

2020 Midwest Futsal Winter Cup RULES

FIFA rules with the below exceptions and notes:

All ages and teams

- Two 22 min halves with 2 min halftime – running clock
- Teams switch benches at half
- Time Outs: Each coach may call (1) one-minute time out (clock DOES stop) per half
 - Time out requests are made to the referee at any time and awarded when in possession of the ball at the next stoppage (Kick in, Goal Throw, or set piece).

Red Cards

- Red Cards will go to the Referee/tournament director to be assessed for the number of games

Subs

- We would like all subs to be wearing pinnies at all times while on the bench and pass the pinnie on to the player coming off the court before going on. This will also help the referees have clear sight of what players are on the court and what players are not (See sub rule below)

Tie breakers

- Head to head, goal differential (Max 10), goals for, goals against, Pk's

Forfeit Rules

- If for some reason a team forfeits, the score is recorded as 10-0

OT rules

- For semi's (Straight to 3 Pk's. Any player on or off the court at the end of the game may shoot)
- For Finals (Two 5 min periods, no golden goal, then 3 Pk's). No time outs in OT

U12 and under

- Slide tackling is allowed but will be at ref's discretion if a foul is committed.
- Will use a size 3 Futsal ball
- Incorrect subbing
 - o A warning will be given to each team and then an indirect free kick will be awarded for improper subs to the opposing team (But not a yellow card)

U13 and up

- Slide tackling is allowed but will be at ref's discretion if a foul is committed.
- Will use a size 4 Futsal ball
- Incorrect subbing
 - o A warning will be given to each team and then the FIFA rule will apply, meaning the player who improperly subbed will receive a yellow card and an indirect free kick will be awarded to the opposing team

Please see below for a cheat sheet of the Futsal Rules that differ from Outdoor

- Goal keeper

- o No goal kicks, but goal throws (The ball must come out of the arc to be in play and the keeper has 4 seconds to release the ball. After 4 seconds, the whistle blows and the opponent is awarded an indirect free kick at the top of the arc)

- o Goal keeper can only possess the ball once per team possession and for no more than 4 seconds unless the keeper is over the half way line

- o Once the keeper is over the half way line, the keeper is considered a field player. However, if the keeper crosses back over the half and touches the ball (Assuming the keeper already touched it), it would be an indirect free kick for the opponent as it would be considered a second possession.

- o GK PUNTING - GK can punt or drop kick after making a save from run of play, but not from goal clearance (goal kick), if so the opponent is awarded an indirect free kick at the top of the arc).

- Fouls

- o After 5 fouls in one half, the 6th foul is a free/direct kick for the opposing team at the 2nd penalty marker (10 meters) or where infraction occurred (Player taking it chooses) – Defending GK can come out as far as 5m from Direct Kick spot.

- Sub Rule

- o Subs can be on the fly at any time during the game

- o Subs must be in a pinnie while on the bench

- o The player on the court must come completely off the court before the sub can go on in sub the sub zone only. The sub must also pass the pinnie to the player coming off before they go on

- o If the sub comes on too early, the result is an indirect free kick for the opposing team (And a yellow card for U13 and up – FIFA rule).

- Kick ins

- o No throw ins. There are kick ins. The ball must be on or just behind the line and stopped. An illegal kick in (Moving ball, ball or foot on the court or ball at a long distance behind the line) results in a turnover.

- o Players have 4 seconds to get the ball in play as well

- o Players defending must be at least 5 meters away from the ball

- Free kicks

- o Players have 4 seconds to get the ball in play as well once placed on the ground. A wall may be requested, then 4 seconds apply after referee whistle is blown.

- o Players defending must be at least 5 meters away from the ball. If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken and the offending player is cautioned, unless the

advantage can be applied or another infringement is committed that is punishable by a penalty kick. If the infringement is punishable by a free kick, the referees decide whether to punish the original infringement or the one committed subsequently. If the second infringement is punishable by a penalty kick or direct free kick, another accumulated foul is recorded against the offending team

- Kick off

o Players must be 3 meters away and ball must go forward

- Penalty Kicks

o A penalty kick is taken from the top of the arc (Which is 6 meters from the goal line)

- 5th attacker

o If a team chooses to “fly the keeper” as the “5th attacker,” this player needs to have a different color pinnie on to be identified as a keeper and must abide by the rules of the keeper

- The ball

o For players U12 and under, they use a size 3 ball

o For players U13 and older, they use a size 4 ball

- The players

o There are 4 field players on the court at one time plus a keeper (5v5)

- Red Card

o In the event of two yellows or a straight red card, that team will play a man down for 2 min or until a goal is scored by the opposing team, whichever comes first.

Brackets:

6 Teams: 2 groups of 3.

2 pool games: 1st seed plays 2nd seed in the other group for Semi Final, and then Final/Championship match. 3rd seed teams face each other for their 3rd game.

5 teams: Each team plays 4 games. Team with most points wins first place. Team with second most points wins second place

4 Teams: 3 pool games. 1st and 2nd seed face each other for Final/Championship Game.

TOURNAMENT/MATCH DAY OPERATIONS

FOOTWEAR: gym/turf shoes or equivalent as appropriate for playing on a firm surface (no cleats).

UNIFORMS: all players on a team must wear the same color shirts, numbers are required, and all teams must have a light and a dark colored set of shirts at each game in case of a color clash (if no agreement between coaches, a coin toss will decide who changes). Wearing pennies is fine.

WARM UPS: If warm up space is available, we encourage your team to do pre-game activities of your choice, but in a controlled manner, respecting the area as a shared space. For the safety of all, **SHOOTING OF ANY KIND IS PROHIBITED.**

ROSTER: Every team must hand in their completed roster (Team Waiver – signed by each player representative – if NOT done online) before their first game and provided at check in by March 6. Max of 14 players. Min of 6 players.

SHARING PLAYERS: A player is only allowed to be rostered on a different team if he/she is playing up one or more years. (i.e. a 2007 Boy is dual rostered in his 07Boys team and another 06Boys team.)

PROOF OF AGE: all coaches and/or team managers must have proof of age with them for every player at every game. Examples of acceptable documents would be player pass, birth certificate, state id, or passport. To be provided if requested by tournament staff **ONLY.**

PROTESTS: There will be **NO PROTESTS**
Referee and Tournament Staff decisions are final.

EXTERNAL CONDITIONS/WEATHER: We make every effort to accommodate all games due to space/court limitations. If a game or the entire tournament is cancelled due to acts of God or field conditions, no refunds will be given under any circumstances.

TERMINATED GAMES: If the referee terminates a match for reasons other than an act of God or field conditions, MFWC officials will decide the result of the match after hearing the official reason from the referee and both coaches.