

MICHIANA FUTSAL CUP

TOURNAMENT RULES

Team Information

Player Cutoff Deadline

All team rosters will be frozen by noon on Friday of the tournament. After this time, no team will be able to add or take players away from the roster.

Team Rosters

Players may be dual rostered on teams that are in different divisions, but players cannot play down an age group—only their age or up.

Roster Size

The minimum roster size is 5 per team. The maximum roster size is 12 per team.

Duration of the Match

- Two (2) twenty-two (22) minute halves. Running clock. Clock only stops for timeouts, major injuries, or if the ball leaves the court for a sustained period.
- Half-time is 3 minutes.
- For semi-final and final games: During the last two minutes of play, if the score differential is less than 4 (3, 2, 1, or 0 goal difference), at the referee's discretion, the clock can be stopped if it is determined that time-wasting techniques are being used or if the ball leaves the court of play.
- The end of the match is signaled by the referee whistle.
- Abandoned matches will not be replayed.

General Rules

When not explicitly identified here, we will follow US Youth Futsal Rules.

- Teams may call one (1) timeout per half. A coach must ask for the timeout before the ball is out of play. Otherwise, that team will get the timeout on the next possession. Timeouts are for one minute and the clock stops.
- Teams do not need to switch benches at halftime.
- There is no overtime or stoppage time.
- Teams are comprised of 4 court players and 1 goalkeeper.
- The goalkeeper must wear a different color jersey than the court players.
- Ball size. Size 3 for 12U and younger. Size 4 for 13U and older. For blended divisions, the younger age group rules must be followed.
- Headers: Not allowed for 12U and younger. Allowed for 13U and older. For blended divisions, the younger age group rules must be followed.
- No offsides.
- Kickoffs are direct.
- Kick-ins are indirect.
- No jewelry.
- Shin guards required.

Playoff games ending in ties at the end of regulation

In the event of a tie at the end of regulation, the game will be determined in a best of 5 PK shootout. (At referee's discretion, PK shootout may be best of 3 to save time.). If it remains tied after the first round of attempts, then it goes to sudden death. Everyone on the team (excluding players removed from the match due to injury and penalty) must shoot before the first shooter gets another attempt. Shooters do not need to be on the court when time expires—the first 5 shooters can be anyone on the team.

If, at the end of the match, and before the kicks from the penalty mark start, one team has a greater number of players (including substitutes) than the other, the team with more players may elect to reduce its numbers to the same number as the team with fewer players. The referee must be informed of the name and number of each player excluded. Excluded players may not take part in the kicks.

Substitutions

All substitutions are on the fly, this includes goalkeeper substitutions. A substitute may not enter the court until the player coming off leaves the court in front of their team's bench. Any substitute who enters the court before the player has completely left the field of play may be shown a yellow card.

Restarts

Kickoffs: are direct. The kickoff can be done in any direction, including backwards. The kicker may not touch the ball a second time. If the ball goes directly into the kicker's goal a corner kick is awarded to the other team.

Kick-ins: are indirect. The ball must be placed ON the touch line and must be taken within 4 seconds.

- The kicker's non-kicking foot may be on or off the court.
- 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 for the opposing team.
- If the kick-in is not taken within 4 seconds, the kick-in is given to the opposing team.
- The ball must be completely stopped on the sideline (referee's discretion).

Goal Clearance: are indirect. This occurs when the entire ball crosses the end line, outside of the goal, after being last touched by the attacking team. The throw must occur within 4 seconds from the time the goalkeeper has possession of the ball and is on the court. The goalkeeper must restart play by using their hands. The goalkeeper may play the ball inside the penalty arc. If play is not restarted within 4 seconds, the restart becomes an indirect kick for at the top of the arc.

Corner Kicks: are direct.

Free Kicks: may be indirect or direct. The ball must be stationary before the kick may be taken. All defending players must be 5 meters away from the ball when the kick is taken. All free kicks must be taken within 4 seconds.

Fouls and Misconduct

Yellow Card/Caution: If a player, coach, or manager is shown two yellow cards in a match, they will be shown a red card.

Red Card/Send-off: If a red card is shown to a player, the offending player must be removed for the remainder of the match. The offending team must play with one less player for two full game minutes. Once two minutes have expired or the offending team is scored on, the team may add another player to the court.

The player, coach, or manager that receives a red card may not return and serves a one-game suspension.

Accumulated Fouls: All direct free kick fouls are recorded by the referee. If one team accumulates 6 direct free kick fouls in one half, the opposing team will take a direct free kick without a wall from the second penalty spot. If the foul occurs farther from the attacking goal than the second penalty spot, the kick is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area) the attacking team may choose whether to take the kick from the second penalty spot or from the spot of the foul.

Accumulated fouls are per half and thus reset to zero at the beginning of the second half.

Direct Free Kick beginning with the Sixth Accumulated Foul (DFKSAF): Taken from the second dot in the center of the court. All 6 foul shots must be kicked with the intention of scoring a goal by a clearly identified kicker. Neither team may make a wall, be within 5 meters of the ball and must be even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be within 5 meters of the ball.

Penalty Shot: Taken from the first dot at the top of the penalty area. Neither team may make a wall, be within 10 feet of the ball and must be even or behind the ball when the kick is taken. The goalkeeper must be on the end line when the kick is taken.

Advantage: Advantage is applied in Futsal. Direct free kick foul will count as accumulated fouls if advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was a direct free kick foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and will not count as an accumulated foul.

The Goalkeeper

- Must wear a different color shirt than all field players.
- Must use their hands to restart the play on a goal throw.
- May wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly with their feet.
- Cannot handle the ball on a pass back from their teammate but may use their feet.
- May throw or kick the ball directly over the half-way line.
- May score directly with their feet during the run of play.
- May not possess the ball for more than 4 seconds in their own half.
- May not score a goal by using their hands (cannot throw or hit the ball directly into the goal)
- Cannot touch the ball again in any way within their own half after releasing the ball into play unless an opponent has touched the ball or the ball has gone out of play.

When not explicitly identified, we will follow US Youth Futsal Rules.

Tournament Rules

Home Team Colors

Home team should be light, away team dark. In case of conflict, the home team must change jerseys.

Point System

The determination within the group standings is as follows:

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

Tiebreakers

1. Head-to-head result.
2. Net goal differential (only a maximum of 7 goals per game will count).
3. Fewest goals allowed.
4. Most goals for.
5. Penalty kicks (5).

Forfeit and Abandoned Matches

If a team does not report for a match, plays a match with an ineligible player, or if a team reports to the match with less than 3 players and it is 5 minutes past the scheduled start time, except in cases of force majeure, the team will be considered as having forfeited the match and 3 points will be awarded to the opponent with the score of 3-0.

In the case of an abandoned match where the game has started and a team refuses to continue to play or leaves the facility before the end of the match, and has already achieved a better result (Refer to Tournament Point Guidelines and Tiebreakers) at the time of abandonment, that result will stand. The tournament committee will review each scenario independently and as a general rule, except in cases of force majeure, the offending team may be excluded from further participation in the competition and all previous matches may have the scores changed to the same result so that the competition is fair for all other teams in the bracket.

Divisions

Division play and playoffs are determined by the number of teams and pools in a division. Depending upon the division configuration, a team could play as many as 3 games in one day. See below for an explanation on how each division is structured/scheduled:

4 Team Divisions - 1 pool w/ 4 teams. 3 games are guaranteed in pool play, with each team playing the other teams within their pool. Top two teams after pool play enter Finals.

5 Team Divisions - 1 pool w/ 5 teams. 4 games are guaranteed in pool play, with each team playing the other teams within their pool. Champion is determined by the team with the most points after pool play and the Finalist is determined by the team with the 2nd most points. No Finals (Round Robin).

6 Team Divisions - 2 pools w/ 3 teams. 2 games in pool play, with each team playing the other teams within their pool. After pool play, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team. 3rd A and 3rd B will play each other in the consolation game, completing their third and final game and are eliminated from the tournament. Top two teams in each pool will enter Semi-Finals (1st A vs 2nd B / 1st B vs 2nd A). Teams must win to advance to Finals.

8 Team Divisions - 2 pools w/ 4 teams. 3 games are guaranteed in pool play, with each team playing the other teams within their pool. Top two teams in each pool advance to Finals.

Any questions can be directed to tournament staff in person.