

Tournament Rules

Bobcat Bash /

Giles County Christmas Classic/ Monty Cardin's New Year's Futsal Classic/ Bridgeforth Bash

Modified Futsal Rules are designated for the Indoor Tournaments above and the tournament director will administer the rules as stated, but reserves the right to adjust or amend any rules as necessary to accommodate any unforeseen problems or circumstances before and/or during the tournament. All FIFA rules shall apply unless otherwise noted below.

TEAMS – Teams must check in at least 30 minutes prior to their first game or forfeit the first game. All players must provide a medical release form. Without this document, the player(s) will NOT be allowed to play. If a player who is not properly registered plays in a game, that game will be automatically forfeited to the opposing team. In classification of age groups, USSF Guidelines will apply. U8-U14 teams will play four (4) field players and 1 keeper with a roster limit of 10; U15 and older teams will play three (3) field players and 1 keeper with a roster limit of 10. Team must have 4 players to start up to U14 and 3 players to start U15 and above. Violations result in a forfeit. Players must wear matching uniforms/colors with numbers and the keeper must wear a contrasting shirt. In the case of color conflict, the home team must wear pennies. Teams are FROZEN at check-in. Players cannot play on more than one team in any one age bracket with a maximum of two teams in the tournament. Teams must have an adult coach or team manager on the sidelines.

EQUIPMENT - All players must wear shin guards; footwear must be gym shoes or indoor soccer shoes that will not mark the gym floor. Jewelry is not allowed.

OFFSIDE – There will be no offside.

SUBSTITUTIONS – Unlimited—the player leaving the floor must be within 3-5 feet of the substitution area before the replacement player enters the field of play. The player leaving the floor must not be involved in the play of the game during his/her departure from the playing area. If an advantage is gained by substitute entering early, a Yellow card may be given.

GAME DURATION – Games shall be 17 minutes in length, completed in one period. Game length may be adjusted to maintain schedule or to compensate for inclement weather. The clock stops only for circumstances determined by the referee. Any player, who is bleeding, regardless of how minor, will not be allowed to play until the bleeding has completely ceased. Teams must be in staging area five (5) minutes before start of game.

START OF GAME – The ball must be played backwards.

GOALKEEPER – Keeper must release the ball within five (5) seconds and once the keeper plays the ball after possession, it cannot be picked up again until touched by an opposing player. **Keepers may not drop kick or punt the ball- No exceptions.** All goalkeeper throws must touch a player or the playing surface before crossing the half-line. Any one (1) minute penalty assessed against the keeper may be served by another team member on the court. A goal cannot be scored on a throw by the keeper. This will result in a goal kick by the opposing team. Any ball handled by the keeper that was intentionally played back by his own team will result in the attacking team being awarded an indirect free kick from the 3-point penalty arc.

PENALTY KICKS – Shall be taken from the top of the 3-point arc. All players other than the kicker and keeper must be behind or to the side of the penalty mark, at least 5m from the mark until the ball has been kicked. The player taking the kick may not play the ball again until it has been touched by another player.

GOAL CLEARANCE – All goal kicks shall be roll-outs from the penalty area. No drop-kicks or punts. Defenders must remain ten (10) feet from the ball on all free kicks/roll-outs. Roll-outs must touch a player or the playing surface before crossing the half-line and are indirect. Violations result in an indirect kick for the opposing team. Once the keeper releases the ball, he/she may not receive it back from a teammate until it crosses the half line or is touched by an opponent. Result will be an indirect free kick from the 3-point penalty arc.

HIGH KICKS – Kicks that are higher than the top of the basketball backboard are considered a dead ball. A kick-in will be awarded to the opponent at the closest to point of the infraction.

BALL IN PLAY – The ball is out of play when it strikes the ceiling or any suspended structure, or crosses wholly the goal line or touch line. Play will resume with either a kick-in or a corner kick. A goal may not be scored from a kick-in on the touch line. A goal may be scored on a corner kick.

FOULS AND MISCONDUCT

- A. Handling the ball in the Penalty Area by the defending team shall result in a penalty kick.
- B. Violent conduct (deliberately striking or kicking a player, or foul or abusive language) shall result in a red card and possible ejection from the tournament at the discretion of the tournament director.
- C. Violation of applicable FIFA rules –unnecessary roughness, deliberately kicking or throwing the ball out of bounds shall result in a red or yellow card.
- D. All yellow cards will result in a one (1) minute penalty with no substitution. Two yellows will result in a red card.
- E. All red cards will result in an ejection with no substitution for 2 minutes. Player will also not be allowed to play in the next game. Two red cards shall result in ejection from the tournament. Red cards shall be at the discretion of the referee.
- F. An opponent scoring a goal cancels any remaining penalty time.
- G. ABSOLUTELY NO slide tackling. Violations may result in a yellow card at the Referee's discretion.
- H. If the Referee(s) or Tournament Director feel a player(s), attempts to damage (or has damaged), property belonging to the school, a yellow card will be issued. Repeated offenses will result in a red card. Severity of the damage may result in the player and/or team being financially responsible for repair cost.

*Remember all free kick, kick-ins, goal clearances (roll-outs), and keeper possession are subject to the 5 second rule. When cards are issued, the referee on the team side will be responsible for managing the 1 minute (yellow) or 2 minutes (red) penalty that a team must play short. The penalty time will start when game is restarted after card is issued.

SCORING AND STANDINGS

- A. Scoring will be the ten (10) point system. Six (6) points for a win, three (3) for a tie, zero (0) for a loss, one (1) for a shutout, and one (1) for each goal scored (maximum of 3). Forfeits will result in a 1-0 score to the non-forfeiting team. A 0-0 tie will be scored as a tie only and NOT A SHUTOUT.

B. Tiebreakers

1. Head to head competition
2. Goal differential (max of 3 per game)
3. Most goals scored (max of 3 per game)
4. Least goals allowed
5. Least amount of yellow cards (red cards count as 2 yellows)
6. Coin toss

If teams are tied in points, the tie breaker rules will apply.

C. **Sudden Death Playoff for Championship games:**

1. 5 minute sudden death playoff (no substitutions) (or 4 minutes for games playing 4v4)
2. Each team will pull a player after each minute of the game (during a dead ball)
 - 5 minutes = 5 v 5
 - 4 minutes = 4 v 4
 - 3 minutes = 3 v 3
 - 2 minutes = 2 v 2
 - 1 minutes = 1 v 1
3. Play is golden goal, first goal scored wins the game
4. At the end of overtime, if the game is tied, a shoot out will occur.
5. Sudden Death Playoffs apply to games that are highlighted and must to have a winner

PROTESTS - There will be no protests.