



## 2020 CHAMPIONSHIP SERIES RULES

The rules of this tournament shall be in accordance with FIFA, US Soccer Federation, and US Youth Futsal except as modified and approved herein. To download a copy of [the most recent FIFA laws of the game](#).

### **NOTICE RULE CHANGES FROM LAST YEAR REGIONAL**

1. Age Matrix – All USYF Championship Series events will use the United States Soccer age matrix below.
2. Coach Background Check- All coaches and managers must complete a background check by the USYF provider. Previous background checks for other associations are not valid, even if they have been recently completed. For the link to the background check, refer to the Confirmation email received by the team manager after team registered for the event.
3. Red card carryover - Unserved suspensions as a result of red cards in a State Championship and or a Regional Championship will be carried over. If a player is red-carded in a State or Regional Championship, a one game suspension will be served in the next subsequent Championship Series event (i.e. Regional and or National Championship).

## **POLICIES AND REQUIREMENTS**

### **HOST HOTELS**

**The Regional Championship is a Stay to Play event. ALL out of town teams must book rooms through the USYF Travel management company, [GCI Team Travel](#).** There are no exceptions to the Stay to Play policy. Having family in the area, staying in tents, etc. does not exempt teams from the policy. GCI has negotiated group rates and other amenities to make your stay comfortable, cost effective and in hotels close to the tournament venue sites.

If you want to stay at a hotel that is not a current host hotel, GCI may be able to source a room block for you. If you have questions with this or any aspect of the booking process, please contact GCI Travel directly at [913-660-7766](tel:913-660-7766).

**IMPORTANT - Out of town team's application will not be accepted unless a booking with one of our host hotels is on record by the registration deadline. However, it is highly recommended that you book 3 weeks before that deadline as the rooms reserved for the tournament will be released back to the public.**

### **CHAMPIONSHIP SERIES SCHEDULES**

Will be posted and updated on the tournament website by the Monday before the tournament begins

### **AGE DIVISIONS**

Boys and Girls birth year 2011 – 2001 (U9 to U19)

### **TEAM ELIGIBILITY**

USYF Tournaments shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided such team is in good standing with its youth association. The US Soccer age group matrix will

be used to determine tournament age groups. The oldest player on the roster dictates the age group the team will play.

**US SOCCER AGE GROUP CHART 2019-20 SEASON**

<b>Birth Year</b>	<b>Age Group</b>	<b>Birth Year</b>	<b>Age Group</b>
<b>2001</b>	U19	<b>2006</b>	U14
<b>2002</b>	U18	<b>2007</b>	U13
<b>2003</b>	U17	<b>2008</b>	U12
<b>2004</b>	U16	<b>2009</b>	U11
<b>2005</b>	U15	<b>2010</b>	U10
		<b>2011</b>	U9

*\*UPDATED 9-5-2019*

**FOREIGN TEAMS** - Must have a completed form from its Provincial or National Association approving the team's participation in the tournament.

**PLAYER ELIGIBILITY**

All teams are required to present their United States Soccer Federation affiliated cards for each of their players/coaches at team check in. These are the cards issued by their governing association used for identification purposes to play outdoor leagues and tournaments. These cards are issued by US CLUB, USYS, AYSO, or other similar US Soccer sanctioned organizations. Player/coach cards must be verified, photo attached and laminated. If your association does not allow lamination, cards must be encased in plastic sleeves. If you are not sure of a player's eligibility ask, in writing, to the Tournament Director. If the player does not have a card issued from their association, see **Team Check-in** below for alternative identification. **USYF cards issued by the local affiliate or other Futsal associations cards are not valid for age verification at team check in as these documents are not age verified.**

**Maximum Roster Size**

All USYF Championship Series Tournaments will have a maximum roster size of 14 players per team.

**Adding Players to Rosters for National Championships**

Up to four players may be removed and/or added to their Regional rosters subject to the roster maximum of 14. For example, two new players can be added to a 12 - player Regional Championship roster or a team with a Regional roster of 14, could delete 4 players from that roster and add 4 new players to the National Championships roster.

**United States Youth Futsal Player Registration** – all players must be registered with USYF. Any player not currently registered with USYF, must pay \$13.50 per player for registration. This fee is in addition to the tournament entry fee. To be USYF registered, the player must be entered in the USYF tournament registration system, Media / Medical Release received and fully paid. Coaches and Managers do not have to pay for the registration fee. Players already registered with USYF for the current year (8/1/2019 to 7/31/2020) do not have to pay again.

**United States Youth Futsal Inclusion Policy**

- A. Membership of US Youth Futsal is open to all futsal and soccer organizations and all futsal and soccer players, coaches, trainers, managers, administrators and officials without discrimination on the basis of race, color, religion, age, sex, sexual orientation, gender identity, gender expression or national origin.
- B. For the purposes of registration on gender-based teams, a player may register with the gender team with which the player identifies, and confirmation sufficient for guaranteeing access shall be satisfied by documentation or evidence that shows the stated gender is sincerely held, and part of

a person's core identity. Documentation satisfying the herein stated standard includes, but is not limited to, government-issued documentation or documentation prepared by a healthcare provider, counselor, or other qualified professional not related to the player. Documentation shall be submitted during the team check-in prior to the tournament or event.

- C. US Youth Futsal recognizes 2 team gender classifications:
  - (1) Teams with females only are considered girls teams.
  - (2) All other teams are considered boys teams.

### **TEAM, COACH AND PLAYER REGISTRATION**

All teams must register on-line in the tournament registration system on the tournament website. After registering their team on-line, each team manager will receive an email confirmation of receipt of their application to the Regional Championship. In some cases, the Regional may be fully subscribed or a division may have an unworkable number of teams in an age groups, such as 7 or nine teams. The tournament director has final say as to teams accepted.

The email also contains directions as to how to log into the registration site to complete registration. Player information required includes, but not limited to: name, assigned jersey number, date of birth and home address and one parent email address. Players entered will comprise the team's Official Tournament Roster.

**Background Check-** All coaches and managers must complete a background check by the USYF provider. Previous background checks for other associations are not valid, even if they have been recently completed. The link to complete the background check is in the Confirmation email received when the manager registered the team.

Each manager, coach or assistant must have a valid ID and be listed on the Official Tournament Roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant. Each team is limited to three coaches on the bench all of which must be on the Official Tournament Roster.

Teams have **until 3 working days prior to the tournament** to make any roster changes. At that time, tournament staff will print out the Official Tournament Roster, which will be used for tournament play.

### **TEAM CHECK-IN AND REQUIRED AGE VERIFICATION DOCUMENTS**

Team check-in will be held at a designated location. Please refer to the Tournament Details Page for specific address and time. Players do not need to be present. Team manager or adult team representative must attend with required documents

#### **Player and Coach Identification Needed at Team Check-in**

1. Player/Coach cards for each player as discussed in **PLAYER ELIGIBILITY** above  
**OR**
2. A Copy of a birth certificate **and** a photo of the player **attached** to the birth certificate. The tournament will keep these on file and will not return the copy of the certificate nor the picture.  
**OR**
3. A copy of a birth certificate **and a photo ID**  
**OR**
4. Valid driver's license  
**OR**
5. Passport (**required for foreign teams**)

At Check in, tournament staff will conduct credential checks and compare the printed roster to the player identification presented. Upon approval, each team will receive a laminated Official Tournament Roster. The Official Tournament Roster is to be carried throughout the tournament and presented to the referee staff prior to each match. Always bring the Official Tournament Roster with you as it is required by the official to start the game. We will not provide duplicates. The proof of age documents listed above in Player Eligibility must be present and made available at each game if requested by Tournament staff.

### **PRE GAME CHECK IN**

**Pre-game check in procedures will begin 15 minutes prior to each match.** The team must present the laminated Official Tournament Roster to the referee staff at game check-in. Any team using an ineligible player will forfeit all matches played and will be eliminated from the tournament

Players and coaches not certified by the tournament staff will not be allowed to participate.

### **LAWS OF THE GAME**

All games shall be accordance with the FIFA Futsal Laws of the Game. Exceptions to The Laws of the Game are listed below. Other exceptions specific to a particular location may be listed under House Rules in the Tournament Detail Page. Official futsal goals (3m x 2m) with aluminum, steel, or other hard surfaced goalposts, will be used in all Championship Series competitions.

### **MODIFICATIONS TO THE LAWS OF THE GAME FOR ALL CHAMPIONSHIP SERIES EVENTS**

#### **LAW 1: Pitch, Dimensions**

In facilities where there are no marked lines, but a difference in floor color can be distinguished as out of play, the referee will use the line where the different floor colors meet.

#### **LAW 4: Players' Equipment**

Each player must have a clear and visible number on the back of their jersey. The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same (ex: the player changing his or her shirt, or the daily match report being changed). Players wearing a traditional hard, unremovable orthopedic cast shall not be eligible to participate in any game. However, soft braces can be worn if they are properly wrapped. The safety of all players and final decision on safety is at the discretion of the referee

#### **LAW 5: The Referee**

2 (two) referees will officiate the match and some matches may have a third referee appointed. The referees are responsible for keeping time, score, fouls. Referees may appoint volunteers to help record. One adult from the home and away team will be responsible for staffing the score table at half-court to assist the referee with record keeping of goals and fouls accumulated based on specific direction from the referee.

#### **LAW 7 : The Duration of the Match**

The duration of the game will be:

Two (2) twenty-four (24) minute halves\*\*

3 minute halftime

For semi-final and final games, During the last two minutes of play if the score differential is less than 4 goals (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.

Abandoned Matches will not be replayed

### **RULES OF THE COMPETITION**

- No Heading per US Soccer guidelines for U11 divisions and under.
- Official tournament balls shall be used: Ball size 3 for U12 and younger; Ball size 4 for U13 and older
- Players arriving late at the court after the start of the match pre-game check in procedure may enter the game once the games' official(s) verify the player is eligible and with the permission of the center referee. A late arriving player may be challenged at the time he/she is allowed to participate by the game officials.
- Games that require a winner will be determined by penalty kicks under the Procedures to Determine the Winner of a Match
- 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 same result so that the competition is fair for all other teams in the bracket.
- In the case of force majeure, the tournament committee will notify the teams of the tournament plan.
- If at any point in the play-offs, a team chooses not to continue, USYF reserves the right to move an alternate team forward into its position based on total points and tiebreakers. Teams who choose not to continue may not be invited to participate in future USYF events.

## **HOME TEAM**

The team listed first on the schedule is the Home team. The Home team is to wear white/lighter color jerseys. If home team complies and there is a conflict, visiting team must change jerseys. If the home team does not comply and there is a color conflict, then the home team must change colors.

## **CONTROL OF SIDELINE CONDUCT**

Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". The Tournament Staff has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to USYF Tournaments:

Artificial noise making devices are prohibited.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach and the fans who behave in an abusive or disruptive manner.

## **POST GAME PROCEDURES**

As a mutual courtesy, both teams will meet at the center circle and congratulate each of the opposing team members for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

It is the responsibility of the coach/manager to retrieve their Official Tournament Roster card from the referee at the conclusion of the match.

## **DISCIPLINE - EJECTIONS**

Ejections - A player, manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. The tournament committee may take additional disciplinary action against a team or individual for serious offenses, including but not limited to additional game suspensions, suspension from the remainder of the tournament, and/or non-eligibility for future tournaments. The referee reports the ejection to the tournament committee along with a written report. The Tournament Committee will note ineligibility on the game card(s) for the ejected coach or player. A Red card suspension can only be served with the team with which the suspension was delivered (you may not serve your suspension with an alternate team).

When ejected, the individual must immediately leave the facility. Depending on the nature of the incident, the Tournament Staff can review the details and determine whether the individual may be able to remain in the building away from the immediate court (ex: in the cases of young youth athlete with a chaperone that may not be able to leave the facility). For the remainder of their suspension neither coach nor player can be in the technical area during the match, but may sit in the stands. Coach can not instruct nor communicate with the team in any manner and suspended player cannot wear team uniform while deemed ineligible.

### **REPORT OF DISCIPLINARY ACTION**

For United States teams, USYF utilizes the game card filled out by the referee as an incident report.

For CONCACAF teams, the tournament committee will notify USYF and the US Soccer Federation of disciplinary action taken, and that the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.

### **PROTESTS**

There will be no protests. Referee and Tournament Staff decisions are final.

### **DISPUTES**

For non-referee decisions (ex: player eligibility issues or disputes over tournament rules), disputes may be written and filed with the Tournament Committee. All decisions are considered final after tournament committee review.

### **EXTERNAL CONDITIONS/WEATHER, etc.**

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. The tournament committee holds sole authority for delay, suspension or cancellation of play.

### **TERMINATED GAMES**

If the referee terminates a match for reasons other than field conditions, the Tournament Disciplinary Committee will decide the result of the match after reviewing the match report and written testimony of both coaches.

### **CHAMPIONSHIP FINAL CEREMONIES**

After each Championship Final Game an awards ceremony will take place in the Awards Area. Teams should proceed as quickly as possible to this area after their final match. Medals will be given to both Champions and Finalists.

### **REFEREES**

If you are interested in joining the referee pool, please contact the assignor listed on the Tournament Detail Page.

**GENERAL RULES** – Products and behavior prohibited by the facility are not allowed in the facility, including but not limited to outside beverages and food, verbal abuse, all animals that are not certified service animals, etc. The tournament reserves the right to remove and or ban individuals violating the general rules.

**REFUNDS** - No Refunds will be given

## **DETERMINATION OF POOL PLAY WINNERS**

### **TOURNAMENT POINT GUIDELINES AND TIEBREAKERS**

In pool play there will be no overtime given. Standings in a division or pool will be determined by:

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

Tiebreaker - If teams tie in points, the division or pool winner will be determined by:

1. Head to head result; if no clear winner,
2. Net goal differential, only a maximum of seven (7) goals differential per game will count, if no clear winner
3. Fewest goals allowed, if no clear winner
4. Total Goals For (max of 7 per match)
5. Penalty Kicks (3)

### **POOL PLAY AND PLAYOFFS - NUMBER OF GAMES**

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.

**Divisions with 4 teams – 1 pool** - Each team plays each other once. The 1<sup>st</sup> and 2<sup>nd</sup> place teams advance to the finals.

**Divisions with 5 teams – 1 pool** - Each team plays each other once in pool play. In **USYF State and Regional Championships**, the Champion is determined by the team with the most points after their four - game pool play and the Finalist is determined by the team with the second most points. There is not a finals game. In **USYF National Championships**, the team with the most points and the second most points will advance to the finals.

**Divisions with 6 teams - 2 pools of 3 teams** - Each team plays the teams within their pool. After each team has played their two pool games, 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. The third place teams of Pool A and Pool B will play each other in the consolation game, completing their third and final game and are eliminated from the tournament. Using the temporary standing generated from the two pool games, the Team with most points from Pool A vs. Team with 2<sup>nd</sup> most points from Pool B. Team with most points from Pool B vs. Team with 2<sup>nd</sup> most points from Pool A. These games are semifinals with winners advancing to the Finals.

**Divisions with 8 teams - 2 pools of 4 teams** – Each team plays the teams within their pool. The 1st and 2nd place teams of Pool A and B advance into the semi-final round where the 1<sup>st</sup> of Pool A vs. 2<sup>nd</sup> of Pool B and 1<sup>st</sup> of Pool B vs. 2<sup>nd</sup> of Pool A. The winners of the semi-finals advance to the finals.

**Divisions with 10 teams 3 pools, one pool of 4 teams and 2 pools of 3 teams** - Pool A will have 4 teams, pool B and C will consist of 3 teams. Pool A will play each team in its pool to determine point total to calculate the point winner of Pool A. The team with the most points in Pool A is designated as one of the semifinalists

Pool C and D consist of 3 teams in each pool. Teams will play the other two teams in their pool (2 games within the pool). After each team has played their two pool games, 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 pool games, which are the guaranteed third game for each team. The two third place teams of Pool B and Pool C will play a consolation game, completing their third and final game and are eliminated from the tournament.

Cross-pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool B vs. Team with 2<sup>nd</sup> most points from Pool C. Team from Pool C with the most points vs. Team from Pool B with 2<sup>nd</sup> most points, giving each team their third game. The cross-pool games are elimination games with winners advancing as semi – finalists.

Once the three semi finalists have been identified, using the 3-game point total from pool play and cross pool play, points are calculated and the semifinalists will be identified as

- Semi finalist with most points
- Semi finalist with 2<sup>nd</sup> most points
- Semi finalist with third most points

**Determining wildcard team:** The teams eligible for the wild card are the losers of the first and second place crossover games between pool B and C and the three teams in Pool A that were not point winners of the pool. Wildcard is determined by totaling the points of the eligible teams from their three pool and / or cross pool games. The wildcard team is the team with the most points from their pool / cross pool games. The third-place consolation teams from B and C are not eligible for wild card consideration.

The point winning team of Pool A, the two teams making the semi-finals from the cross -pool games above and the wildcard\* team will advance to the semi-final round. In one semi-final round, the wildcard team\* will play the semi finalist with the most points from pool play. In the other semi-final round, the semi finalists that have the 2nd and 3rd best point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

**Divisions with 12 teams - 3 pools of 4 teams** - Each team plays the teams within their pool (3 games of pool play). Points are calculated and 1<sup>st</sup> place teams of pool A, B and C and the wildcard\* playoff team will advance to the semi-final round. In one semi-final round, the wildcard playoff team\* will play the team with the highest point total from pool play. In the other semi-final round, the pool winners who have the 2nd and 3rd highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals

**Divisions with 14 teams - 2 Pools of 4 teams and 2 pools of 3 teams.** Pool A and Pool B consist of 4 teams. Teams in Pool A and B will play all the teams in their pool (3 games of pool play) to determine Pool A and B winners. Winner of Pool A and B will advance to the semi-finals.

Pool C and D consist of 3 teams in each pool. Teams will first play the other two teams in their pool (2 games within the pool). After each team has played their two pool games, 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 pool games, which are the guaranteed third game for each team. The two third place teams of Pool C and Pool D will play a consolation game, completing their third and final game and are eliminated from the tournament.

Cross pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool C vs. Team with 2<sup>nd</sup> most points from Pool D. Team with 2<sup>nd</sup> most points from Pool C vs. Team from pool D with most points, giving each team their third game. The cross-pool games are elimination games with winners advancing as semi – finalists.

Once the four semi finalists have been identified, using the 3-game point total from pool play and cross pool play, they will be identified as:

- Semi finalist with most points
- Semi finalist with 2<sup>nd</sup> most points
- Semi finalist with 3<sup>rd</sup> most points
- Semi finalist with 4<sup>th</sup> most points

**Semifinalists will be paired as:**

- Semi finalist with most points vs semifinalist with 4<sup>th</sup> most points  
Semi finalist with 2<sup>nd</sup> most points vs semifinalist with 3<sup>rd</sup> most points

**If two of the semi finalists have already played each other in pool or cross pool play, the pairing will be:**

- Semi finalist with most points vs semifinalist with 3<sup>rd</sup> most points  
Semi finalist with 2<sup>nd</sup> most points vs semifinalist with 4<sup>th</sup> most points

#### **\*Wild Card Playoff determination**

**In a 10 team division, after the 3 semi finalists have been determined,** the wildcard is the team with the most points after 3-game pool play other than the two 3<sup>rd</sup> place teams of Pool B and C, that were eliminated in the 3<sup>rd</sup> place consolation game

**In a 12 team division,** the wildcard team is the team with the 4<sup>th</sup> most points from pool play

The wild card team will always play the team with the most points accrued during pool play, unless the two teams have previously played during the tournament. When this exception occurs the wild card will play the semi finalist team with the second most points accrued during pool play.

**Divisions with 16 teams - 4 pools of 4 teams** - Each team plays the teams within their pool (3 games of pool play). Points are calculated and 1<sup>st</sup> place winners of pool A, B , C and D will advance to the semi-final round. In one semi-final round, the pool winner with the highest point total from pool play will play the pool winner with the least points from pool play. In the other semi-final round, the pool winner with the 2<sup>nd</sup> and 3<sup>rd</sup> highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals

#### **Playoff Games ending in ties at regulation**

If at the end of match where a winner must be decided and the score is tied, the referees will go directly to penalty kicks to determine the winner of the match. Three (3) PKs will be taken by each team and if the score is still tied at the end of that phase then sudden death PKs are taken.

If a team finishes the match with fewer players than the opposing team (due to injury or misconduct), the captain/coach of the team with the greater number of players must select and identify for the referee those players who will not participate in kicks from the mark. In other words, the team must “reduce to

equate” so that the kicks from the penalty mark procedure begins with teams having an equal number of players.

Once kicks from the penalty mark have begun, there is no further application of the “reduce to equate” principle.

## **Futsal Rules Overview**

This is an overview of the Futsal Rules and does not apply to all the USYF Events. Local league rules may be different from higher level tournaments, such as State, Regional and National Tournaments. For rules specific to an event, please refer to the website of that event

### **General Rules**

- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- There is no overtime, injury time or added time.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offsides in futsal.

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

### **Restarts**

- Kickoffs: A goal may not be scored directly from a kick-off. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.
- 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 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team.
- Kick-in that goes directly in the defensive goal is a corner kick of the opposing team. If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.
- Goal Clearances: are taken when the ball wholly crosses the goal line and not under the crossbar and between the goalposts and 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.

- Corner Kicks: are direct. The ball must be placed directly on the corner arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.
- Free Kicks: may be indirect or direct. The ball must be stationary before the kick may be taken.
- Penalty Kicks: are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.

### **Fouls and Misconduct**

- Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player.
- Direct Free Kicks: When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.<sup>3</sup>
- Yellow Card / Caution: The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card.
- Red Card / send-off: The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- Accumulated Fouls: All direct free kick fouls are recorded on the scoresheet and on the scoreboard. If one team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a direct free kick without a wall. If the foul occurs farther from the attacking goal than the second penalty spot, the Direct Free Kick Without a Wall 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, of course), the attacking team may choose whether to take the Direct Free Kick Without a Wall from the second penalty spot or from the spot of the foul. All Direct Free Kicks Without a Wall must be kicked with the intention of scoring a goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half and carry over into extra-time if being played.
- Second Penalty Spot: 30 feet from goal-line and the center of the goal
- Penalty Spot: 20 feet from goal-line and the center of the goal and placed at the top of the penalty area line.
- 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.
- He/she may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May score directly with his/her feet during the run of play.
- May not possess the ball for more than four seconds in his/her own defensive half.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)

- Cannot touch the ball again in any way within his/her own half after releasing the ball into play unless an opponent has touched it or it has gone out of play.

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