

Futsal Tournament Rules of Play

GENERAL INFO

PLAYERS: The game is played with 5 players on the court per team, including a goalkeeper (4 field players on the court plus 1 goalie). You must have 3 players present to start the game. Shin guards are mandatory in the Youth Divisions; they are optional in the Men's/Adult divisions. All players must sign the team roster form and turn in a registration waiver/possess and updated Crown ID Card before any player will be allowed to play. Girls/Women may play in the Boys/Men's division if they decide to do so. Players can only play on one team per division. They may play up one division, but not down. Teams may have a max of 10 players on their roster. Roster exception: CO-ED teams can roster 12 players. Over 30 Teams may only have 1 players under the age of 30 on their roster.

PLAYER KITS: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip will determine the team to change uniforms (higher seed gets choice in playoffs). If necessary we will give out pennies. Numbers on jerseys are recommended, but not required.

COACHES: Two coaches are allowed in the coach's area.

ROSTERS: Rosters are due by the first game. Teams may have up to 10 players on the roster except for roster exceptions already stated. All players must be on the roster upon check in. Players may not be added to the roster after the first game.

SUBSTITUTIONS: Substitutions may be made "on the fly" (while the game is in progress) from midfield. The player who is leaving the court must be off the court before you may enter, and you must enter/leave from the substitution zone at midfield. Players who are substituting and interfere with the immediate "play" will be called with a direct free kick for the opposing team at the spot of the foul. You may also substitute during any dead ball. If you want to change goalkeepers, notify the referee and the change will be made at the next dead ball. Subbing is unlimited.

COIN TOSS: At the start of each match the referee will call for captains and have a coin toss. Captains will have the choice of the side or ball to start the half. Teams will switch sides at halftime.

TIMEOUTS: Each team has one thirty second timeout per game.

PENALTY/GOAL KEEPER ARC: This arc is the circular arc area around both goals that extends to the endline. The keeper may use his hands anywhere inside the arc. Any fouls or hand balls committed by the defensive team in this area will award a penalty kick to the offensive team.

KICK-OFFS: During the kickoff, the opposing team shall be no less than 5 yards from the ball until it is kicked off and in play. All kickoffs are indirect. A goal can be scored directly from a

kick-off if touched a 2nd time after the initial kick. A kickoff takes place from midfield to start both halves and after every goal is scored. The ball may go forwards or backwards on kickoffs. All players must be on his/her half during a kickoff.

BALL IN, OUT OF PLAY, SCORING: The ball must be fully across the line to be out of play or to count as a goal. The referee has final say on all judgment calls. The ball is considered out and a free kick is awarded to the opposing team at the necessary spot if it hits the ceiling. All free kicks are direct kicks except for out of bounds kick ins and kickoffs from midfield. A goal can be scored from either half by any player including the goalie.

KICK-INS: When the ball goes out along either the touchline (sideline), the team awarded the kick gets a kick-in from the spot the ball left the playing field. The ball should be placed on the line for the kick fully stopped and the defending team must give the kicker 5 yards. You have 6 seconds to take the kick (referee will give a visual count with his arm). No goals can be scored directly from a kick-in on the sideline. The kicker cannot touch the ball a second time until after the ball is played/touched by a teammate or opponent.

FOULS: No slide tackling allowed. (You may slide to make a play on the ball if it doesn't endanger an opponent). All free kicks apart from the kickoff and out of bounds restarts are direct. All free kicks inside the field of play must be taken within 8 seconds from ball spotted from the foul otherwise a direct free kick will be awarded to the opposing team. Five yards must be given by the defense. If a player of the opposing team encroaches within 5 yards of the ball, (a card may be given) the free kick will be retaken.

GOALKEEPER RULES: After receiving possession of the ball during live play the keeper may throw the ball or roll the ball with their hands or put the ball down and play it with their feet. They may not punt the ball out of the air, drop kicks are allowed. Instead of goal kicks the ball starts from the goalies hands. On these plays the keeper must throw or roll the ball with their hands. If a goalkeeper does punt the ball then a free kick will be awarded to the opposing team at the 2nd penalty spot. The keeper can never pick up the ball with his hands when intentionally passed to them by a teammate, including from a kick-in. This goalkeeping foul would also result in a free kick to the opposing team from the 2nd penalty spot. If the keeper has possession of the ball in their hands they may possess the ball for no more than six seconds. This foul also results in a kick from the 2nd penalty spot. All goalie throws are direct, and will be counted as a goal if scored.

CAUTIONS, EJECTIONS: If a yellow card is given the player's team receiving the yellow card will play short for 2 minutes. The referee is to stop the clock after giving a card and start it on his whistle so that both teams know what time the penalty time starts at. The player receiving the card must sit near the scorekeeper next to the penalty box for 2 minutes. If there is a red card given, the player is out for the game and the player's team receiving the red card will play short for 5 minutes. Two yellow cards in a game equal one red. If a player receives a red card they must sit out the next match unless the referee deems it otherwise. If a team receives two red cards in a game both players are out and they must play a man down for the remainder of the match. After a goal is scored the penalty time is nullified and the team can return to full strength

on a yellow or red card unless two red cards have been given to the same team (in this instance the team plays one man down for the duration of the match).

PENALTY KICKS: Taken from the PK spot at the top of the penalty arc. Any fouls or hand balls committed inside the penalty arc by the defensive team will award a PK to the offensive team. All players, other than the kicker and goalkeeper, must stay outside the penalty arc until the ball is played. The goalkeeper must be on the goal line and between the goal posts until the ball is struck. The ball is live if it rebounds into play off of the keeper or the goal.

2ND PENALTY SPOT: Any fouls that occur in the final 3rd of the field not inside the penalty arc is taken from the 2nd Penalty Spot. The 2nd penalty spot is roughly 8 yards away from the 1st PK spot. The opposing team may set a wall, but this must be set at the top of the Penalty Arc.

OFFSIDE'S: There is no offside's; however goalkeeper obstruction can be called (spot foul).

FREE KICKS: All free kicks taken inside the field of play are direct (either half) except for kickoffs.

GOAL KICKS: No goal kicks. The ball starts from the goalies hands. This is a direct throw and counts as a goal if the goalie throws it into an opponent's goal at any time as long as it is thrown inside the arc by the keeper.

CORNER KICKS: Just like outdoor soccer. A corner kick is awarded when the ball goes over the end line and was last touched by the defending team. You have 6 seconds to take the corner kick once the ball is placed on the corner spot. Otherwise a goal kick will be awarded to the opposing team. The defending team must give 5 yards for the kick. Goals can be scored directly from a corner kick. This is the only sideline kick that is direct.

GAME LENGTH: The game is played in two equal halves with a running clock kept by the referee/scorekeeper. There is no overtime unless it's the playoffs. Games tied during group play finish in a tie. All games play two 18 minute halves with a 3 minute halftime. The clock will run unless needed to be stopped for an injury, or referee blows play dead/timeout.

STANDINGS: Teams will receive 3 points for a win, and one point for a tie. Tiebreaking procedures for standings/playoff seeding are as follows: (1) Head to Head games. (2) Least Goals Allowed. (3) Total Goal Differential. (4) Total Goals Scored. (5) Coin Flip.

GOALS SCORED: When in play (live) a goal can be scored from either half of the field.

SLIDING TACKLES: A player can slide to make a play on the ball as long as they are not endangering an opponent. If this occurs a direct free-kick will be awarded. A Goalkeeper can slide within their own box for protection, but not outside of the box.

PLAYOFF OVERTIME: Games that end tied after regulation during Group play will finish as a tie. During the Playoffs, if after regulation time a match is tied, the teams will compete in a 5-minute sudden death "golden goal" overtime period. A coin toss will decide the kick-off and

direction. The first team to score in overtime is the winner. If no team has scored in the first five-minute overtime period, one additional 5-minute overtime period will be played, teams switch sides. If after two (2) 5-minute overtime periods the match is still tied, the teams will compete in a sudden death penalty kick shootout, 3 shots (up to 6 players picked to kick if extra kicks are needed).

HALFTIME: Teams are required to switch ends at the end of each half.

FORFEITS: The opponent of a forfeiting team will be granted a 5-0 victory. The forfeiting team will be granted a 0-5 loss. Teams must have (3) players with full uniform and equipment on to begin the match, subject to the discretion of the tournament director.