

LIJSL PRESENTS

WINTER SHOWDOWN



2026 RULEBOOK



STONY BROOK UNIVERSITY'S STATE OF THE ART INDOOR FACILITY

LONG ISLAND JUNIOR
SOCCER LEAGUE

Winter Showdown League Rules

1. Number Of Players

- a. U9-U12 play 6v6, five (5) players and a goalkeeper, maximum roster of fourteen (14) players for U9/U10 and eighteen (18) players for U11/U12.

2. Player Eligibility

- a. All players must be registered with their local club. Player passes or birth certificates and team rosters must be turned in at registration before the start of play. Club players are allowed to play for another team in the same age bracket during the session.

3. Guest Players

- a. Four (4) guest/club players will be allowed only **if they are registered with your club** and they are an intramural player or playing on a travel team **in your club**, either on age or in a younger age group.

4. Illegal Players

- a. Any team fielding a player too old for its age group or not a member of its club shall forfeit all games in which that player participated.

5. Number Of Games/Game Length

- a. Each team will be guaranteed to play eight (8) games with lengths of 40 minutes, no halftime.

6. Format

- a. Teams will play a league format. Points will be awarded in each game in order to establish the final standings:
 - i. Three (3) points for a win.
 - ii. One (1) point for a tie.
 - iii. Zero (0) points for a loss.



7. Forfeits

- a. Forfeit score will be 1-0.

8. Standings

- a. Total points will establish the standings.

9. Tiebreakers

- a. If two or more teams are tied on points after regular competition, the tie will be broken in the following manner:
 - i. Head-To-Head (if more than two (2) teams are tied, go directly to II).
 - ii. Most Wins.
 - iii. Fewest Goals Allowed.
 - iv. Goal Differential (max 5 per game).
 - v. Most Shutouts.

10. Player Equipment

- a. All players can wear cleats, indoor, or turf shoes and must wear shin guards
- b. No jewelry is to be worn (there are no exceptions, band-aids are NOT acceptable to cover earrings).
- c. Each team must bring two (2) sets of different colored jerseys. In the event of a color conflict, the designated Home Team will change to their alternate jersey that is a different color from both teams.
- d. Only goalkeepers may wear pants.
- e. Players with hard casts are not permitted to play.
- f. The referee or a member of the tournament committee may disqualify a player from participating until equipment violations are corrected.

11. Substitutions

- a. Substitutions will be made on the fly (Players must fully come off the playing field before a new player can enter the game).

12. Offside

- a. There is no offside during the games.

13. Pass Back To The Goalkeeper's Hands Are Not Permitted

14. Ball Out Of Play (Five-Second Rule For Any Ball Out Of Play)

- a. When the goalkeeper has possession, either from play or a goal-kick, the other team must retreat behind the halfway line and cannot come over the halfway line until another player from the team in possession has touched the ball.
- b. Goal kicks: The ball must touch the defensive half of the field or a player from either team before entering the other half of the field. Violation of the rule results in an indirect free kick for the opposing team from **anywhere along the mid-field line. The goalkeeper, after making a save with his/her hands, must also distribute the ball in the same manner, i.e. must touch the defensive half of the field or a player, or an indirect free kick will be awarded anywhere along the mid-field line. Goalkeeper cannot punt or dropkick the ball.**
- c. Kick-Ins: Kick-ins will be taken from the point where the ball went over the touch line. The ball must be placed outside the sideline and fully stopped for the kick-in. All kick-ins are indirect.
- d. Corner kicks are indirect.
- e. Defenders must allow six (6) feet on all kickoff, kick-ins, and corner kicks.

15. Free Kicks

- a. Free kicks can be direct or indirect, the referee will make that determination based on FIFA rules.
- b. An indirect free kick must touch two (2) players before a goal can be scored (2 players = kicker plus any other player).
- c. A free kick in the defensive zone need not bounce or be touched in that zone before entering the offensive zone.
- d. If a ball hits any obstruction above the field of play, the opposing team will be awarded an indirect free kick from anywhere along the mid-field line. Opposing players must be **two (2) yards** from the ball on the free kicks.
- e. No scoring from kickoffs; see indirect free kick rule; must touch two (2) players before a goal can be scored.

16. No Heading

17. No Sliding

- a. Even if there are no players near the ball. A direct free kick will be awarded for this infraction. Goalies can slide “hands first” in an attempt to make a save. They cannot lead with their feet extended; sliding on knees may be allowed by the referee as long as there is not an attempt to injure an opponent.

18. FIFA Rules

- a. Except for any rules mentioned previously, all FIFA rules will apply.

19. Yellow Cards

- a. Two yellow cards given to one player or coach will result in red card and the red card rules as note in rule twenty (20) will apply.

20. Red Card

- a. Any player or coach who receives a red card will be ejected for the duration of the game.
- b. If a player is ejected, a substitute may replace that player. If the team has no substitutes, the team will play shorthanded.
- c. This will result in the loss of one (1) team point. If the offending team wins the game, they will receive two (2) points for the win instead of three (3) points. If the offending team loses the game, they will lost one (1) point from their total points.

21. Conduct

- a. The coach is responsible for the conduct of his/her players and parents.
- b. If any team is disrupting the game they will be asked to leave, and the game will be forfeited.
- c. There is **ABSOLUTELY NO SMOKING OR VAPING IN THE BUILDING AT ANY TIME.**
- d. There will be **NO EATING OR DRINKING IN THE GYM.**
- e. **DO NOT BRING ANY SOCCER BALLS INTO THE BUILDING.**
- f. **DO NOT ROAM THROUGH THE BUILDING;** we are only permitted in designated areas.

22. Due To Tight Scheduling, There Are No Time Outs Except For Referee-Called Stoppages (The Clock Continues To Run).

23. Game Balls

- a. Size three (3) futsal ball.