

GOAL OF THE EVENT:

Futsal is designed to be played in reduced space with a smaller, heavier ball that challenges players' ability & creativity, how to think & make quicker decisions and learn to create space on & off the ball. Therefore, we want the players and teams to enjoy the experience so we will not be competing for a tournament champion, as well as, scores nor standings will be recorded.

WEATHER

Tournament directors are **NOT** responsible for the weather (i.e. snowstorm) or a team failing to show up.

RULES:

1. **THE BALL:** Futsal (size 4)
2. **FIELD DIMENSIONS:** Expanded basketball court
3. **NUMBER of PLAYERS:** 4 + 1 Goalkeeper = 5 players - a minimum of 4 to compete.
4. **DURATION of GAME:** **26 MINUTES.**
Running time: the time stops only for injuries or the referee's discretion (intentional time wasting tactics)
5. **NO OFFSIDES**
6. **GOALKEEPER:** CANNOT drop kick, punt or throw the ball in the air over the 3rd Line.
Result: indirect free kick for the opponent taken at ½ field.

GK In Penalty Area:
 - GK has 5 seconds to release the ball (when in possession of the ball with the hands)
 - Back Pass to the GK Rule in effect
7. **3 LINE RULE:** Field players are not allowed to play the ball in the air over the 3rd line.
Result: indirect free kick for the opponent taken at ½ field.
8. **SUBSTITUTIONS:** Unlimited substitutions may be made at any stoppage of play at 1/2 field after the referee's permission. - A substitute cannot enter the field until the player on the field comes off.
9. **FREE KICKS:** Opposing players must stand 5 yds away from the ball on free kicks.
5 second rule on restarts
10. **BOUNDARIES:** The ball is considered out of bounds if it hits the ceiling or basketball hoops. Result: indirect free kick by the opposing team from the point where the ball was kicked.
11. **GOAL KICK:** Taken from anywhere inside the penalty area. The ball cannot be played in the air over the 3rd Line – 5 seconds to play once ball placed down
Result: indirect free kick for the opponent taken at ½ field.

- 12. CORNER KICK:** Opposing players must stand 5 yds away from the ball – 5 seconds to play once ball placed down
- 13. KICK-IN:** Used instead of a throw-in. The ball is placed on the touch-line/side-line. Opponents must stand 5 yards away from the ball – 5 seconds to play once ball placed down and is an in-direct kick-in
- 14. PENALTY KICK:** The ball is placed 8 yards from the goal line – spot specified by referee. The shooter ***IS ALLOWED TO RUN*** up to the ball (short run from the designated 3rd line). Remaining players have to stand behind the 3rd line during the penalty kick.
- 15. SLIDE TACKLING:** **NOT ALLOWED.** Result: direct free kick.
exception: by the goalkeeper inside his/her penalty area
- 16. CAUTIONS:** 2 yellow cards in one game equal an ejection from that game.
- 17. ACCUMULATION of YELLOW CARDS:**
- 3 overall yellow cards in the tournament equals a 1 game suspension (served next game)
 - The 4th yellow card equals a 2 game suspension.
 - The 5th yellow card is an automatic tournament suspension.
- 18. EJECTION:** Red card in a game equals an ejection from that game and a 1 game suspension (served next game)
- 19. ACCUMULATION OF RED CARDS:**
- A 2nd red card equals an automatic tournament suspension.
- 20. BOOKING THE OFFENDER FOR A YELLOW OR RED CARD:**
Team without jersey numbers: the player who booked by the referee has 15 seconds to give her name to the referee. If that player refuses, then the team coach, representative or captain now has 15 seconds to give the name of the player whose been given the yellow or red card. If a name is not furnished to the referee in 30 seconds, the game is called and that team loses the game. If a name is given and it is not found on the team roster, the game is called and that team is automatically disqualified from the tournament.
- 21. COACHES/CAPTAINS:**
All coaches, captains, organizers or representatives of each team are responsible for their player's conduct during the tournament.
- 22. REFEREES WILL NOT TOLERATE PLAYER'S MISCONDUCT.**