



Soccarena Indoor Tournament Rules

- PHASE 1 of the tournament is the group stages, followed by PHASE 2 which is the CUP and PLATE. Teams placed 1st & 2nd from both groups qualify for the CUP, teams placed 3rd and 4th qualify for the PLATE. *(Please note this is based on a maximum of 8 teams entering the tournament, any less may result in 1 group round robin followed by Cup and Plate)*
- Team colours to be worn, shorts socks and shin pads must be worn, goalkeeper (only) may wear trousers. Only plastic studs or moulded boots may be worn.
- 6-a-side (recommended match day squad of no more than 10.)
- Group games are 16 minutes long (8 minutes per half).
- Players can only play for one team.
- Soccarena 6-a-side Rules Apply
- Match starts with kick off from centre spot.
- If a goal is scored play restarts from the keeper.
- If the keeper rolls the ball out to a team mate the ball must
- If the keeper has the ball in their hands the opposition team must retreat to the half-way point, goalkeeper can kick it.
- If the keeper comes out of the 'D' voluntarily a penalty will be awarded. If momentum takes the keeper out of the 'D' play will continue.
- If a defender goes in the 'D' voluntarily a penalty will be given.
- If an attacking player goes into 'D' voluntarily, play restarts from the goalkeeper.
- No head height rule.
- All free kicks are direct, and defenders must stand 3 metres from the ball.
- Rolling Substitutions, ball must be dead or in goal keepers' hands and referee is to be informed.
- A yellow card offence will result in the player entering a 'sin bin' for 3 minutes.
- A red card offence will result in the player leaving the field of play and will be ineligible for the next game.
- All bookings will be sent to Durham County FA.
- Parents are asked to encourage only and let the children play, they are here to have fun.