

5v5 Atlanta Romanian Regional Indoor Soccer Tournament Rules

"For from him and through him and to him are all things. To him be the glory forever. Amen."
Romans 11:36

Introduction:

Praise God for this wonderful opportunity we have to host an indoor soccer tournament to raise funds for a town called Satu Nou near Bacau! The funds from this event will help support the missions already set in place there (children and youth ministry, summer VBS, providing essentials and facilities for the community, and job opportunities) and for new projects (building a church, access to better education opportunities for highschoolers). May the Lord bless those who will be serving there this summer!

This tournament is open to all Romanian-speaking churches. It will be held on **Saturday, December 13, 2025** at First Romanian Baptist Church in Lawrenceville.

Address: 1280 Lawrenceville-Suwanee Rd, Lawrenceville, GA 30043

- **When you arrive:** turn right, and follow the road til you arrive at the left side of the left building. Parking is allowed in all designated parking spots around the church.
- **What to bring:** your team and money for food (food available for purchase), water and appropriate soccer gear (team uniform, shin guards, shoes for indoor gym not turf). Don't forget your friends and family :)

Tournament Structure:

- The Atlanta Romanian Regional indoor soccer tournament will first consist of group stages and then the tournament.
- Group Stage:
 - Time
 - 7 minutes per match
 - No extra time added
 - Group Stage Organization
 - Group stage matches will consist of each team playing in their respective pool to determine their group stage ranking
 - Each team will be randomly selected and placed into a pool
 - Pool play will be organized in single round robin style, where each team gets to play every other team in their pool
 - This form of group stage play was chosen because of time constraints and because only one court is available to be played on
 - These pool play group stage games will determine the team's group stage ranking

- Ranking will be determined based off of the Champions League format for group stages (linked below)
- Ranking is determined by:
 - Win = 3 points (winning team)
 - Tie = 1 point (both teams)
 - Loss = 0 points (losing team)
- If two or more teams are equal on points on completion of the group stage matches, the following criteria are applied, in this order, to determine their rankings:
 - Superior goal difference in group stage
 - Higher number of goals scored in group stage
 - Higher number of wins in the group stage
 - Lower disciplinary points total based only on yellow and red cards received by players and team officials in all group stage matches (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points)
- Ranking is determined by wins, and then points scored.
- All teams will be ranked according to their win/loss record and the points they accumulated during the group stage pool play, with the team with the most wins being rank 1, and the rest of the teams filling the remaining ranking options.
- Teams do not get eliminated in the group stages. The group stages are played just to determine what the team ranks and matchups will be for the tournament.
- Group stage ranking will determine which bracket position each team will be placed in for the tournament, with lowest ranked teams playing the highest ranked teams.
- Depending on the number of teams signing up for the tournament, the number of pools and the number of teams per pool will be determined later, after sign ups close.
- Other:
 - The match schedule will allow for 3 minutes between individual matches.
 - If the full team does not show up to a match in 3 minutes, the match will start anyways. The incomplete team will either choose to start the match with less players on the court, or they will forfeit the match.
- Tournament:
 - Tournament Organization
 - Teams will be placed in the tournament bracket according to their group stage ranking
 - Time
 - 10 minutes per match
 - Extra stoppage time will be added at the referee's discretion
 - Overtime

- Overtime will start immediately after fulltime is called; there will be no break between fulltime and overtime
- 3 minutes for overtime
- Penalties
 - Typical penalty format
 - 5 penalty shots, followed by single elimination if needed
 - If penalties result in a draw, teams then move on to single elimination penalties.
 - Each team has a chance to score another penalty. If both teams score their penalty, another series of single penalties will occur. This will continue until one team has scored one more penalty than the other, with both teams having taken the same amount of penalty kicks. The team with the higher number of penalty kicks scored wins the match.

General Regulation:

The rules of the game will follow the general understanding of how indoor soccer is played. The referee has the final call on any decision.

Game Rules:

- Referees have the final word during the match
- Rules
 - Timeouts
 - No time outs will be allowed
 - Kickoff
 - A coin toss or rock-paper-scissors will decide which team has the opportunity to choose between picking which half of the court to start the match on first, or picking to kick off the match start.
 - Slide Tackling
 - Slide tackling is not allowed.
 - Any time a player goes to the ground to make a play on the ball, the minimum penalty is a yellow card. If there is contact, it will be a red card. No exceptions.
 - Players that have fallen to the ground may make a play for the ball if it comes to them.
 - Other
 - If the ball touches the ceiling, play is stopped and the ball is kicked in from a spot on the sideline that is closest to where the ball hit the ceiling. The ball cannot be played off of the walls or the ceiling.
 - You cannot score from a kick-in.
 - There are no offsides
 - All kicks in indoor soccer are direct kicks except for the kick off to start a period or after a goal is made.
 - Substitutions

- There are an unlimited amount of substitutions allowed to be made per team.
- Substitutions may not occur following fouls or during corner kicks.
- Substituting may occur at any time during your team's kick in (from out of bounds), your team's goal kick, after a goal is scored, and any time that the opposing team is substituting a player.
- During an injury, both teams may substitute.
- Substitutions can only be made in the substitution area of each team. Each team will have a "bench" area where their substitutions will wait on the sidelines. A player being substituted must run off of the court only in the area between the court and the team's respective bench area. This area is the substitution zone for each team. Substitutions can only be made through the substitution zone. Only when the player is completely off the court in his respective bench area may the substitute enter the court by the same way the player came off the court.

- Fouls

- Fouls will be awarded if:
 - A player:
 - Strikes or ATTEMPTS to strike an opponent
 - Holds an opponent
 - Pushes an opponent
 - Intentionally handles the ball (any part of the arms or hands)
 - Kicks or attempts to kick an opponent
 - Trips an opponent
 - Jumps at an opponent
 - Charges an opponent in a violent or dangerous manner
 - Charges an opponent from behind
 - Dangerous play
 - Playing the ball twice consecutively on any free kick
 - Obstruction
 - A goalkeeper:
 - Handles the ball with his/her hands after having it been passed back to him by a teammate
 - Punts or drop kicks the ball
 - Uses hands outside of penalty box
- Yellow and red cards will be given according to rule infractions
 - A yellow card communicates a caution
 - If a player receives a yellow card during a match, that yellow card offense will remain on his record for the next match he plays. If the same player receives another yellow card in the next match he plays, he will receive a red card and will be sent off. After his team's second match is concluded, the yellow card will be taken off of his record and he will be allowed to play.

- A red card communicates a sending-off
 - If a player is sent off, he cannot substitute back into the match.
 - If a player receives a red card, he cannot play the next match. His red card will remain on his record for the next match and he will thus still remain sent off. After his team's second match is concluded, the red card will be taken off of his record and he will be allowed to play.
- Penalty Minutes
 - Any yellow card will result in that person being relegated to the bench and his/her team playing a player down for a period of 2 minutes. The scorekeepers will keep track of the timing and will allow a substitute back on the court behind the play at the scorekeeper's discretion.
 - Any red card will result in that person being ejected and his/her team playing a player down for a period of 5 minutes. The scorekeepers will keep track of the timing and will allow a substitute back on the court behind the play at the scorekeeper's discretion.
- A player or substitute who uses offensive, insulting or abusive language and/or gestures will be sent off.
 - This rule will not be enforced lightly, especially since this tournament is a church event intended to raise money for missions. Committing this offence clearly opposes Christ-like behavior and the nature of this tournament, which is why an offense of this manner will not be tolerated.
 - Further disciplinary actions may be enforced by the organizers at their discretion if this behavior continues.
- Six (6) fouls committed by a team in a match will result in a penalty kick for the opposing team. This remains true for each subsequent multiple of 6 fouls committed afterward as well, in the same match.
 - Although shootouts are usually used instead for the nature of this rule, we opted to use a penalty kick instead of a shootout as most players are not used to shootouts, and thus could be more confusing to implement.

Team Registration:

- Teams will consist of 4 players + 1 goalie on the court
- There is a maximum of 8 members allowed per team.
- Teams can have no more than 2 non-romanian speaking players. The team needs to mostly consist of romanian-speaking players as this event is for romanian-speaking churches.
- The cost per team member is \$20
- Uniforms:
 - Team colors will be chosen based on first come, first serve criteria. If your team captain is told that their team color is unavailable and that they need to choose a different color, that means it has already been chosen by another team that got to

sign up their team quicker. For questions relating to team colors, you can message the GRBC youth instagram page for further clarifications @grbcyouth2.0

- Uniforms need to have numbers on them. Refs need to be able to identify players.
- Sign ups:
 - Will become available on the GRBC youth website (grbcyouth.com). Sign ups will open on Tuesday, November 4 at 9 PM.
 - Will be available until December 12, or until all spots are filled. After December 12, no more teams can sign up.
- Sign ins:
 - On the day of the tournament, team captains will be required to come to the sign-in booth and sign in their team members. The last sign-up form completed and submitted online, at grbcyouth.com, will be the roster that is used for the tournament. Anyone that is not on the roster, mentioned by name and number, will not be allowed to play on the team. Only players mentioned by name on the team roster that is completed before sign-ins end are allowed to play on the team in the event. Captains are allowed to change the team roster before sign-ins close. Once team captains confirm their roster at sign-ins, this roster will be the official roster of the team. Once sign-ins close, team registration and team rosters cannot be changed, meaning new members cannot be signed up for teams or added to team rosters. People that will not be registered with a team by this deadline will not be allowed to play in this event.
 - A player cannot be on the roster of more than 1 team.
 - Once rosters are finalized, every player will need to be paid for on the roster by their team captain. All players need to be paid for before sign-ins close and/or before the first group stage match. Players that are not paid for, even if they are on the roster, will not be allowed to play.
 - At sign-ins, payments will be collected by the event organizers in charge of the sign-in booth. If a player has been paid for, but the player is unable to play anymore in the tournament, the event organizers reserve the right to the payment for the player, being able to decide to refund or not to refund.
 - Sign ins open 1 hour before the first group stage match (8 AM)
 - Every player/team has to pay by the end of sign ins. Any player that hasn't paid by the end of sign ins or before their first group stage match will not be able to play.
 - Sign ins will close after the first group stage match has started (9 AM)
 - Only cash will be accepted.

Champions League Group Stage Format:

<https://documents.uefa.com/r/Regulations-of-the-UEFA-Champions-League-2024/25/Article-18-Equality-of-points-league-phase-Online>