Breaking

8.4.6.1. In all championships (or parts thereof) organized on a knock-out basis, all games shall be played to a decision. If at the end of regulation time, the score is a tie, kicks from the penalty mark will be used to determine a winner.

8.4.6.2 In any three (3) team round robin, whether part or all of the championship, the third game shall be played to a decision in accordance with this rule, if the team not participating has zero points, has been suspended, or has withdrawn. In the event that the score is tied after regulation time, the taking of kicks from the penalty mark will be used to determine the winner. The team that eventually loses the game shall be awarded one point.

8.4.6.3. Three (3) points shall be awarded for a win and one (1) point for a tie (including the taking of kicks from the penalty mark). Standings shall be determined by points won at the completion of the round robin, with tie-breaking as outlined below.

8.4.6.4. The following criteria shall be used to determine the final standings:

8.4.6.4.1. Most points in all group matches

8.4.6.4.2. If two (2) teams are tied in points in all group matches:

8.4.6.4.2.1. Greater number of points in matches between the teams concerned (head to head competition).

8.4.6.4.2.2. Results for all group matches.

8.4.6.4.2.3. Greater goal difference in all group matches.

8.4.6.4.2.4. Greater number of goals scored in all group matches.

8.4.6.4.2.5. Kicks from the penalty mark as per FIFA Laws of the Game, at a time and place decided by the Soccer New Brunswick Representative.

8.4.6.4.3 Players under suspension are not eligible to participate; however this does not constitute the serving of any disciplinary suspension already awarded. The following must be used to completion if three (3) teams are tied in points in all group matches:

8.4.6.4.3.1 Greater goal difference in matches between the teams concerned.

8.4.6.4.3.2 Greater number of goals scored in all matches between the teams concerned.

8.4.6.4.3.3 Greater goal difference in all group matches.

8.4.6.4.3.4 Greater number of goals scored in all group matches

8.4.6.4.3.5 At a time and place decided by the Soccer New Brunswick Representative, a drawing of lots will determine 1st place between the teams concerned.

8.4.6.4.3.6 The remaining 2 teams will follow the format outlined in **8.4.6.4.b**

