

2025 Cleveland Indoor Classic

Cleveland's Premier Sports Facility

6060 West Canal Road Valley View OH 44125

Team Registration/Check-in

Team registration will take place online only.

All entry fees must be paid by registration.

Requirements for Registration

1. Completed tournament waiver/roster form.
2. One copy of your official approved roster from your governing organization.
3. Validated team player passes are required for each player and coach. Canadian and International teams will be required to provide the equivalent.
4. A medical liability/waiver form for each player and guest player that is on the official tournament roster.
5. If your governing organization requires guest player/loan forms or permission to travel/permission to participate, these forms must be presented as well.
6. Copy of certificate of completion of online concussion course. Details below:

In compliance with Ohio HB 143 of the 129th General Assembly: All teams are required to submit a copy of certificate of completion of online concussion course for ALL adults (coach, manager, team parent(s) who will be present on players sideline during all tournament matches.

Three online training courses have been approved by the Ohio Department of Health:

National Federation of High School Association (NFHS) Concussion In Sports

<https://nfhslearn.com/courses/concussion-in-sports-2>

National Alliance for Youth Sports (NAYS) Concussion Training

<https://www.nays.org/concussion-training>

Centers for Disease Control and Prevention (CDC) Heads Up Concussion in Youth Sports Training

https://www.cdc.gov/heads-up/training/youth-sports.html?CDC_AAref_Val=https://www.cdc.gov/headsup/youthsports/training/index.html

These are the ONLY concussion training courses that are accepted by ODH and CASA Tournaments. Certificate of completion must be issued by NFHS, NAYS or CDC. Copies of certificate are to be submitted to tournament officials at team registration/check in.

International teams need not present proof of entry or passports.

Schedules

Schedules will be available online approximately 5-7 days prior to the event. Full payment must accompany your event entry. You may pay by check or credit card. Once accepted into the tournament, there will be no refund of entry fee for withdrawal. NO EXCEPTIONS.

Roster Size: No restrictions on number of players on a roster. Only players listed on the roster prior to first game can play for the team during the tournament.

Playing on Multiple Number of Teams

A player may play for more than one team, providing that they are listed on BOTH rosters and that the 2 teams are not in the same division. Note Exception: If a team decides to split into 2 teams and pay for 2 team entries in order to maximize playing time for its players, they could use the same goalkeeper for both teams in the same division. However, the GK can only play as a GK and not on the field at any time.

Younger players are allowed to play up an age group as an individual or as an entire team.

Player(s) must be listed on all team rosters participating on.

Guest Players

No limit on guest players. Guest players may be any player that is:

- a. Age eligible
- b. Has a player pass card issued by same organization as your official team roster.

Age Requirements - U8-U19

In order to play in a given age category, you must meet the following requirements:

U9 or 2016 (born between 01/01/16 and 12/31/16)

U10 or 2015 (born between 01/01/15 and 12/31/15)

U11 or 2014 (born between 01/01/14 and 12/31/14)

U12 or 2013 (born between 01/01/13 and 12/31/13)

U13 or 2012 (born between 01/01/12 and 12/31/12)

U14 or 2011 (born between 01/01/11 and 12/31/11)

U15 or 2010 (born between 01/01/10 and 12/31/10)

U16 or 2009 (born between 01/01/09 and 12/31/09)

U17 or 2008 (born between 01/01/08 and 12/31/08)

U18 or 2007 (born between 01/01/07 and 12/31/07)

U19 or 2006 (born between 01/01/06 and 12/31/06)

Field Players/Field Layout and Formats:

Boys U8-U13 4 field layout 6 and a keeper (7v7)

Boys U14 & Up 3 field layout 6 and a keeper (7v7)

Girls U8-U13 4 field layout 6 and a keeper (7v7)

Girls U14 and Up 3 field layout 6 and a keeper (7v7)

Competition Format

The competition format will be determined by the number of entries per age category.

Each team will play a minimum three (3) games. (Exception: in event of opponent withdrawing from tournament or no opponent (TBA), effort will be made to find opponent for a “friendly” game, but tournament cannot guarantee game.)

Games scheduled for teams with no opponent (TBA), or in case of opponent forfeit, will be awarded the win (1-0) and the points (3).

Teams that have already played each other in pool play will not play each other in semi-finals if avoidable.

Tournament officials have authority to make decision as to possible switch in opponent in semi-final games.

Teams from the same club will NOT meet until the finals.

Length of Game

The clock will be set for 35 minutes and will begin to run for the next game immediately following conclusion of the prior game. In case of a serious injury, the referee may decide to stop time. The referee may terminate a game because of bad conduct of players, coaches, or spectators. The tournament director shall determine the outcome of any game termination. Teams are to leave the field immediately after the conclusion of their game. The home team shall kick-off.

Forfeits

There will be a one - minute grace period for a team to field enough players. After one minute, the game may be forfeited by the team without enough players to field a team. All games forfeited for any reason will have a 1-0 result. In case of team not having enough players to field a team or a “no show” by opponent: the game may NOT be called and declared a forfeit by referee. Referee must consult with tournament director.

The tournament director is the ONLY official that has authority to declare forfeit.

Overtime

In Semi-final and final games if score is tied at end of game the winner will be determined by Three (3) Penalty Kicks.

Rules to Determine Group Champions

Points:

Win 3 points

Tie 1 point

Loss 0 points

Official scores/standings, semi-final bracketing and any field changes will be posted at facility.

Tie Breakers

1. Total Points
2. Head to Head (if 3 or more teams are tied, head to head will not be used)
3. Goal difference – subtract total goals allowed from total goals scored.
Please note: The maximum recorded goal difference in any one game shall be four (4)
4. Most Goals Scored (up to 4 per game)
5. Least Goals Allowed
6. Most Shut outs
7. Drawing of lots

Uniforms

All players on a team shall wear jerseys of the exact same color except the Goalkeeper who shall wear a jersey, which distinguishes him from all other players and the referee. All uniforms shall be numbered. Home team must change jerseys if both teams are the same color (team listed first is the home team). Shin Guards are mandatory – all players must wear them.

Dangerous Equipment

The referee shall determine if equipment is dangerous to any of the players on the field. No jewelry is allowed. Outdoor molded cleats are recommended for the Caps Field House. The referee decides if the player can play.

Appeals

There will be NO APPEALS.

Insurance

All teams must supply their own additional insurance. Teams registered with US Club Soccer must have notified US Club they are playing indoor to have valid insurance coverage for indoor. All players (or parents, if minors) must sign a roster/waiver form before participation.

Awards

Individual awards will be presented to first place champions and second place finalists in each age division.

Facility Rules for Cleveland Indoor Classic:

Outdoor rules that apply:

- Throw-ins
- Corner kicks
- Penalty kicks are taken from the penalty spot which is the regulation distance of 12 yards from the goal line
- Player infractions (yellow/red cards)
- 2 yellow cards = red card
- Red card is a 1 game suspension
- We follow all FIFA rules with the following modifications listed below

Modified rules:

- NO BLUE CARDS
- No offsides

No heading 11U and Younger

- No punts or drop kicks by keeper.
Resulting penalty: free kick on the center line.
Exception: U8-U10 keepers MAY punt or drop kick
- Keeper may bring ball in the box with his feet and pick it up.
- All goal kicks start in the keepers hands and can be thrown or dropped to surface. At the start of the goal kick all opponents must be positioned outside the penalty area. The ball is deemed in play as soon as the goalkeeper releases the ball from their hands. At that time opponents may enter the penalty area. The goalkeeper may drop the ball to their feet. The play is live and possession of the ball may be challenged by the opponents. The ball does not have to leave the penalty area to be considered legally put into play.
- All opponents must be 15 feet from the ball on free kicks. The ball is in play as soon as it moves. This includes all kicks taken by the defensive team inside their penalty area. The ball does not have to leave the penalty area to be considered legally put into play.
- Any stoppage in play as the result of injury or other occurrence will result in
- an in-direct free kick to the team in possession (as opposed to a drop ball.)

There is no time penalty for a yellow card. 2 yellow cards in the same match equal a red card. A red carded player cannot reenter the game in which he was red carded. The red carded player's team play short-handed for 5 full minutes regardless of how many goals are scored. After 5 minutes, the team can replace the red carded player with a different player. A player who receives/accumulates a red card will be ejected. The player must leave soccer area or face further disciplinary action. Any ejection will result in a minimum of a one game suspension, with such game being the game immediately following the game where the ejection took place. NOTE: Tournament Directors may use their discretion in overriding suspension based on the severity of the infraction.

Substitutions will be “on the fly”.

Slide tackles are allowed.

Outdoor molded cleats are recommended.

Updated 12-16-24