



Tournament Rules

ROSTERS AND PLAYER REGISTRATION:

All teams are required to check in at least 30 minutes prior to their first game. Teams must have the following items completed to take the court for their first game:

- ✓ Full Tournament Registration Fee Paid
- ✓ Tournament Roster Form Completed
- ✓ WYSA Player Cards Checked Off
- ✓ Strike FC Waivers Completed For Each Player

All rosters are final at the start of the team's first game. Maximum of Ten players per team.

LAWS OF THE GAME:

- The game shall consist of two 20-minute halves separated by a five minute halftime period.
- The score will not be posted on scoreboard if one team has a lead of 10 or more goals.
- There are five field players at the beginning of the game including one goal keeper.
- There is no off-sides; There is no slide tackling.
- Substitutes may occur at any time –on-the-fly. If a sub comes onto the field of play before the field player exits and the sub plays the ball and their team clearly "gains an advantage", the referee will stop play and caution the sub that played the ball and gained the advantage. The cautioned sub is replaced with another player and the game is restarted with the referees whistle.
- In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.
- The ball shall be kicked into play from the sideline instead of throw in. The ball is placed on the touch line before kicking as must not be moving.
- The kicker cannot play the ball a second time until it has been played by another player.
- Players on opposing team must be at least 5 yards away from point of kick-in.
- Players cannot score directly from a kick-in.
- All dead ball kicks are indirect with exception of corner kicks and penalty kicks.
- Kickoffs may be taken in any direction. On the start of play, opposing team waits outside center circle. The ball is deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it. Kick-offs taken after goals scored and at start of each half.
- Ball is out of play when it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in at the place closest to where the ball touched the ceiling). Touchlines and goal lines are considered inside the playing area.
- **Direct free kicks** are awarded when a player intentionally commits any of the following offenses:
 - *Personal foul against opponent (kicking, grabbing, tripping, etc.)
 - *Handball
 - *Slide Tackle.
- Indirect free kicks are awarded when any of the following offenses is committed:
 - Dangerous play
 - Obstruction
 - Goalkeeper throws ball directly over the halfway-line
 - Goalkeeper picks up or touches with his hands a pass from a teammate,

- .Goalkeeper holds ball more than 4 seconds
- .Unsportsmanlike conduct (dissent, foul language, etc.).

Foul accumulation and second penalty mark: If a team commits 6 team fouls in any half, the opposing team will be awarded a penalty kick from the second mark 10 meters away from the goal. Every foul after will also be awarded with the 10 meter kick until that half is over.

- Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are to be taken from the penalty mark on the midpoint of the 6-m-line.

- All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.

- The kicker shall not play the ball a second time until it has been touched by another player.

- Goals are scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

- Goal Clearances are to be taken in place of goal kicks. When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must distribute the ball back into play by hand within 4 seconds of retrieving it. The ball must leave the penalty area. The opposing team must stay out of penalty area during a goal clearance. If a player touches ball before it leaves penalty area, GK retakes the goal clearance. The GK cannot touch ball again until an opponent touches it.

Goal keeper usage will be unlimited. The goal keeper cannot possess the ball by foot or hand for more than 4 seconds at anytime. If this happens an indirect kick is awarded to the opposing team.

- Corner Kick - Ball placed on the corner (no corner-kick arc)
 - .The kicker cannot play the ball a second time until it has been played by another player.
 - .Players on opposing team must be at least 5 m away from point of the corner kick.
 - .Can score goal directly from a corner kick.

TEAM UNIFORMS & EQUIPMENT:

All players must wear matching uniforms during play, except for the goalkeeper. The team designated as the home team will wear a light colored shirt and the team designated as away will wear a dark colored shirt. All players must wear shin guards. Any player without shin guards will not be allowed to play. Futsal balls for game play will be provided by Strike FC Wisconsin.

SCORING (IN QUALIFYING PLAY):

Games will be scored according to the following outcomes:

6 points for a win; 3 points for a tie; 0 points for a loss.

*Teams also earn points in a game for goals scored up to four goals. Thus, 10 points would be the maximum score earned from a match.

Ties in standings between two teams will be broken by:

- 1) head to head results between tied teams
- 2) goal difference in qualifying play
- 3) goals scored in qualifying play
- 4) least goals allowed
- 5) shootout.

Ties between three or more teams will be broken by

- 1) goal difference in qualifying play
- 2) goals scored in qualifying play
- 3) least goals allowed
- 4) shootout with 1 team receiving a first round bye by random draw.

If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as score of 6-0.

PLAYOFF OVERTIME:

Shall consist of sudden death overtime period, maximum length of five minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the five minute-overtime period, play will continue with each team removing one player from the field, starting with their goalie, every two minutes until a goal is scored.

AWARDS:

Trophies for champions in each assigned flight.

SPORTSMANSHIP:

Teams are responsible for the behavior of their players, parents, and supporters. Harassment of officials and players will not be tolerated. Referees will stop games temporarily or may suspend play in face of persistent sideline harassment and/or intimidation. In the case of a game suspension, only the Tournament Directors are empowered to decide the outcome of the game (score stand as is, forfeit, etc.). Players receiving a red card will be banned from the next tournament game.

PROTESTS:

All referee decisions are final. No protests will be heard on any judgment calls by the referee.