



**Minot Magic**  
**Indoor Tournament**

**Sponsored by Vibeto Othodontics**

## **FIFA Futsal Rules will be followed with the following exceptions**

### **General Rules**

- Two twenty-minute halves will be played, two-minute half time
- The clock will start ON TIME
- There is no overtime, injury time or stoppage time unless it's a championship or consolation match.
- Teams are comprised of four outfield players and one goalkeeper. **MUST HAVE 3 PLAYERS TO PLAY.**
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offsides in futsal.
- No heading for U10 and down.
- We will use a standard size Futsal ball for the games. Match balls will be provided.
- Cleats **CAN** be worn in the BUBBLE. Non-marking flat bottom shoes should be worn in the dome or wellness center
- Double rostering will be allowed **WITH PERMISSION** from the tournament directors permission

### **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 match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench), not at the half-way line.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

### **Restarts**

- Kickoffs: are indirect. The ball can be played forward or backwards. Tapped balls are not in play – the ball must move
- Kick-Ins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 6 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. Defenders must be 3 yards back from the place of the kick-in.
- Goal Clearances: are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area. The goalkeeper may not throw the ball past the halfway line.
- Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 6 seconds. Defenders must be 16 feet (5 yds) from the ball where the corner is being taken.
- Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick may be taken.
- Penalty Kicks: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet (5 yds) and must be behind an imaginary line running from touchline to touchline even with the penalty spot.
- Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

## **Fouls and Misconduct**

- Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with her hands or commits any offence for which play is stopped to caution or eject a player.
- Direct Free Kicks: When a player kicks or attempts to kick an opponent, slide tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.
- Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.
- Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- Penalty Spot: 20 feet from the center of the goal.

## **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, but can NOT THROW the ball over the half line. If it is thrown over half without touching the ground or a player on their half an indirect free kick will be awarded the other team at the half line
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than 6 seconds in her own half even when ball is at his or her feet.
- May slide when he/she is in the goal box and is playing the ball, can NOT slide tackle outside of the box and is considered a field player at that point. Direct free kick and automatic yellow card will be awarded the opposing team.

## **Overtime Rules for championship or consolation games.**

- Clock is set at 4 minutes.
- Each team begins overtime with 3 field players and 1 GK. Each minute the teams must remove 1 field player until each team is at 1 field player and 1 GK.
- The match is sudden victory or golden goal.
- If no goals are scored, then the match will go to kicks from the spot. Each team will use three different players to take kicks. Whichever teams makes more kicks out of the three will win the match. If still tied, we go to one kick at a time until the match is resolved.

## **Each pool play match will award the following**

- 3 points for a win.
- 1 point for a tie.
- 0 points for a loss.

## **Tie breakers in pool play are as follows.**

1. Head to head
2. Goal differential up to 5 per game.
3. Goals scored up to 5 per game.
4. Fewest Goals Allowed
5. Flip a Coin