

FUTSAL '18 RULES

KICK-INS / RESTARTS

1. Kick-Ins (NOT Throw-Ins) will take place when the ball crosses entirely over the touchlines.
2. Players CANNOT score directly from a kick-in.
3. A kick-in must be taken within four (4) seconds, if it is not; the Kick-In is given to the opposing team.
4. The kicker cannot play the ball a second time until the ball has been played by another player; Infringement of this rule entail an indirect free kick to the opposing team from the point of Infringement.
5. Players on opposing team must be at least fifteen (15) feet (3 yards) away from point of kick.

GOAL CLEARANCE (e.g. goal kicks – please note this is different from goalie handling the ball in the run of play).

1. From inside the penalty area, the goalkeeper throws or rolls the ball into play (as opposed to kicking the ball into play).
2. A goalkeeper must put the ball into play within four (4) seconds, if not; an indirect kick will be given to the opposing team at the top of the penalty area. (again this is for goal clearances only and does not apply when the goalie is handling the ball during the run of play).
3. The goalkeeper may NOT punt or kick the ball into play on goal clearances (they may play the ball with their feet during the run of play).
4. The ball is not in play until it has passed outside of the penalty area (if the goal clearance is received inside of the penalty area, the goal clearance shall be taken over).
5. Opponents shall remain outside the penalty area until the ball is in play.
6. The goalkeeper may not throw the ball in the air into the opposing team's penalty area. However, a ball may be rolled or bounced into that area. If the ball is thrown in the air into the opposing team's penalty area, an indirect kick will be given to the opposing team at the top of their penalty area.

CORNER KICK

1. Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
2. Must be taken within four (4) seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
3. The kicker cannot play the ball a second time until the ball has been played by another player; Infringement of this rule results in an indirect free kick to the opposing from the point of Infringement.
4. Players on opposing team must be at least five (5) feet away from point of the corner kick.
5. Players CAN score goal directly from a corner kick.

GOALKEEPING RESTRICTIONS

1. An indirect free kick is awarded to the opposing team if the goalkeeper commits one of the following offenses:
 - a) Throws the ball directly into the opposing team's penalty area. The ball must first touch the ground outside the penalty area or touch another player prior to it entering the opponent's penalty area.
 - b) Touches or controls the ball with his/her hands after it has been deliberately kicked to him/her by a teammate.
 - c) Picks up or touches with his/her hands a kick-in from a teammate.

STOPPAGE OF PLAY

Failure by a team to put the ball into play within four (4) seconds, as signaled by the referee, shall result in a possession turnover to the opponent.

PENALTY KICK

1. A penalty kick shall be awarded when a player commits a flagrant foul within his/her own penalty area.
2. Penalty kicks are taken from the penalty mark approximately three (3) feet back from the mid-point of the penalty arc.
3. All players must be out of the penalty area, and the players of the opposing team must also be at least five (5) feet from the penalty spot.
4. The kicker shall not play the ball a second time until the ball has been touched by another player.

PENALTY KICK SHOOT-OUT (Elimination Rounds & Championship Games only. There are NO Penalty Kick Shoot-Outs during the First Round of play.)

1. The referee will decide which goal to use.
2. A coin toss will decide the order.
3. Five (5) kicks to be taken by five (5) different players selected from the suited players.
4. The captain of each team shall provide the referee with the order of the kickers.
5. A player who has been ejected from a game may not participate.

TEAM ADVANCEMENT: ELIMINATION ROUND(S) & CHAMPIONSHIP GAME FIRST ROUND POINT SYSTEM

To determine which teams advance to a championship round the following procedures shall be used:

1. Highest number of points.
 - a. Win = six (6) points
 - b. Tie = three (3) points
 - c. One (1) point for each goal up to a maximum three (3) goals points per game
 - d. One (1) point for a shutout (0-0 tie equals four (4) points)
 - e. There is a 10-point maximum per game
 - f. A forfeit in play will result in a 3-0 score.
2. If two or more teams have the same number of points the tie-breakers in order are:
 - a. Winner of head-to-head competition (not valid if more than two teams are tied).
 - b. Winner of most games.
 - c. Goal differential (goals scored minus goals against) with a maximum of six (6) goals differential per game.
 - d. Fewest goals allowed.
 - e. Kicks from the penalty mark following the procedures published in the USSF Laws of the Game.

In determining the total number of points above, if tied teams have played an unequal number of games, a calculation will be made to compensate for the number of games played. Total number of points will be divided by number of games played. The resultant higher number will be declared the winner.

GROUPS OF FOUR (4) TEAMS

- One (1) group of four (4) teams will play three (3) games each, playing each opposing team once.
- The two (2) teams with the most points, as determined by the first round point system, will play a Championship game.

GROUPS OF FIVE (5) TEAMS

- There will be one group of five (5) teams. Each team will play the other four teams in the group.
- The team with the most total points after group play is the champion.

GROUPS OF SIX (6) TEAMS

- Two (2) groups of three (3) teams will play round robin format, two (2) games each.
- 3rd place teams in each group, as determined by the first-round point system, play each other for their final (3rd) game.
- 1st and 2nd team in each group, as determined by the first-round point system, will advance to semi-finals (1st Group A vs 2nd Group B; 1st Group B vs 2nd Group A).
- Winner of semi-finals advance to the Championship Game.

GROUPS OF EIGHT (8) TEAMS

- Two (2) groups of four (4) teams will play round robin format, three (3) games each.
- The two 1st place teams, as determined by the first-round point system, from each group will play a Championship Game.

GROUPS OF NINE (9) TEAMS

- Three (3) groups of three (3) teams will play round robin format, two (2) games each.
- Following RR play teams are ranked 1-9 by points, as determined by the first-round point system.
- Teams 8, 9 face off in the first playoff game. The loser of that game is eliminated. The winner enters the quarterfinal.
- All other teams enter elimination round(s) according to seeding, playing down to semi-final; semi-final winners play in Championship Game.

GROUPS OF TWELVE (12) TEAMS

- There will be three (3) groups of four (4) teams. Teams will play in round robin format within their group, three (3) games each.
- At the end of round robin play the four (4) teams with the most points will advance to a semi-final game. The team with the most points will play the team with the 4th highest points. The team with the second highest points will play the team with the 3rd highest points.
- The winners of each semi-final game will play in the championship game.

GROUPS OF SIXTEEN (16) TEAMS

- Age groups with 16 teams will form 4 groups of 4 teams each.
- Each team will play three (3) games each, round robin style.
- The winners of each group, as determined by the first-round point system, will advance to the semi-finals.
- Winners of the semi-finals will advance to the Championship Game.

Accumulative Fouls

For Teams U15/16 and Older

Accumulated Fouls / AFPK: All penal fouls are recorded on the scoresheet and on the scoreboard. If red foul blue a sixth time in the game, for that sixth penal foul and all subsequent penal fouls in that game, blue is awarded an accumulated fouls penalty kick. If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the

attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the Afpk from the second penalty spot or from the spot of the foul. All Afpk's must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper may be off her line, but may not be nearer than 16 feet from the ball. Accumulated fouls are totaled over the entire game.

Second Penalty Spot: 30 feet from the center of the goal

Penalty Spot: 20 feet from the center of the goal

Advantage: Advantage will be applied in futsal, with penal fouls still counting as accumulated fouls. If the referee shouts, "play on" and gestures with both arms, the foul was a penal foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and thus does not count toward the total.

Tournament Director Authority. Any rule not specifically outlined in this document or any other dispute will be ruled on by Colleen Kroeten, Tournament Director.

JOTP Futsal Tournament Rules

Rev. 12.30.2016