



Juneau Parks and Recreation 2025

Indoor Soccer

POST-SEASON TOURNAMENT RULES

Rules

All league rules will apply to the tournament, with any exceptions explained below.

TIE GAMES - If a tie exists at the end of regulation time, this is the tie breaking procedure:

- Teams will be 5 v 5 (MD/FD) or 6 v 6 (DZ), including the goalie. Coaches can choose starters from any of the players on the team.
- The referee will conduct a coin toss. The team winning the toss will choose which side they wish to defend; the other team receives the kick off.
- Overtime shall consist of two, 3-minute periods; teams switch ends after the first period. Both periods are played to completion (this is *not* sudden death).
- Subbing is allowed in this portion of the overtime procedure.

If a tie still exists after completing the two, 3-minute periods, 1 more overtime period is played:

- Teams will be 3 v 3, no goalies. Coaches can choose participants from any of the players on the team. There is no subbing allowed in this period.
- The referee will conduct a drop ball at center court to start the period. One player from each team will participate in this "kickoff."
- Players are allowed in their **OWN** goal area but cannot use their hands.
- This overtime period is sudden death - the first team to score wins. No time limit.
- Penalty kicks will not be taken. Infractions that would normally involve a penalty kick will be taken as direct free kicks from the point of the foul or a minimum of 12' from the crease (depending on where the infraction occurred). All other direct and indirect kicks are taken as needed.
- Red and yellow cards can still be issued. Since there is no subbing, the team that is penalized will have to play short (red card - for remainder of game; yellow card - until coach feels player receiving card is ready to return).
- **Forfeit and Grace period:** when a team does not have the required minimum 4 players present, there is a 10-minute grace period (that is deducted from game time) to start play. Failure to field four players at the end of the 10minute grace period results in a forfeit. Play begins as soon as the fourth player arrives. After the forfeit is announced, both teams may continue to scrimmage within the scheduled time frame. The game official is available to referee the scrimmage if the coaches desire. If a team falls below four players during the game, the official will stop the game and declare a forfeit. The game can then continue as a scrimmage.
- **Post Season Hardship:** when a team loses players due to injury or players traveling out of town that brings the team below the required 4 players to play during the tournament, the coach should notify the P&R department, who will assign players (up to 4) from either the waitlist or from an eliminated team. The coach has no say in who is placed on their team and any requests will be denied. The replaced player may not return to the team.

JERSEYS – the team on the top half of each game will wear the white jerseys.

PROTESTS - Protests will not be accepted. The official's decision is final.

HEADING - To reiterate the rules in regular season games, there will be no heading allowed during post season play.

PLAYING TIME - Each player must play at least 1/2 of the REGULATION game time (playing time is not an issue in overtime if you satisfy the requirements in regulation time). If there is a question on playing time, please report it to the referee right away so s/he can work with the coach to correct the situation. The referee will evaluate circumstances due to injury, illness, etc. If a coach has been asked to correct a situation and does not, the referee has the authority to declare a forfeit.

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If you have any questions on how to read the bracket, please contact Amanda

GOOD LUCK IN THE TOURNAMENT AND HAVE FUN!