

**Brand new four courts
CHALLENGE ELITE COMPLEX**





SUMMER FUTSAL CUP TOURNAMENT

Join us for the **1st Annual Summer** Futsal Cup Tournament. This Tournament will be for select and recreational level of play.

Date: June 14th & 15th 2025

Team registration cost \$400

Minimum 3 game and a chance to play in the championship for 1st & 2nd place medals.

Ages 7-17 years old

Deadline: When bracket spots are paid and filled, as space is limited.

Location 1: Challenge Elite Sports 14150 Beamer Rd, Friendswood, TX 77546

All players and fans must complete event waiver and there is a \$5 spectator entrance fee. Players and Coaches are free.

Brand new control temperature gym with concession, clean restroom, free Wi-Fi, chairs for fans and spacious parking.

Tournament Contact: david.challenge.elite@gmail.com



LAWS OF THE GAME P1

- **General Rules**

- Teams are comprised of four outfield players and one goalkeeper.
- There are no throw-ins in futsal. A kick-in will be used to restart play.
- There is no offsides in futsal.
- There are no goal kicks in futsal. Goalkeepers restart play by distributing ball with their hands.
- Substitutions may occur any time during the run of play. Substitutions must be made through the technical area in front of the team's bench, not at half court.

- **Substitutions**

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams' bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his teams' bench -- *not* at the half-way line.
- Teams will switch benches (and ends) at halftime, ensuring that all substitutions take place in the defensive half.



LAWS OF THE GAME P2

- **Restarts**
- **Kick-offs:** A goal may be scored directly against the opponent from the kick-off. The ball is in play when it is kicked and clearly moves.
- **Kick-ins:** are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team. If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds, the ball is turned over to the opponent.
- **Goal Clearances:** are awarded when the ball exits the court beyond the end-line. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball must be released within 4 seconds (either at referee signal or as goalkeeper is ready). Opponents must be outside the penalty area until the ball is in play.
- **Corner Kicks:** are direct. The ball must be placed in the corner arc area and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.
- **Free Kicks:** may be indirect or direct. The ball must be stationary before the kick may be taken.
- **Penalty Kicks:** are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.
- **Fouls and Misconduct**
- **Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player, an indirect free kick is awarded.
- **Direct Free Kicks:** When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a direct free kick is awarded.
- **Yellow Card / Caution:** The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card.
- **Red Card / Send-off:** The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

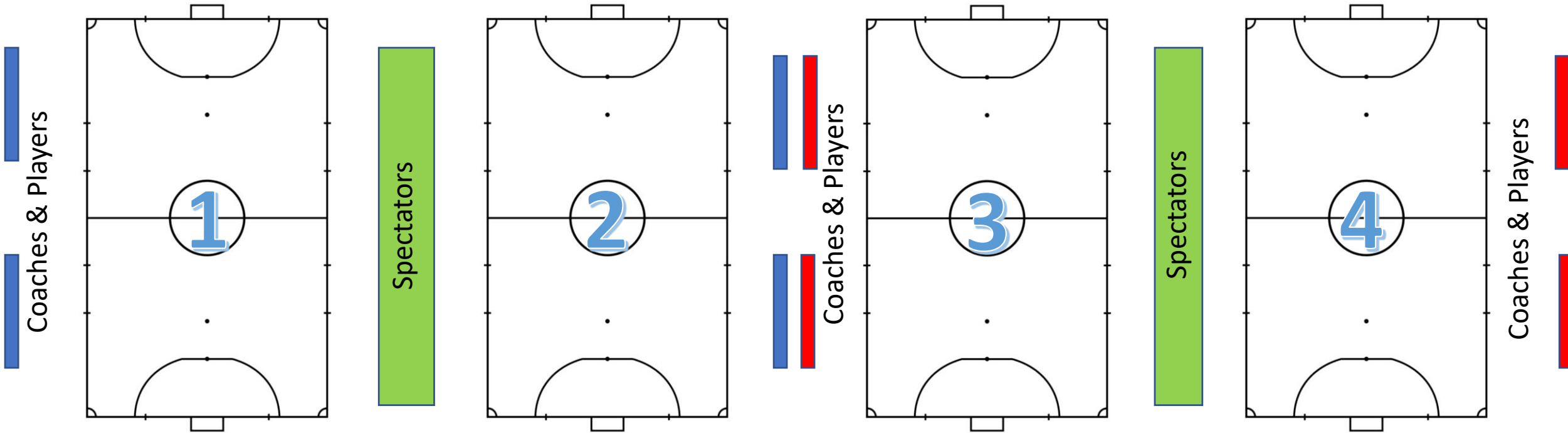


LAWS OF THE GAME P3

- **The Goalkeeper**
- Must wear a different color shirt.
- He/She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his/her feet during the run of play.
- May not possess the ball for more than four seconds in his/her own half.
- May throw the ball directly across the half-way line.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
- Cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it or it has gone out of play.
- No Slide Tackles - Slide tackles are defined as a player leaving their feet, and finishing the play on the ground, in an attempt to challenge an opponent with a ball. When it is determined that a player is extending their leg(s) to block a shot or a pass, and there is no danger of collision with an opponent, the referee may not call a violation. Slide tackles do not pertain to goalkeepers within the Goalkeeper Area. When a goalkeeper leaves the area, they are treated like a field player. (Restart Result = Direct Kick)
- .In accordance with US Soccer Mandates, Heading is not allowed in U12 and Younger Leagues. The result is an indirect free kick from the spot of the foul.



Summer Futsal Cup Tournament Court Map



FOR SAFETY-WALKWAY ONLY-NO STANDING ZONE



Court Entrance





SUMMER FUTSAL CUP TOURNAMENT FORMAT

- Group of 4 Bracket with round robin play then top two final
- Group of 6 Bracket with crossover play and top two wild card with most points from either bracket play in the finals
- Group of 8 with A & B bracket then 4 teams play round robin in each bracket with winners of A & B bracket play in the finals.

Tournament Standings will be based on the following:

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

Tie Breakers

2 Team Tie

- 1.Head-to-head Winner
- 2.Most Wins
- 3.Biggest goal differential (Max of 5 goal difference per game)
- 4.Lowest goals against
- 5.Most goals for (Most shutouts)
- 6.Coin flip