

2017 HOLIDAY FUTSAL TOURNAMENT RULES

General Rules

- Teams may call one, thirty second timeout per game (when in possession of ball, ball out of play).
- There is no overtime, injury time or stoppage time in pool play.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offsides in futsal.
- No outside balls allowed. 09-06 will use a Futsal 3 and 04/05- Varsity will use a Futsal 4 provided by tournament.
- EQUIPMENT: Shinguards are required. **Only rubber soled "flats" will be allowed to be worn on the court.** Same color Jerseys for each team

Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench)-- *not* at the half-way line.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

Restarts

Kickoffs: are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.

Kickins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kickin that goes directly in the opposing goal is a goal clearance for the opposing team. A kickin that goes directly in the defensive goal is a corner kick of the opposing team.)

Goal Clearances: are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.

Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.

Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick may be taken.

Penalty Kicks: are taken from the free throw line and must be shot at goal by a clearly identified kicker. Defenders must be behind 3pt arc and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

Distance: For all of the above, except goal clearances, opponents may not be closer to the ball than 4 yards.

Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kickin from the nearest point on the touchline.

Fouls and Misconduct

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, goalkeeper is passed the more then once without the ball crossing midfield, prevents the goalkeeper from releasing the ball with her hands or commits any offense for which play is stopped to caution or eject a player.

Direct Free Kicks: When a player kicks or attempts to kick an opponent, slidetackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.

Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.

Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

The Goalkeeper

- Must wear a different color shirt. He/She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kickin directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than four seconds in his/her own half.
- Cannot throw the ball directly across the half-way line. A ball thrown over the half line results in a goal clearance for the opposing team.
- May only be passed the ball once without the ball crossing midfield.

Game Lengths

Each game will run 2 periods of 12 minutes for 09s-04s and 2 periods of 20 minutes for JV and Var. Each team is awarded one timeout of 30 seconds per match. In elimination games 5 minute overtime with golden goal, if still tied then kicks from the marks taken from the free throw line. 3 kickers each if still tied then 1 kicker each sudden death till a winner.

Tournament Scoring

Scoring will be based on following point system:

WIN = 6 points

DRAW = 3 points

LOSS = 0 points

SHUTOUT WIN = 1 bonus points

GOALS = 1 point per goal up to 3

TIEBREAKERS APPLIED IN ORDER:

1. Head to Head
2. Fewest Goals Against (limit max per game 4)
3. Most Goals Scored
4. Kicks from the Mark

Anything not covered is tournament director discretion and his decisions are final.

