RULES FOR TOURNAMENT PLAY

- **A.** Every team is guaranteed at least one game in the single-elimination tournament.
- **B.** Teams will be seeded in the tournament based on the final standings of league play.
- C. Each game will consist of one (1) twenty-five (25) minute period.

 If, at the end of regular time, the teams are tied, a six (6) minute player reduction sudden death overtime will be played. The lower seed will have kickoff. The first goal scored during this overtime will determine the winner.

 Each team must field six (6) players with a designated keeper of the coach's choice. Before play begins, a list of these players must be given to the scorer's table with the order of their removal from the field. No substitutions are allowed during this overtime. After each one (1) minute of play there will be a short burst of the time clock horn, and one (1) player (as designated on the coaches' lists) must immediately leave the field, and may not touch the ball or be a part of the play while exiting. Play does not stop during this time. The horn will sound at each minute until only the keepers remain. If a player leaving the field as a result of player reduction intentionally plays the ball, the opposing team will be awarded an indirect free kick at the spot of the infraction. If, at the end of overtime, the teams are still tied, each team will take three (3) alternating penalty kicks. If the
- **D.** Any fouls recorded on the direct kick foul counter during regular time will be carried over into overtime and player reduction overtime.

score is still tied, each team will take sudden death penalty kicks until a winner is decided.

- **E.** In the event there are any questions, disputes or misunderstandings about rules, methods chosen for championship games or any other issues pertaining to these playoffs, final decisions will be made by the Indoor Commissioner and the head referee presiding over the event in question. All decisions will be final.
- **F.** All other indoor rules of play are still in effect.