

FUTSAL '15

JOTP Winter Futsal Tournament 2015 Rules of Play and Conduct

FIELD OF PLAY

1. The size of the Playing Court is the size of a basketball court.
2. There are no boards.
3. Out of bounds rules are enforced, however, kick-ins are utilized instead of throw-ins.
4. The Penalty Area is a semi circle and normal rules apply to this area.

THE BALL

1. A Futsal ball is a heavier low bounce soccer ball.
2. # 2 ball (all ages)

THE GOAL

1. The goals will be approximately 2 meters high by 3 meters wide

NUMBER OF PLAYERS

1. Each team on the Playing Court consists of 5 players (4 field players, 1 goalkeeper)

TEAM ROSTERS / PLAYER REGISTRATION FORMS

1. The recommended maximum roster limit is 12 players per team, although higher numbers are allowed.
2. A player may only roster/play for one team within a Division/Age group. There will be no exceptions to this rule.
3. A Team Roster must be completed and turned in to the tournament registration table prior to tournament participation.
4. A Player Registration/Medical Waiver form must be completed and turned in to the tournament registration table for every player participating in the tournament prior to play. There will be no exceptions to this rule.
5. If the Team Roster and associated Player Registration /Medical Waiver forms are NOT submitted prior to the start of the competition, the team will forfeit their first match and each match thereafter until all required forms have been turned in.

SUBSTITUTIONS

1. Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please, exited player must be off the court before new player enters. Goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent).
2. All substitutions must take place in front of your player bench.
3. Unlimited substitutions.

PLAYERS EQUIPMENT

1. Numbered shirts, shorts, socks, protective shin-guards and footwear with rubber soles (no black soled shoes).
2. The goalkeeper shall wear colors that distinguish him/her from the other team's players

- and the referee.
3. All team jerseys must have numbers displayed on the back.

REFEREES

1. There will be 1 Main Referee per match (no Second Referee).
2. The referee will enforce the rules of the game as stated by FIFA and as listed herein.
3. If there is a conflict between FIFA rules and the tournament rules. The rules of the tournament shall apply.
4. Duties:
 - a. Enforce the laws;
 - b. Apply the advantage rule;
 - c. Keep a record of all incidents before, during and after game;
 - d. Stop game when deemed necessary;
 - e. Caution or expel players guilty of misconduct, violent conduct or other unsporting behavior;
 - f. Allow no others to enter the pitch;
 - g. Stop game to have injured players removed;
 - h. Signal for game to be restarted after every stoppage;
 - i. Decide that the ball meets with the stipulated requirement.
 - j. The referee may stop the game clock at their discretion.
 - k. The referee will keep the official time on the field.
 - l. The referee will keep official score.

LENGTH of GAME

1. Fifteen (15) minute halves with a short halftime break, approximately 2 minutes. However, break may be shorter if schedule requires.

TIMEKEEPER

1. There is a scoreboard and clock for each of the Playing Courts.
2. Either the Main Referee or a designated Time Keeper will operate the electronic clock.
3. The clock will not be stopped when the ball is out of play.

ISSUANCE of RED / YELLOW CARDS

2. Red Card:
 3. If a player receives a red card he/she will have to sit out his/her teams following match and the team will receive a 2 Minute penalty. The team being assessed the 2 minute penalty will play a person short until the 2 minutes expire or a goal is scored by the opposing team.
 4. Players shall be sent off (i.e., shown the red card) for:
 - a. Serious foul play;
 - b. Violent conduct;
 - c. Foul or abusive language;
 - d. Second instance of caution-able offense (i.e., second yellow card);
 - e. Intentionally impeding a clear goal opportunity (e.g. through a "professional foul");
 - f. Intentionally impeding a clear goal opportunity in the penalty area by handling the ball.
 5. Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f).
 6. Indirect free kicks, for (c) and (d) (from the top of the restraining arc when the infringement takes place in the penalty area).

2. Yellow Cards:

Players shall be cautioned (i.e., shown yellow card) when:

- a. A substituting player enters the pitch from an incorrect position or before the

- player he/she is substituting has entirely left the pitch.
- b. He/she persistently infringes the Laws of the Game.
- c. He/she shows dissent with any decision of the referee.
- d. He/she is guilty of unsporting conduct.

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the top of the restraining arc when the infringement takes place in the penalty area).

3. Yellow Card Accumulation:

If a player receives an accumulated 3 yellow cards during the first round of competition, he/she will NOT be permitted to play in their team's next match. If a player receives the 3rd accumulated yellow card during the final first round match, the player will NOT be permitted to play in the championship game.

FOULS and MISCONDUCT

1. Slide tackles will NOT be permitted.
 - a. Sliding to block a shot is allowed.
 - b. Sliding by Keeper to block a shot is allowed.

2. A Direct Free Kick shall be awarded when a player intentionally commits any of the following offenses (penalty kick awarded when the infringement takes place in the penalty area):
 - a. Kicking or attempting to kick an opponent;
 - b. Tripping an opponent;
 - c. Jumping at an opponent;
 - d. Charging an opponent in a violent or dangerous manner;
 - e. Charging an opponent from behind;
 - f. Striking, attempting to strike, or spitting at an opponent;
 - g. Holding an opponent;
 - h. Pushing an opponent;
 - i. Charging an opponent with shoulder (i.e., shoulder charge);
 - j. Sliding at an opponent (i.e., sliding tackle); or
 - k. Handling the ball (except goalkeeper within his/her own penalty area).

3. An Indirect Free Kick shall be awarded when any of the following 8 offenses is committed (when an infringement takes place in the penalty area, the kick shall be taken from the penalty area line at the place nearest to where the infringement occurred):
 - a. Dangerous play (e.g. attempting to kick ball held by goalkeeper);
 - b. Obstruction;
 - c. Charging the goalkeeper in the penalty area (i.e., goalkeeper charge);
 - d. Goalkeeper throws ball directly over the halfway-line (without it first touching his/her own side of the court or any player);
 - e. Goalkeeper picks up or touches with his/her hands a back pass;
 - f. Goalkeeper picks up or touches with his/her hands a kick-in from a teammate;
 - g. Goalkeeper controls the ball with any part of his/her body for more than 4 seconds;
 - h. Goalkeeper touches or controls the ball with his/her hands or feet, on any part of the playing court, for more than 4 seconds, except when he/she touches or controls the ball on the opponent's half of the playing court.

4. The opposing players must give five (5) feet between them and the ball on all restarts.

KICK OFFS

1. A kick off is an Indirect Free Kick.
2. The winner of a coin toss will select either a side to defend or the kick off.

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 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 (i.e. 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. 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).
3. 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).
4. Opponents shall remain outside the penalty area until the ball is in play.
5. The goalkeeper may not throw the ball in the air directly across midfield. However, a ball may be rolled or bounced over midfield.

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 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 past midfield. The ball must either bounce on his/her side of the court or touch another player prior to it entering the opponents half of the court or controls the ball with his/her hands after it has been deliberately kicked to him/her by a teammate.
 - 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

1. Failure by a team to put the ball into play within four 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. To be 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

NOTE: There are NO Penalty Kick Shoot-Outs during the First Round of play – Elimination Rounds & Championship Games only.

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. The captain of each team shall provide the referee with the order of the kickers.
4. 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.
 - i) Win = 6 points
 - ii) Tie = 3 points
 - iii) 1 point for each goal up to a maximum 3 goals points per game
 - iv) 1 point for a shutout (0-0 tie equals 4 points)
 - v) 10 points maximum per game
2. Winner of head-to-head competition (not valid if more than two teams are tied).
3. Winner of most games.
4. Goal differential (goals scored minus goals against) with a maximum of 6 goals differential per game.
5. Fewest goals allowed.
6. Kicks from the penalty mark following the procedures published in the USSF Laws of the Game.

A forfeit in play will result in a 3-0 score.

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

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

GROUPS OF SIX (6) TEAMS

- 2 groups of 3 teams will play round robin format, 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

- 2 groups of 4 teams will play round robin format, 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

- 3 groups of 3 teams will play round robin format, 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

- 4 groups (A,B,C,D) of 3 teams will play round robin format, 2 games each.
- The third (3rd) place teams in each group, as determined by the first round point system, play each other for their 3rd game. (A vs B; C vs D)
- The second (2nd) place teams in each group, as determined by the first round point system, play each other for their 3rd game. (A vs B; C vs D)
- The 4 First place teams are ranked 1-4, as determined by the first round point system.
- Teams ranked 1-4 are entered into semifinal according to seeding, playing down to semi-final and final.
- Winner of semi-finals advance to 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 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.

Tournament Director Authority

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