



SAINT PAUL BLACKHAWKS SOCCER CLUB
BUILDING CHARACTER & COMMUNITY

Fourteenth Annual Futsal Tournament

March 4–5, 2017

Tournament Rules

Welcome to Blackhawks' Annual Futsal Tournament. The goal of the tournament is to promote futsal in an atmosphere that encourages friendly competition and results in a fun, positive experience. We look forward to all fans, players and coaches demonstrating this spirit.

The rules that will be enforced for this tournament generally follow FIFA's [FUTSAL Laws of the Game 2014/2015](#), as modified in this document. The modifications for this tournament serve to:

- Adapt the Laws to a youth tournament
- Accommodate time constraints of this event
- Adapt to the limitations of the venue
- Enable a single referee system

However, the referees will enforce all rules that address the safety and wellbeing of the players and others.

Enclosed you will find the Rules of Play and Conduct that will be enforced for the tournament. Please familiarize yourself and your players with these rules prior to the tournament. A few notable items:

- The match is running time, 15 minutes per half
- Players in age groups up through U11 will not be permitted to deliberately head the ball
- Referees will rule as dangerous play: sliding tackles; and attempting to kick a ball held by the goalkeeper
- Any player sent off (red card) is ineligible for her or his team's next match. Any player accumulating three yellow cards during the first round is ineligible for her or his team's next match

Feel free to contact me directly at 651-894-2437 should you have any questions or require additional information.

Thank you,

Viktor Adamcsek

Tournament Director

Rules of Play and Conduct

Coaches and players should be familiar with FIFA's [FUTSAL Laws of the Game 2014/2015](#) ("Laws"), which are used for this tournament as modified here. What follows are general rules for participation in this event, modifications to the Laws, and highlights of changes since last year's event.

TEAM ROSTERS / PLAYER REGISTRATION FORMS

- The recommended maximum roster limit is 12 players per team; higher numbers are allowed.
- A player may only roster or play for one team within an age group. There will be no exceptions to this rule.
- A [Team Roster](#) must be completed and turned in to the tournament check-in table prior to tournament participation.
- A [Player Registration form](#) must be completed and turned in to the tournament registration table for every player participating in the tournament. There will be no exceptions to this rule.
- If the Team Roster and associated Player Registration forms are NOT submitted prior to the start of the competition, the team will forfeit their first match and each match thereafter until all required forms have been turned in.

THE BRACKETS

The number of entries by age group and gender determine the bracket sizes and format. Teams are scheduled for three matches in the first round. First round games ending in a draw remain drawn.

- Four teams: Teams will play a round robin with the three other teams in the group. The two teams with the highest rank at the end of the first round advances to the championship round.
- Six teams: Two groups of three teams. Each team plays both other teams in its group, plus one team from the other group. The team from each group with the highest rank at the end of the first round advances to the championship round.
- Eight teams: Two groups of four teams. Each team will play a round robin with all three other teams in its group. The team from each group with the highest rank at the end of the first round advances to the championship round.
- Ten teams: Two groups of five teams. Each team will play two other teams in its group plus one cross-group match. The highest ranked team from each group advances to the championship round.
- Twelve teams: Three groups of four teams. Each team will play the other teams in its group. The highest ranked team from each group advances to the semifinal round. A fourth team, having the highest rank of all remaining teams in the division, advances as a wildcard team to the semi-final round.

THE PITCH

- The size of the pitch is the size of a basketball court, very similar to the size of a regulation pitch.
- The penalty area is a semi-circle and normal rules apply to this area.

THE BALL

The tournament will supply a match ball for each pitch

- U9–U11 age groups will use a size #3 futsal ball; U12 and older will use a size #4 futsal ball.

SUBSTITUTIONS

- The player leaves the pitch via his own team's substitution zone (in front of the player bench, not at the halfway line)
- The substitute only enters the pitch after the player being replaced has left
- Substitute (and substituted) players are not required to wear bibs
- The substituted player may take further part in the match (unlimited substitutions).
- The referee will not stop play for a goalkeeper substitution.

PLAYERS EQUIPMENT

- Shirts (must have numbers on the back), shorts, socks, protective shinguards and footwear with non-marring rubber soles (no black soled shoes)

REFEREES

- Each match is controlled by one referee (no second referee).
- The referee may stop the clock at her or his discretion
- The referee will keep the official time on the pitch.

DURATION OF THE MATCH

- The match lasts two equal periods of 15 minutes
- Players are entitled to a half-time interval of three minutes
- Periods are running time; the clock will not be stopped when the ball is out of play
- Teams are not permitted a time out

TIMEKEEPER

- There is a scoreboard and clock for each of the pitches.
- Either the referee or a designated timekeeper will operate the electronic clock.

ISSUANCE OF RED / YELLOW CARDS

- Red Card: A player or substitute who has been sent off is ineligible to participate in her or his team's following match (if any). A substitute may replace a sent-off player and enter the pitch after two minutes of playing time have elapsed since the sending-off; see Laws for exceptions.
- Yellow Card Accumulation: A player or substitute who accumulates three cautionable offenses (yellow cards) during the first round of competition is ineligible to participate in her or his team's following match (if any).

FOULS AND MISCONDUCT

- The referee will rule a sliding tackle (attempt to dispossess an opponent who has the ball) or attempting to kick a ball held by the goalkeeper as dangerous play.
- Players in U9-U11 age groups may not deliberately head the ball.
- In addition to the fouls listed in the Laws, an indirect free kick is awarded to the opposing team if a goalkeeper throws ball directly into the opponents' penalty area (without it first touching her or his own side of the court or any player). The kick will be taken from the point where the ball landed.
- The referee will not apply the rules related to a team's accumulated fouls (Law 13).

PRELIMINARIES

The referee will decide which goal each team will attack and which team will kick-off to start the match. In the second half of the match, the teams change ends and attack the opposite goals. The team that did not kick-off for the first half takes the kick-off to start the second half of the match.

GOAL CLEARANCE

- The ball is thrown from any point inside the penalty area by the goalkeeper of the defending team (as opposed to punting or kicking the ball into play)
- The ball is in play when it is thrown directly out of the penalty area
- The goalkeeper may not throw the ball directly into the opponents' penalty area.

PENALTY KICK

The penalty mark may not be on the penalty area boundary, but will be the correct distance from the goal. The procedure remains unchanged.

- The player taking the penalty kick must be properly identified
- The defending goalkeeper must remain on the goal line
- The players other than the kicker must be located outside the penalty area, behind the penalty mark, at least 5m (16ft) from the penalty mark

KICKS FROM THE PENALTY MARK (SHOOT-OUT)

- The referee will conduct the kicks based on the 2014/2015 Laws (nominally three kicks per team, taken alternately)
- A player who has been ejected from her or his team's most recent match is ineligible.

FIRST ROUND POINT SYSTEM

1. Teams will receive 3 points for a win, 1 point for a tie and 0 points for a loss.
2. Forfeited games will be scored as 1 goal to 0 (3 points) in favor of the team that did not forfeit.
3. If teams are tied with points; higher rank in the standings will be determined as follows:
 - a. Winner of head-to-head competition, if remained tied;
 - b. Net goal differential—sum of goals scored minus goals allowed to a maximum difference of 6 (+6 or -6) in each game, if remained tied;
 - c. Total goals scored to a maximum of 8 in each game, if remained tied;
 - d. Fewest goals allowed (all games, no maximum per game); if remain tied;
 - e. Kicks from the penalty mark ("shoot-out"), to be executed at a time and place to be announced by the Tournament Director.

SEMI-FINAL & CHAMPIONSHIP ROUNDS

1. If the score is tied after regulation time, two extra time periods of three minutes are played to sudden death (any goal scored ends the match). The teams change ends and attack the opposite goals at the beginning of each period. There is no interval between the two periods.
2. If the game remains tied after extra time, kicks from the penalty mark will determine the winner.