

Futsal Tournament Rules

ALL GENERAL RULES OF SOCCER WILL APPLY WITH THE FOLLOWING EXCEPTIONS AND MODIFICATIONS:

1. LENGTH OF MATCHES: A match will consist of one 30 minute game and 15 minute transition between games.
2. FACILITIES: Will have adequate floor space for play.
 - a. Each facility shall have a timekeeper/scorekeeper who will assist in keeping penalty time.
 - b. Players/Coaches will not bring soccer balls to the facilities.
 - c. Penalty Area: There will be 2 clearly marked rectangular penalty areas. Penalty areas will extend in width six feet from each goal post and in depth 10 feet from the goal line.
 - d. Penalty Kicks: Kick will be taken from a clearly marked spot 20 feet from the center of the goal. All players not involved in the kick shall remain ten feet from and behind the ball.
3. GAME TIMES: Match game times will be strictly adhered to. Teams shall be at the court and ready to play at the scheduled time. A team must have a minimum of four players to start. A forfeit will be awarded if a team is not ready to start at the scheduled game time. Teams are encouraged to be ready to start early if the tournament is running ahead of schedule.
4. ELIGIBILITY:
 - a. Teams must be signed in one hour before their first scheduled match at the registration table.
 - b. Teams must show proof of age at registration.
 - c. Players can only be added to a roster prior to the first match unless a team receives injuries or illness that would cause this team to play short at which time the tournament committee can allow a player to be added late. Added player must be registered, age appropriate, and not playing for another team. All players 18 and older must sign a Medical Waiver. Parent or Guardian must sign for players under 18.
 - d. A player may only play for one team.
5. ROSTERS/NUMBER OF PLAYERS: Each team may have up to a maximum of ten players on the roster. Individual sign ups can be put on waiting list.
 - a. Substitutions are permitted at any time during the match and will be conducted on the fly. The player coming off must be within ten feet of the bench before the substitute can enter. The goalkeeper may also be substituted on the fly providing the substitute is properly equipped prior to the exchange. If the goalkeeper is substituted because of an injury the substitute will be allowed time to suit up. Infractions of this rule will result in an indirect free kick from the spot where the ball was when the whistle was blown.
6. FEES: In the event of cancellation of the tournament due to weather or uncontrollable circumstances, all fees will be returned.
7. NUMBER OF REFEREES: 1 certified official per match.

8. ADVANCEMENT: At the conclusion of preliminary matches,(Friday & Saturday) teams will be ranked in their groups based on wins and losses. Any situation in which two teams have the same number of wins and losses the overall winner of a group will be determined by the following criteria in order as follows:

1. Head to head competition.
2. Fewest goals allowed.
3. Bonus points. (Goal differential up to 3)

9. FORFEIT MATCH SCORE: In all matches, forfeited games will be recorded as a 3 - 0 win.

10. PLAYER EQUIPMENT:

- a. Shoes: All players must wear shoes that will not mark the gym floor.
- b. Uniforms: All field players shall have matching uniforms.

Home- white, Away- dark (will be labeled on tournament bracket)

In the event of a uniform color conflict the home team (Team listed first on the schedule) will wear designated pennies.

- c. Shin guards are mandatory and in the opinion of the referee must provide a reasonable degree of protection. Altered shin guards will not be permitted.

11. BALL SIZE: All age groups will play with a standard Futsal ball.

12. BALL IN AND OUT OF PLAY:

- a. If the ball is propelled out of play, such that the ball goes over the line or strikes the ceiling or ceiling fixtures, it shall be whistled dead and an indirect free kick shall be awarded to the team that did not last touch the ball. The free kick shall be taken from the spot closest to where the ball went out of play or struck the ceiling, unless the spot is in the penalty area, in which case the ball shall be kicked from the closest spot outside the penalty area.
- b. If the ball goes out of play over the end line, play will be restarted with a goal kick or corner kick as appropriate.
- c. Corner kicks shall be taken from a designated spot.
- d. Dead space areas that the ball may become lodged or stuck will be whistled dead and the appropriate restart will be awarded.
- e. The kickoff will be indirect and may be played in any direction.
- f. The goalkeeper may not punt or dropkick the ball into play. The penalty shall be an indirect free kick taken outside the penalty area.
- g. On all free kicks the opposing team shall remain at least ten feet from the ball or on the goal line.

13. FOULS AND MISCONDUCT:

- a. The nine FIFA outdoor penal fouls (direct kicks) shall be direct kick fouls. If the defending team commits one of these fouls in their own penalty area a penalty kick will be awarded.
- b. All other fouls shall be indirect.
- c. There shall be NO SLIDE TACKLING by any player and no intentional sliding play of the ball by any field player. The goalkeeper shall not slide outside of the penalty area. All challenges made by the goalkeeper outside the penalty area must be upright.
- d. There shall be no charging of the goalkeeper, either fairly or otherwise.
- e. Delay by the goalkeeper with tactics designed to delay the game will not be tolerated. The goalkeeper must release the ball into play within six seconds. Players are not allowed to go to a corner or any other part of the playing field and try to hold the ball to intentionally kill remaining time. An indirect free kick will be awarded to the opposing team if this is attempted.
- f. The goalkeeper shall not throw the ball past the halfway line on the fly unless the ball has touched the floor, the sidewalls, or a player. The penalty shall be an indirect free kick taken from anywhere along the halfway line.
- g. There shall be no offside.
- h. Restart after a goal is scored will be a kickoff from mid court.

14. TWO MINUTE PENALTIES, CAUTIONS, and EJECTIONS:

- a. A player receiving a yellow card will serve a two (2) minute penalty. During overtime periods if a team has multiple players receiving 2 minute penalties the team will be allowed to substitute in order to keep a minimum of 2 players on the court.
- b. EJECTIONS: Unsportsmanlike conduct will not be tolerated in any degree. Any player, coach, or spectator that is ejected will be out for the remainder of that match and the next match their team actually plays. Any player ejected for fighting will be out for the remainder of the tournament and required to leave the facility. Any player, coach, or spectator receiving two ejections will be out for the remainder of the tournament.