



Magic Soccer FC

Santa Copa



Tournament Rules

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ADMINISTRATIVE RULES

Team Eligibility

- The Santa Copa Indoor Tournament is an unrestricted tournament. All teams registered with an eligible USSF affiliate member organization or international teams who have received USSF approval shall be eligible to participate.

Rostering

- All rostered players must have valid player pass from an affiliated USSF organization to be listed on the official team roster. International players may use a player pass from a FIFA affiliated organization so long as their team has been authorized by the USSF to attend the tournament.
 - ▣ **Roster Size:** Teams must roster between a minimum of 7 players, and a maximum of 10 players.
 - ▣ **Guest Players:** Guest players are allowed. Required paperwork must be submitted at check-in.
 - ▣ **Dual Rostering:** Players may only be rostered on one team. Only GKs are allowed to be rosters and must be approved by tournament director. **No dual rostering is allowed.**

Tournament Authority

- The Tournament Director and/or Tournament Committee will have decision making authority over all aspects of the tournament's management and administration. This includes establishing the competition format, creating and altering schedules, and the approval of rosters.
- The Tournament Director and/or Tournament Committee also has decision-making authority on any competition related issues that may arise, such as handling disputes, the application of tie-breaker procedures, and any disciplinary measures taken related to player conduct.
- There will be no protests and all decisions of the Tournament Director and/or Tournament Committee are final.

Tournament Format

- All teams will be guaranteed to play a minimum of three games.
- Teams will be divided into divisions based on characteristics of age, gender, and competition level as follows:
 - ❑ **Age Levels:** U9 through U19, and Adult
 - ❑ **Gender:** Male, Female, Coed (*adult division only*)
 - ❑ **Competition Level:**
 - **Gold** (*club "A" teams*)
 - **Silver** (*club "B" teams*)
 - **Bronze** (*recreational teams*)
- Youth teams with coed rosters must register in a male division.
- The exact format of each division will be determined by the number of participating teams within the grouping.
- **If there is insufficient participation to form a viable division, the Tournament Director reserves the right to combine age levels and/or competition level groupings.**
- As best can be achieved, each division will fall into one of the following structures:
 - ❑ **4 Team Division** – Round-robin pool play. The first and second place point leaders will advance to a championship game.
 - ❑ **5 Team Division** – Round-robin. The final point leader is declared the champion. If two or more teams are tied, tournament tie-breaker procedures will determine the champion and runner-up.
 - ❑ **6 Team Division** – The division is split into pools of 3 teams. Each team plays round-robin (2 games) against the teams in their pool. At the end of pool play, a knockout tournament is established where the #1 seed from pool A plays the #2 seed from pool B, and vice-versa to create the semi-final round. The #3 seeds from pool play will play a consolation match against each other and will not advance to the knockout stage.
 - ❑ **8 Team Division** – The division is split into pools of 4 teams. Each team plays round-robin (3 games) against the teams in their pool. At the end of pool play, the point leader from each pool will advance to play in the championship game.

Tournament Point System

- Win - 3 points
- Draw - 1 point
- Loss – 0 points

Tie-Breaker Procedures

- When one or more teams have the same number of points in the standings, the following system will be used to determine advancement in the tournament, or tournament winners, depending on the division format.
 1. Winner of head-to-head competition in pool play
 2. Goal differential (w/ maximum of +5 per game)
 3. Fewest goals conceded
 4. Most goals scored
 5. Most shutouts
 6. Coin flip (2-teams) or random drawing (3 or more teams)
- **Exception:** When three or more teams are tied, head-to-head will not be used as a criterion in the tie-breaker procedures. The procedure will begin with criterion #2 and proceed in order from there.

Overtime and Penalty Shootouts

- For any tournament game which is part of a knockout bracket (not pool play), games ending in a draw shall go to a golden goal overtime period to determine a winner, where:
 - ☒ The overtime period is four (4) minutes in length. And each team shall remove a player every minute during the time signaled by the referee.
 - ☒ A coin flip takes place to determine which team takes the kickoff.
 - ☒ Accumulated fouls from the second half carry over into the overtime period.
 - ☒ The first team to score wins.
- If at the end of the overtime period both teams are still tied, the game will go to a penalty shootout to determine a winner, where:
 - ☒ The referee decides which goal to use
 - ☒ A coin flip takes place to determine the shooting order between the teams
 - ☒ Each team selects three (3) eligible players to take kicks who are sent to the referee
 - ☒ Teams alternate kickers to determine a winner
 - ☐ If still tied after 3 kicks, the shootout will continue on a sudden-death basis by the remaining eligible players. Every eligible player must have taken a kick before a player can take a second kick for their team.

Forfeits

- A team will forfeit if they cannot start the match with the minimum number of required players, or if they are not present at the field and ready to play at the scheduled kickoff time. In the event of a forfeit, the game will be recorded as a 3-0 win for the opposing team who is not forfeiting.

Game Management

- All games and halves will be started with an audible signal and will use a continuous running clock.
- If using a scoreboard as the master clock within a facility, tournament staff shall sound a whistle, airhorn, or buzzer to signal the beginning and end of each half. The master clock will ensure that all games start and end on schedule.
- If a scoreboard is not available or cannot be used due to unforeseen circumstances, the referee shall keep the official time and will use a whistle to start and end the match on each individual field.
- Only players, coaches, and team personnel who are listed on the official roster will be allowed to stand in the team's bench area during a game. All others must view the game from spectator areas or bleachers at the playing facilities.

Refund and Cancellation Policy

No refund policy.

COMPETITION RULES

All games are played under FIFA Futsal Laws of the Game, except for the alterations listed below.

Rule 1: The Field of Play

- Games will be played at either the Fore Seasons Center (Golf Dome) or the Sanford Power indoor facility.
- **Fore Seasons Center (Golf Dome)** – Artificial Turf
 - ☐ Each field will be 130' X 58' in size and have the following supplemental Futsal field markings:
 - ☐ 6-meter (20') radius penalty arc
 - ☐ 6-meter (20') penalty spot mark
 - ☐ 10-meter (33') "secondary penalty spot" mark
 - ☐ Center spot
 - ☐ Center circle
 - ☐ Half-way line
- **Sanford Power** – Artificial Turf
 - ☐ Each field will be 90' X 45' in size.
 - ☐ Supplemental field markings may vary due to smaller field dimensions, but will generally include a penalty box, half-way line, and center spot.
- Fields at all locations will be separated by a net or divider.

Rule 2: The Ball

- A FIFA approved indoor ball shall be used. Game balls will be distributed prior to the game, and returned to the referee or tournament officials following the game.

Rule 3: The Players

- Each game will be played with 5 players on the field at one time, one of whom must be identified by contrasting jersey or training vest as the goalkeeper.
- Each team may substitute freely, provided that the player coming off the field must enter into the designated team bench area prior to the substitute player entering the field.
- Substitutes must stay within their designated team area at all times. Goalkeepers may be substituted at any time, including switching with a player on the field by exchanging the identifying jersey or training vest.
- A game will not start with less than four players. And if at any point during the game a team is left with less than three players, due to injury, disciplinary actions, or other absences, the game will be abandoned and scored as a 3-0 forfeit.

Rule 4: Player Equipment

- Players on a team must wear the same color jerseys, shirts or training vests.
- If both teams share the same color jerseys, shirts or vests, the home team shall be required to change its color.
- Goal keepers must wear jerseys or training vests in a color or pattern that distinguishes them from field players.
- Players may not wear jewelry, accessories, metal zippers or anything which poses a danger to themselves or other players.
- Canvas or soft leather shoes must be used. Shoes with any type of spike or cleat may not be worn.
- All players are required to wear shin guards made of material that provides a reasonable amount of protection. The shin guards must be completely covered by socks.
- Any player in violation of these rules may be instructed by the referee to leave the playing field to correct their equipment, or to obtain any missing item of equipment. The player may not return without first reporting to the referee, who will check that the player's equipment is now correct.

Rule 6: Duration of the Match

- Games will consist of two (2) eighteen (18) minute halves with a two (2) minute half time break.
- Except as otherwise determined by the referee, the clock will run continuously, with no stoppages for out-of-bounds or other restarts. Referees will have the discretion to extend game time following injuries and other extended stoppages of play.
- The referee may also extend the game to allow the taking of a penalty kick that has been awarded for an infraction that occurred prior to time expiring.

Rule 7: Start and Restarts of Play

Kickoff:

- A kickoff will start the match, the second half, and each period of overtime. A kickoff will also restart play after a goal has been scored.
- The home team will take the kickoff to start the match, and the visiting team will take the kickoff in the second half.
- The ball is in play when it is kicked and moves in any direction. The kicker may not touch the ball a second time until it has touched another player.

Out of Play:

- The ball is considered out of play when it has wholly crossed the goal or touch line, play has been stopped by the referee, or the ball has hit the ceiling.

Free Kick:

- Prior to a free kick, the ball must be stationary. At the time of the kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.

Kick-In:

- When the ball wholly crosses the touch line, play is restarted with a kick-in by the opposing team of the player that last touched the ball.
- The ball must be placed on the touch line nearest to the point where the ball went out of bounds.
- Prior to the kick-in, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds.
- At the time of the kick in, all players from the opposing team must be at least five (5) yards from the spot of the kick.
- A goal may not be scored directly on a kick-in.
- When the ball hits the ceiling, play is restarted by a kick-in awarded to the opposing team of the player that last touched the ball. The ball is placed on the point on the touch line nearest to where the ball hit the ceiling.

Goal Keeper Throw-In:

- If the ball wholly crosses the goal line out of bounds, and is last touched by the attacking team, play is restarted by the goalkeeper throwing the ball back into play. Play restarts as the ball crosses out of the penalty arc (whether in the air or on the floor).
- The goal keeper has five (5) seconds to put the ball into play, from the moment that the referee has established that the team is ready to restart. If the ball is not thrown within five (5) seconds, an indirect free kick is awarded to the opposing team to be taken from the penalty-arc at the point nearest to where the ball was located, following an imaginary line parallel to the goal line.
- Opposing players may not enter the penalty area, and teammates may not receive the ball from the goalkeeper within their own penalty area, during a goalkeeper throw-in.
- A goal may not be scored directly from a goalkeeper throw in. If the ball touches another player before crossing the goal line, similar to an indirect kick, then a goal scored from a goalkeeper throw will be allowed.
- **U9 through U14** – The goalkeeper may not throw the ball over the halfway line. The ball must touch the floor within the goalkeeper's defensive half, or touch another player, prior to crossing the halfway line. A violation of this rule will result in an indirect free kick for the opposing team at the spot the ball crossed the half line.
- **U15 through U19** – There is no restriction on the goalkeeper throwing the ball over the half line. The goalkeeper has the option to throw long.

Corner Kick:

- If the ball wholly crosses the goal line out of bounds and is last touched by the defending team, play is restarted with a corner kick.
- Corner kicks shall take place at the intersection of the goal line and the touch line nearest to the point the ball went out of bounds.
- The ball is in play when kicked.
- Prior to the corner kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. If the kick is not taken within 5 seconds, then an indirect free kick is awarded to the opposing team that will be taken from the corner spot.
- At the time of the corner kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.
- The kicker cannot play the ball a second time until it has been touched by another player.
- A goal may be scored directly on a corner kick.

Rule 8: The Method of Scoring

- A team scores a goal when the whole of the ball legally passes over the goal line between the two goal posts and under the crossbar.
- A goal may be scored directly from a kickoff, a corner kick, or a direct kick.
- A goal may not be scored directly from a kick-in, a goalkeeper throw-in, or an indirect kick.

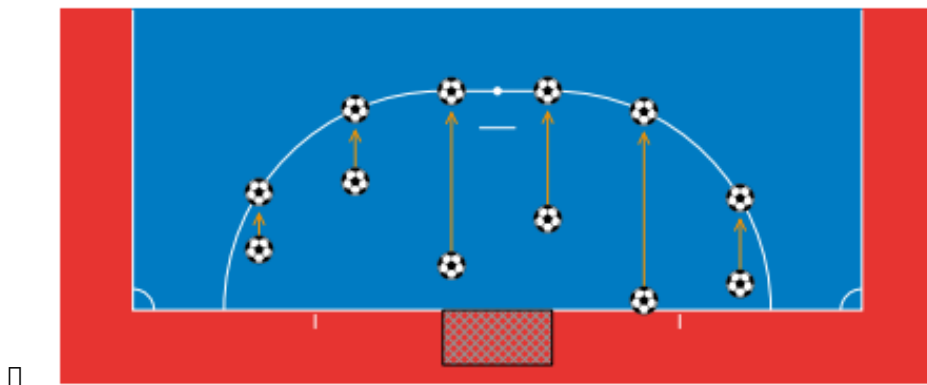
Rule 9: Fouls and Misconduct

Direct Free Kick:

- A direct free kick is awarded to the opposing team if a player commits any of the following fouls:
 - ☒ Holds an opponent
 - ☒ Handles the ball (except the goal keeper inside his own penalty area)
 - ☒ **Slide tackles an opponent** (all slide-tackling is prohibited)
- A direct free kick is also awarded to the opposing team if a player commits any of the following offenses in a manner which a referee would consider careless, reckless, or using excessive force:
 - ☒ Kicks or attempts to kick an opponent
 - ☒ Trips or attempts to trip an opponent
 - ☒ Jumps at an opponent
 - ☒ Charges an opponent
 - ☒ Strikes or attempts to strike an opponent
 - ☒ Pushes an opponent
- A direct free kick is taken from the spot on the floor where any of the above referenced fouls occurred.
- Prior to the direct kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds.
- At the time of the direct kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.

Indirect Free Kick:

- An indirect kick is awarded to the opposing team, to be taken at the spot on the floor where the infringement occurred, in the following cases:
 - ❑ The goal keeper receives the ball from a teammate with his hands
 - ❑ The goal keeper possess the ball more than five (5) seconds in his defensive half, regardless of whether control is maintained by the goal keeper's hands, feet or both
- Or in the opinion of a referee, a player:
 - ❑ Plays in a dangerous manner
 - ❑ Obstructs an opponent
 - ❑ Prevents the goalie from releasing the ball
 - ❑ Commits any other offense not previously mentioned in Rule 9, for which play is stopped in order to caution or dismiss a player
- Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the indirect kick, all players from the opposing team must be at least five (5) yards from the spot of the kick.
- An indirect kick awarded as a result of an infraction taking place within the penalty area is taken from the spot on the penalty arc closest to where the infraction was committed, following an imaginary line parallel to the goal line as illustrated below.



Cautionary Offenses:

- A player will be cautioned (yellow card) for the following offenses:
 - ☐ Unsportsmanlike conduct
 - ☐ Dissent by word or action
 - ☐ Persistent infringement of the rules of the game
 - ☐ Purposefully delaying the restart of the game
 - ☐ Failure to respect the five (5) yard distance when the opposing team is taking a corner kick, kick-in, free kick, foul shot, or penalty kick
 - ☐ Entering, re-entering, or leaving the field without the referee's permission (except for substitutions)
- For a cautionary offense, the opposing team is awarded an indirect kick from the spot on the floor where the infraction occurred.
- If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty arc closest to where the infraction was committed.

Sending Off Offenses:

- A player can be sent off (red card) for the following offenses:
 - a) Serious foul play
 - b) Violent conduct
 - c) Spitting at another player or the referee
 - d) Denying the opposing team an obvious goal scoring opportunity by way of an offense for which a direct kick or penalty kick would be awarded
 - e) Denying the opposing team an obvious goal scoring opportunity by deliberately handling the ball
 - f) Using offensive, insulting, or abusive language
 - g) Receiving a second caution (yellow card) in the same game
- For the offenses (a) through (e) above, play is restarted with a direct kick (or foul shot if accumulative limit is reached), unless the infraction occurred within the penalty area, in which case a penalty kick is awarded.
- If a player is sent off for offense (f) above, play is restarted with an indirect kick by the opposing team, taken from the place where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty arc closest to the location where the infraction was committed.
- A player who has been sent off may not re-enter the game, nor may he sit on the team bench. A substitute player may enter the game to replace the sent-off player two minutes after their

teammate has been sent off, unless a goal is scored before the two minutes have elapsed, and provided the player has the permission of the referee to enter the game.

Rule 10: Accumulative Fouls and Foul Shots

- Following the award of the fifth direct kick, all subsequent direct free kicks shall be foul shots.
- A foul occurring in the zone between the second penalty spot and the goal line may be taken as a normal direct kick if preferred by the team being awarded the foul shot. However, a foul shot must be taken if the infraction that led to the direct kick occurred anywhere beyond the second penalty spot.
- All foul shots from the second penalty spot must be taken on goal.
- The defending team (with the exception of the goalie) must stand behind the ball and stay at least five (5) yards from the spot of the foul shot.
- The goal keeper must remain on the goal line until the foul shot is taken.
- No player shall touch the ball until the foul shot has touched the goal keeper, the cross bar, the uprights, or has gone out of bounds.
- If a player on the defending team infringes, the foul shot is retaken if no goal was scored.
- If a teammate of the kicker infringes, the kick is retaken only if a goal is scored.
- If the game goes into extra time, the number of direct free kicks awarded in the second half will carry over into the overtime period.

Rule 11: Penalty Kick

- A penalty kick is awarded for any offense occurring inside the penalty area for which a direct kick is awarded.
- The ball is placed on the first penalty mark.
- The goal keeper must remain on the goal line until the ball is kicked.
- The remaining players must be outside the penalty area and at least five (5) yards from the spot of the kick.
- The ball is played when it moves forward and the kicker cannot play the ball a second time until it has been touched by a second player.
- If a player on the defending team infringes, the kick is retaken if no goal was scored.
- If a teammate of the kicker infringes, the kick is retaken only if a goal is scored.

Rule 12: The Referee

- Each game is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the game to which they have been appointed.
- The referee shall act as the ultimate timekeeper of the match, and will produce a final game report for tournament officials.
- The referee's report will include the final score, and any disciplinary actions taken against individual players.
- The decisions of the referee during the course of each match are final and will not be disputed or appealed to the Tournament Director and/or Tournament Committee to be overturned.