**2020 LVYSL PRESIDENTS DAY CUP RULES***FIFA Rules apply unless specified otherwise.*

1. NO FOOD, GUM, OR DRUNK ON FIELDS. This includes Halftime.
2. The Lou Ramos Center Turf allows for cleats, indoor cleats, or sneakers. Players in cleats are NOT allowed on the Futsal Court surfaces for warm-up if they are available.
3. All teams will play with 6 players: 5 field players and a goalkeeper. A team needs a minimum of 5 rostered players on the field to begin a game. There will be a grace period of 2 minutes after the scheduled starting time before a forfeit is declared. Once game has begun, a team must field 4 rostered players or the game is declared a forfeit.
4. No Offside.
5. Goals can be scored **only from the offensive half**. A shot originating from the defense half will be treated as an indirect kick for purposes of a goal.
6. The ball is considered out of bounds when it makes contact with any part of the net or ceiling.
7. No Boarding. **Boarding may result in 2-minute penalty**.
8. **No slide tackling towards players**. Slide tackling may result in 2-minute penalty.
9. All restarts, other than those as a result of a foul, are indirect kicks. This includes corner kicks. Restarts as a result of a foul are either direct or indirect in accordance with FIFA rules. Penalty kicks are taken 1 v 1, (attacker against keeper) for 5 seconds or one shot. Attacker begins with ball at mid line and keeper begins on goal line. Play stops after 5 seconds or after the shot. Restart would either be a goal kick or a center tap.
10. **Defenders must be at least 10 feet from the ball on free kicks or restarts**.
11. Opening kick may travel backwards.
12. The outdoor pass back rule to a keeper is in effect. **Keeper must have one foot in the penalty area to touch ball with their hands.**
13. After gaining control of the ball, the keeper must distribute the ball with a throw (no punting or drop-kicks). The throw may not enter the opposing penalty area until it touches a player, the floor or the wall. Violation of this rule will result in an indirect free kick at the centerline.
14. Goal kick must also touch a player, the floor or the wall before entering the opposing penalty area.
15. Sub on the fly. Players should be off the field before sub enters. Keeper may hold ball longer than 5 seconds to allow subs at referee’s discretion.
16. If a player receives a YELLOW CARD, that player will receive a 2-minute penalty. Goalkeepers who receive a YELLOW CARD will also be required to serve a 2-minute penalty. If a player receives a second YELLOW CARD, that player will be out for remainder of this game and the team will play short one player for the remainder of the game. If a goalkeeper receives two yellow cards the team will play short one player but you must put in another goalkeeper.
17. If a player receives a direct RED CARD, that player will be out for the remainder of the game and the team will play short one player for the remainder of the game.  If a goalkeeper receives a red card the team will play short one player but you must put in another goalkeeper.  Any player or coach receiving a red card is prohibited from participating in the next game.
18. Referees have the ability to issue a 2-minute penalty to any player **without** necessarily giving them a Yellow or Red card (or a combination of penalty and card). Team who receive a 2 minute penalty must play down a man until the referee indicates their penalty is over.
19. Both teams must supply a game ball.

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| 2011 – 2006 | Size #4 |
| 2004 – Older | Size #5 |

1. Game Times - Referee will control the clock.

25 minute games, no halftime.

1. ALL PLAYERS MUST WEAR SHIN GUARDS.
2. Home team must change uniform or wear pinnies if referee determines there is a color conflict.
3. Players are only allowed to play with one team per age group. (Exceptions in extreme cases when a team in the same club submits multiple teams and are short on players).
4. Player must have properly completed waiver form (available on site) to be eligible to play. I**f a player plays without this wavier, team is subject to a forfeit.**
5. **NO PROTESTS ALLOWED**.
6. STANDINGS - Win =3, Tie = 1, Loss = 0 points
   1. Tiebreaker Criteria
      1. Head-to-Head Competition (2-Team tie only)
      2. Total Goal Differential Maximum (Maximum 4 goal differential per game)
      3. Least Total Goals Allowed
      4. Least Red Cards Received/Least Yellow Cards Received
7. Tournament Director has final say over all tournament matters.