



Revised 2/15/2019

Rules of Play and Conduct

FIELD OF PLAY

1. The size of the Playing Court is the size of a basketball court.
2. There are no boards.
3. Out of bounds rules are enforced, however, kick-ins are utilized instead of throw-ins.
4. The Penalty Area is a semi-circle (3-point arc) and normal rules apply to this area.

THE BALL

1. A Futsal ball is a heavier low bounce soccer ball.
2. # 4 Futsal ball (all ages)

THE GOAL

1. The goals will be approximately 2 meters high by 3 meters wide

NUMBER OF PLAYERS

1. Each team on the Playing Court consists of 5 players (4 field players, 1 goalkeeper)

TEAM ROSTERS / PLAYER REGISTRATION FORMS

1. The maximum roster limit is 9 players per team.
2. A player may only roster/play for one team within a Division/Age group. There will be no exceptions to this rule.
3. Females may play on a male team, but a male cannot play on a female team. Mixed teams will play in the male division of their respective age division.
4. A Team Roster must be completed and turned in to the tournament by final check-in.
5. A Player Registration/Waiver form must be completed and turned in by final check-in. There will be no exceptions to this rule.
6. Age of players is determined by the player's age as of January 1. All U19 players must be able to show proof of high school enrollment if requested.
7. If the Team Roster and associated Player Registration forms are NOT submitted prior to the final check-in, the team will forfeit their first match and each match thereafter until all required forms have been turned in.
8. Teams shall use current seasonal year roster for the event.
9. A maximum of 1 guest player allowed per team. A valid guest player form signed by all parties must be submitted.
10. All players are required to have current member passes from a US Youth Soccer state association or other approved organization.

11. Teams from outside Missouri shall provide a permission to travel form from their home association.

SUBSTITUTIONS

1. Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please, exited player must be off the court before the new player enters. Goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent).
2. All substitutions must take place in front of your player bench.
3. Unlimited substitutions
4. A team can substitute for an injured player only after referee calls stoppage of play for the injury. NO other substitution allowed at this time for either team until play resumes.

PLAYERS EQUIPMENT

1. Numbered shirts, shorts, socks, protective shin-guards and footwear with non-marking rubber soles (no black-soled shoes or cleats)
2. It is the responsibility of the home team (listed first on the schedule) to change uniforms in case of conflict and asked to do so by a game official. Each team should bring two sets of numbered shirts; each set a different color.
3. The goalkeeper shall wear colors that distinguish him/her from field players and the referee.
4. All team jerseys must have numbers displayed on the back.

REFEREES

1. There will be 1 Main Referee per match (Second Referee optional).
2. The referee will enforce the rules of the game as stated by FIFA and as listed herein. If there is a conflict between FIFA rules and the tournament rules, the rules of the tournament shall apply. Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsporting behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
3. The referee will maintain a running clock.
4. The referee will keep the official time on the field.

LENGTH of GAME

1. U9-U10-U11-U12 - 18-minute halves with 5-minute halftime.
2. U13-U19 - 22-minute halves with 3-minute halftime.
3. Halftime maybe shortened or removed if needed for scheduling.
4. There will be NO overtime except for semifinals and championship games. Overtime will be a 5-minute period with the first goal scored determining the winner. If the game is still tied the 5-minute period will be repeated. If the game is still tied after second overtime, the game goes to PENALTY KICK SHOOT-OUT

NOTE: There is NO Penalty Kick Shoot-Outs except for semifinals and championship games.

- a. The referee will decide which goal to use.
- b. A coin toss will decide the order.
- c. Three kicks to be taken by three different players selected from the suited players. The captain of each team shall provide the referee with the order of the kickers.

d. A player who has been ejected from a game may not participate.

TIMEKEEPER

1. Either the Main Referee or a designated Time Keeper will maintain a running clock.

HEADING

1. There will be no head balls (no heading) for U11 and below. Heading by a player U11 or younger will result in an indirect kick at the spot of the infraction. No advantage will be given.

ISSUANCE of RED / YELLOW CARDS

1. Red Card:

If a player receives a red card the team will receive a 2 Minute penalty. The team being assessed the 2-minute penalty will play a person short until the 2 minutes expire, or a goal is scored by the opposing team.

The player receiving the red card will sit out the remainder of the current match, and he/she will have to sit out his/her team's following match.

Players shall be sent off (i.e., shown the red card) for:

- a. Serious foul play
- b. Violent conduct
- c. Foul or abusive language
- d. Second instance of cautionable offense (i.e., second yellow card)
- e. Intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- f. Intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f) indirect free kicks, for (c) and (d) (from the top of the restraining arc when the infringement takes place in the penalty area).

2. Yellow Cards:

Players shall be cautioned (i.e., shown yellow card) when:

- a. A substituting player enters the pitch from an incorrect position or before the player he/she is substituting has entirely left the pitch.
- b. He/she persistently infringes the Laws of the Game.
- c. He/she shows dissent with any decision of the referee.
- d. He/she is guilty of ungentlemanly conduct.

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the top of the restraining arc when the infringement takes place in the penalty area).

3. Yellow Card Accumulation:

If a player receives an accumulated 3 yellow cards during the first round of competition, he/she will NOT be permitted to play in their team's next match. If a player receives the 3rd accumulated yellow card during the final first-round match, the player will NOT be permitted to play in the championship game.

FOULS and MISCONDUCT

1. Slide tackles will NOT be permitted.
2. A Direct Free Kick shall be awarded when a player intentionally commits any of the following

11 offenses (penalty kick awarded when the infringement takes place in the penalty area):

- a. kicking or attempting to kick an opponent
- b. tripping an opponent
- c. jumping at an opponent
- d. charging an opponent in a violent or dangerous manner
- e. charging an opponent from behind
- f. striking, attempting to strike, or spitting at an opponent
- g. holding an opponent
- h. pushing an opponent
- i. charging an opponent with the shoulder (i.e., shoulder charge)
- j. sliding at an opponent (i.e., sliding tackle)
- k. handling the ball (except goalkeeper within his/her own penalty area)

3. An Indirect Free Kick shall be awarded when any of the following 7 offenses is committed:

(when infringement takes place in the penalty area, the kick shall be taken from the penalty area line at the place nearest to where the infringement occurred):

- a. dangerous play (e.g. attempting to kick a ball held by goalkeeper)
- b. obstruction
- c. charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- d. ~~goalkeeper throws the ball directly over the halfway-line (without it first touching his/her own side of the court or any player)~~
- e. goalkeeper picks up or touches with his/her hands a back pass
- f. goalkeeper picks up or touches with his/her hands a kick-in from a teammate
- g. goalkeeper controls the ball with any part of his/her body for more than 4 seconds
- h. goalkeeper touches or controls the ball with his/her hands or feet, on any part of the playing court, for more than 4 seconds, except when he/she touches or controls the ball on the opponent's half of the playing court.

4. The opposing players must give 5 meters between them and the ball on all restarts.

KICK-OFFS

1. A kick-off is an Indirect Free Kick.
2. The winner of a coin toss will select either a side to defend or the kick-off.

KICK-INS / RESTARTS

1. Kick-Ins (NOT Throw-Ins) will take place when the ball crosses entirely over the touchlines.
2. Players CANNOT score directly from a kick-in.
3. A kick-in must be taken within 4 seconds. If it is not the Kick-In is given to the opposing team.
4. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
5. Players on the opposing team must be at least 3 meters away from point of kick.

GOAL CLEARANCE/ (i.e. goal kicks)-**different from goalie handling the ball in the run of play.**

1. From inside the penalty area, the goalkeeper throws or rolls the ball into play (as opposed to kicking the ball into play)
2. The goalkeeper **may NOT punt or kick the ball into play on goal clearances. (they may play the ball with their feet during the run of play).**

3. The ball is not in play until it has passed outside of the penalty area (if the goal clearance is received inside of the penalty area, the goal clearance shall be taken over).
4. Opponents shall remain outside the penalty area until the ball is in play.
5. The goalkeeper ~~may not throw the ball in the air directly across midfield. However, a ball may be rolled or bounced over midfield.~~

CORNER KICK

1. Ball placed on the corner (no corner-kick arc). If the ball is misplaced, the corner kick is taken over.
2. Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
3. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing from the point of infringement.
4. Players on opposing team must be at least 5 meters away from point of the corner kick.
5. Players CAN score a goal directly from a corner kick.

GOALKEEPING RESTRICTIONS

1. An indirect free kick is awarded to the opposing team if the goalkeeper commits one of the following offenses:
 - ~~throws the ball directly past midfield. The ball must either bounce on his/her side of the court or touch another player prior to it entering the opponent's half of the court or controls the ball with his/her hands after it has been deliberately kicked to him/her by a teammate~~
 - touches or controls the ball with his/her hands after it has been deliberately kicked to him/her by a teammate
 - picks up or touches with his/her hands a kick-in from a teammate

STOPPAGE of PLAY

1. Failure by a team to put the ball into play within four seconds, as signaled by the referee, shall result in a possession turnover to the opponent.

PENALTY KICK

1. A penalty kick shall be awarded when a player commits a flagrant foul within his/her own penalty area.
2. To be taken from the penalty mark 1 meter back from the mid-point of the penalty arc.
3. All players must be out of the penalty area, and the players of the opposing team must also be at least 5 meters from the penalty spot.
4. The kicker shall not play the ball a second time until it has been touched by another player.

PENALTY KICK SHOOT-OUT

NOTE: There is NO Penalty Kick Shoot-Outs except for semifinals and championship games.

1. The referee will decide which goal to use.
2. A coin toss will decide the order.
3. Three kicks to be taken by three different players selected from the suited players. The captain of each team shall provide the referee with the order of the kickers.
4. A player who has been ejected from a game may not participate.

FIRST ROUND POINT SYSTEM

1. The home team is listed first on the schedule.

2. Point system: 6 points for a win, 3 points for a tie, 1 point for a shutout, and 0 points for a loss. Forfeits will be recorded as a 3-0 win for the team present. The team must be present with a least the minimum number of players required to play a game within the time limitations, even if the team knows the opposing team will be forfeiting. A 0-0 tie will be recorded as a tie and shutout for each team.

3. One (1) point will be removed from a team's point standings total for each red card issued against a member, player or coach, of the team. This rule applies anyone located within the team's bench area.

4. When bracket winners for regular semi-final berths, wild-card semi-final berths, medal winners (in one bracket division after round robin play), or bronze medal winners after semi-final play cannot be determined by point totals (all games will be used), the following rules will be used (in order given) to break ties:

- a. Head to Head competition (skipped if teams did not play one another),
- b. Fewest goals allowed,
- c. Highest goal differential (maximum 3 per game),
- d. Most shutouts,
- e. Overtime play in the format listed above.

TOURNAMENT DIRECTOR AUTHORITY/ APPEALS

Any rule not specifically outlined in this document or any other dispute will be ruled on by Stacy Wessing, Tournament Official. All decisions of the referees, regarding facts and the Laws of the Game are final and appeals with regard to such matters will not be heard. All other disputes will be settled by a protest committee but must be filed in writing with the tournament director at the venue where the game took place. The protest must be filed within 30 minutes after completion of the protested game by the coach and accompanied by a fee of \$50.00 cash. This deposit will not be returned unless the protest is upheld by the protest committee. Dispute forms will be available during the tournament from the tournament director.

It is the responsibility of the coach to check standings, scores, posted information, and other tournament communications at the official's tent at the venue where games took place. It is the responsibility of the team coaches to check the score and sign the official referee's game card at the completion of the game.

TOURNAMENT/DIVISION CANCELLATION-REFUND POLICY:

- A. If the tournament or a division is canceled, each team affected may receive a refund of the registration fee. If the division is canceled, a team may choose to play in a different division with the Tournament Committee approval.
- B. There will be no refund for teams that drop out of the tournament after the tournament registration closes.
- C. No refund will be made in the event of cancellation or shortening of any matches due to inclement weather or other conditions beyond the control of the Tournament Committee.
- D. The tournament committee, and/ or host affiliate will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament.