

## **2022 Midwest Futsal Winter Cup RULES**

### ***FIFA rules with the below exceptions and notes:***

All ages and teams

- Two 22 min halves with 1 min halftime – running clock
- Time Out: Each coach may call (1) one-minute time out (clock DOES stop) per half (use or lose it)
  - There are no time outs in overtime (playoff games).
  - Time out requests are made to the referee at any time and awarded when in possession of the ball at a stoppage (Kick in, Goal Throw, or set piece).

### **Red Card**

- Any Red Card given will go to the Referee director to be assessed for the number of games
- Subs MUST 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 (See sub rule below)

### ***U12 and under***

- No slide tackling (But can slide to block a shot)
- 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 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

- 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)
- 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
- 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.
- **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

- 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

- Subs can be on the fly at any time during the game
- ideally: Subs must be in a pinnie while on the bench
- 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
- ♣ 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

- No throw ins. There are kick ins. The ball must be on the line and stopped. An illegal kick in (Moving ball, ball on the court or ball at a long distance behind the line) results in a turnover. Foot on the court (plan foot) is not a infraction anymore – totally allowed

- 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.

**- Halftime**

1 min break. **NO BENCH** switch needed.

**- Time outs**

Each team gets 1 one-minute, running clock, time out per half. To call a time out, their team must have possession of the ball at a stoppage (Kick in, Goal Throw, or set piece). No time outs can be called within the last 3min of each half.

**USE OF CARDS GUIDE (regarding physical challenges)**

“**CARELESS**” action: **VERBAL** Chat - Player appears to have made a clumsy tackle without intent to injury

“**RECKLESS**” action: **YELLOW** Caution - Player has acted with complete disregard to the safety of his/her opponent

“**EXCESSIVE FORCE**” action: **RED** Send Off - Player has far exceeded the necessary use of force and is in danger of seriously injuring his/her opponent

**- Brackets:**

6 Teams: 2 groups of 3.

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

5 Teams: Every team gets 4 games and winner is decided by points

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

## **TOURNAMENT/MATCH DAY OPERATIONS**

**FOOTWARE:** 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 (unless discussed with tourney director prior the event), 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 ok.

**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. Rosters to be submitted online and edited at any time before March 11<sup>th</sup>.

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 and in different Division. (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.

**AGE CHALLENGE:** If you want to challenge the age of a player on the opposing team, the head coach (and only the head coach, not a parent or team manager of anyone else) must tell the ref before the start of the game. A staff member will assist and request proof of age. If the challenged coach cannot produce proof of the challenged player's age then that player must not play the game. Please do not do this frivolously as it creates a negative environment and in 99% of cases you're just plain wrong and the challenged player IS age-appropriate, no matter what you might think otherwise, and also be sure that YOU have all of your documentation with you before you challenge another coach as (s)he will almost certainly immediately challenge the age of your players in return.

**PLAYOFF OVERTIME:** If the event format supports playoffs (semi-finals/finals), their overtime shall consist of a 3-minute "golden goal" overtime

period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a penalty shootout with a coin toss to decide team kicking order.

**PENALTY SHOOTOUT (Playoffs Only): 3 players shootout.** Out of the remaining 5 players from each team remaining on the field at the end of the overtime period, 3 will be chosen and they will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the next 2 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered (it goes back to the first 3 players originally chosen if no winner after all 5 players have taken). If one team has received a red card during the game and finishes with less than 5 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks.

**Championship Bracket Seeding (Playoffs Only):** Championship Bracket seeding will be determined by points and tie-breakers as detailed below. A forfeited game is scored as a 3-0 win for the team that is present. Referees will have the winning coach sign the scorecard and returned to Registration Desk by a tournament staff member.

**POINTS:** 3 for a win, 1 for a tie, 0 for a loss. No additional points for shutouts or goals scored.

**TIE BREAKERS:** During pool play for competitions that lead to play-offs, to determine play-off seeding ties will be broken by

1. head to head results between the tied teams
2. Goal difference in pool play games
3. Goals For in pool play games
4. Goals Against in pool play games
5. Coin Toss

**SLAUGHTER RULE:** If a team is losing by 10 goals mid-way through the second half, the losing coach will be asked if they want to continue the game or not. If they don't then the game is over.

**MAX GOAL DIFFERENCE:** We will not report a goal difference of more than 10 goals so for example if a team wins 20-2, the score will get recorded as 12-2. must do so to the Event Director before the end of the game in question.

### **FORFEITED GAMES / CANCELLED GAMES / PROTESTS**

A minimum of five (5) players constitutes a game. Games will start at the given time. In case a team does not have five (5) players present, there will be a maximum of a 5-minute grace period while the clock runs before awarding the

game to the opponent. A forfeit will be scored 3-0. In no case should a team that forfeited a pool play match be declared a winner of wild card team. The team with the next best record will advance to semi-final or final play.

**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.