



DCFA Futsal Tournament Rules



Welcome to the DCFA Futsal Tournament Series. The following Tournament Rules apply to all DCFA Futsal (5v5) tournaments. For any questions or comments, please email us at info@denisonsoccer.com. We look forward to a great event. Thank you for participating.

1. LAWS OF THE GAME

- A. All games shall be played in accordance with US Futsal Federation rules, except as specifically modified by these rules.
- B. The official Rules can be viewed and downloaded at <http://www.futsal.org/>

2. AGE AND ELIGIBILITY

- A. Tournaments are open to boys and girls teams ages U13, U14, U16.
- B. The tournament committee reserves the right to combine age groups based on number of registrations received in each age group.
- C. Females can play in male divisions. No males will be allowed to participate in any female divisions, except the co-ed division. Teams in the co-ed division must have at least one female on the field at all times.
- D. Players must have proof of age at the tournament. Acceptable proof would be a player pass from other soccer leagues, birth certificate, passport, or state ID.
- E. We require USFF player registration for participation. Please visit <http://www.futsal.com/index.php/registration-center> to register your team.
- F. No player shall play for more than one team during the tournament.
- G. Maximum roster size is 10 players.

3. UNIFORM, EQUIPMENT, AND FIELDS

- A. Players are required to wear shin guards in accordance with the Laws of the Game.
- B. When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- C. Players must wear non-marking indoor soccer, futsal, or athletic shoes. E. Teams U13 and above shall use larger futsal ball (Size 4).

4. DURATION OF GAMES

The US Futsal Cup format for game play:

- A. One 40-minute game, two halves, 3 minute halftime.
- B. Teams each get a single 30 second time out per half, when in possession.

5. START/RESTART OF PLAY

- A. Goals may not be scored directly on restarts at the start of the game, after goals are scored, or from restarts from out of bounds.
- B. All kicks — kick-offs, kick-ins, free kicks, goal kicks and corner kicks — must be kicked within four seconds of the time the ball has been placed (or reasonably should have been placed) to be kicked. Failure to kick the ball within four seconds will result in the other team taking possession

6. GENERAL RULE OF PLAY

- A) OUT OF PLAY:** The ball is out of play when it strikes the ceiling or any object above the court. The restart will be an indirect free kick for the other team from the sideline closest to the spot where the ball struck the ceiling or object.
- B) 3 METERS RULE:** In all dead ball situations, defending players must stand at least 3 meters (approx. ten feet) away from the ball. If the defensive player's goal area is closer than ten feet, the ball shall be placed 3 meters from the goal area in line with the place of the foul.
- C) KICK-INS:** Instead of a throw-in, the ball shall be placed on the sideline in a stationary position and kicked into play.
- D) INDIRECT KICKS:** kick-ins and kick-offs are indirect with the exception of corner kicks and penalty kicks. Corner kicks and Penalty kicks are direct kicks.
- E) GOAL CLEARANCE:** Goal clearance by the goal keeper may be taken from anywhere inside the goal arc.
- F) PENALTY KICK:** A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the penalty kick spot (a spot 20 feet from goal line) with all other players behind the midfield line. Penalty kicks are live balls – the ball is in play as soon as it is kicked and moves forward.

7. GOAL KEEPER DISTRIBUTIONS

- A. Please note that we will follow the US Futsal law that states goalie “throws” must not cross midfield without being first touched by a player FOR U13 AND U14 AGE GROUPS. Throws over midfield will result in an indirect free kick from the midfield line. FOR U16 AND OLDER: goalie throws may cross the midfield line.

8. PASSBACK RULES

A. We will enforce the current rules pertaining to passing back to your goalie after he/she distributes the ball or touches it with his/her foot or body.

9. SLIDE TACKLING AND CONTACT FOULS

A. Slide tackling is not allowed. Some referees may let a player slide, for example, to keep a ball from going out but it is up to their discretion what is safe or not.

B. Please note that futsal is meant to be a “cleaner” game than the outdoor game. Fouls that are not fouls in outdoor (or traditional American indoor soccer) are fouls in futsal. This is particularly true of tripping and shoulder to shoulder play. Part of the reason is to protect the players from the hard surface, but it is also to inspire creative offensive play.

10. FAILURE TO SHOW AND FORFEITS

A. A game may not start with fewer than four (4) properly uniformed players on each team for a match.

Once a game has started, it may not continue with fewer than three (3) players. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.

B. A team shall have a three (3) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 5-0 forfeited win. In the case of a late start, game length may be adjusted by the referee in order to maintain the tournament schedule.

C. If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.

D. Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament committee.

E. Teams forfeiting any matches will NOT receive a refund of any fees

11. DETERMINATION OF DIVISION AND WILD CARD WINNERS

A. Each team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.

B. At the end of the preliminary rounds, the division winner shall be the team with the most points in their group.

12. Tiebreaker:

A. In the event that two or more teams are tied within a division, the following criteria will be used in order until the tie is broken to determine a winner: In pool play, ties between two or more teams will be broken by:

1) Head to Head in Pool Play

2) Goals-Against in Pool Play

3) Goal Difference in Pool Play

*Maximum of 5 Goal Difference Per Game Used for Goal Differential to determine Tie-Breakers

Example, an 11-1 Victory will be counted as a 6-1 victory for purposes of tie-breakers

4) Penalty kicks - 3 Players Per Team

Penalty Kick Shootout shall be used for any Standings Tiebreaker or to determine End-of-Game winner for Playoff games. Choose any 3 players from roster, kick from PK spot on court. If additional PKs are needed, teams go 1 by 1 with new players. **No player may take a second shot until every player on roster has taken a PK, including goalkeepers.**

B. In the event of a tie between more than two teams, once a tie is broken by the above system, and if ties among the remaining teams must still be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.

C. In the event that a wildcard team must be selected for the playoff rounds, the above procedure starting at 11. A., will be used across the entire flight.

13: PLAYOFF OVERTIME:

A) Playoff games which must have a winner shall be decided by Kicks from the Mark (PK) as described in 12.A above. The winner of a coin toss will have the option of choosing to kick first or last. In the first round of kicks, all three players on each team will kick once, alternating teams. **No player may take a second shot until every player on roster has taken a PK, including goalkeepers.**

14. GAME AND SCORE REPORTING

A. The field marshal will ensure that the game report forms are properly completed, signatures obtained and scores recorded at the end of each game.

B. The field marshal will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters in a timely manner each day.

C. A team official, coach or manager, must sign the score card at the conclusion of the match verifying that the score and all cards are correctly listed on the game card.

15. CONDUCT

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A. Smoking is NOT permitted at any game sites.

B. Pets are NOT permitted at any tournament fields.

C. Alcoholic beverages are NOT permitted at any game sites.

D. Artificial noise-making devices are prohibited.

E. Players, coaches and spectators are expected to conduct themselves within the spirit of the law, as well as the letter of the law. Displays of temper and/or dissent are cause for ejection from the game AND the facility. Repeated violations may result in the forfeit/suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.

F. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.

G. Yellow Cards: a yellow card shall be issued to any player who commits a serious infraction at the discretion of the referee. A direct kick will be awarded to the opposing team from the spot of infraction. Players receiving a second yellow card during a game will be issued a red card.

A player or coach receiving a red card will not be able to participate in the tournament game following the game the card is issued. All red cards will be reviewed by the referee and tournament committee and additional game suspensions may be awarded to the offending player, at their sole discretion.

The tournament committee reserves the sole right to suspend any player, coach, fan, or team from the tournament for unruly conduct.

H. In the event of assault / abuse on a game official, a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.

I. Any teams disregarding a decision by the referees and / or the tournament committee to either suspend or cancel tournament play, shall be disqualified for the remainder of the tournament.



16. GENERAL RULES

A. NO protests.

i. All decisions made by the referee are final.

B. The Tournament Committee reserves the right to decide on all matters pertaining to the tournaments and all interpretations of the rules are final. If a team disregards any decision by the tournament committee, all remaining games will be forfeited and therefore disqualified from the tournament.

C. Under no circumstances shall the Tournament Committee, Denison Soccer, or DCFA; including its employees, owners, directors, or agents, be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.

D. Upon notice of acceptance, any team that withdraws from the Tournament will forfeit the entry fee in its entirety.

E. First, second and third place awards will be presented in each division.