



August 31st & September 1st, 2019
Sound FC Labor Day Futsal Classic
Sound FC Clubhouse
12728 NE 178th Street
Woodinville, WA 98072

REQUIREMENTS: ROSTER

Bring a roster that includes each players name, birthdate, and jersey number.

TOURNAMENT CHECK-IN

Check-in at the Clubhouse 30-60 minutes prior to your first game.

MEDICAL RELEASES

Teams must show copies of medical releases for each of their players. Teams can use whatever version of a medical release that they would like. There is no tournament specific medical release.

FUTSAL RULES

1. Jewelry is not allowed to be worn by any participant during a match. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a bandaid.
2. GAME TIME IS FORFEIT TIME! 4 players from a team must be present on the court at game time for a team not to forfeit.
3. Only a designated team Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. 3 Unsportsmanlike Penalties will result in a team disqualification regardless of the score.
4. The field on duty reserves the right to remove any player from competition who has endangered any player or staff member. Ejected players must leave the facility with a parent or adult if a minor. Any player or team that exhibits a pattern of troublesome behavior will be removed from the tournament. Referees and/or Staff supervisors have the authority to end a game.

THE GAME AND FIELD

1. The game consists of two (2) twenty (20) minute halves. The clock will not be stopped except for time outs, half time and end of match. Each team is allowed one (1) timeout per half lasting one (1) minute. Time-outs can be called by the referee during any dead ball situation for a team that has possession of the ball. Time outs must be voiced by the coach in advance to the referee and shall not be immediately granted. The time shall start again at 1 minute even if the teams are not prepared to start. The Referee has the authority to shorten any game due to time restraints or any other reason. If a team is leading by seven (7) goals with 5 minute remaining in the second half the game will end due to the Mercy Rule.

2. After any dead ball situation, the team has four (4) seconds to put the ball into play; this includes kick-ins, corner kicks, free kicks, and any time goalie has possession of the ball in the defending half. All kicks from out of bounds will be an indirect kick. There are no goal kicks in futsal as these are called a goal clearance and must come from the keepers hands (they can not put it at /play it from their feet). There is also a strict 4 second count for the goalkeepers whenever they touch the ball in their own half. They have 4 seconds to release the ball from their hands on a goal clearance or their save. They can receive a pass back only if an opponent has touched the ball or after a stoppage in play (2 touch rule) once the goalie releases the ball to a team mate. Restart is an Indirect Free Kick to the opposing team.

The goalie may play the ball with their feet in the run of play BUT they still only have a total of 4 seconds to either get rid of the ball or cross the midline. A 4 second violation penalty is a change in possession to the other team with an indirect free kick. The goalie may touch the ball as many times as they want in the attacking half of the court. The ball crossing the half line does NOT reset the Two Touch rule.

3. There is no overtime in group play. In the semis and finals, Games tied will go to a 5 minute overtime period and, if necessary, then decided by penalty kicks. The team that won the initial coin toss will decide to kick or defer during the penalty kicks (3 players to a side and reduce to equate).

4. Teams must switch sideline benches at halftime.

PLAYER RULES

1. **Players:** Teams consist 5 five players; (4) four field players and one (1) goalie. In order for the game to be official, there must be at least four players present per team. Team player maximum is 10. Teams do not have gender specific rules or player ratio requirements.

2. **Substitutions:** Made on the fly, and ONLY directly in front of the team bench. The team bench will be in the teams defensive half of the court. Players may only enter and exit the court in front of the team bench. The player exiting the court must be completely off before the substitute may come on. Violation of either of these rules will result in an automatic yellow card to the offending player. The clock will not stop for any substitutions.

3. **Out of Bounds:** Marked by the court lines. All out of bounds over the touchline will be restarted with a kick in by the opposing team. All Out of bounds over the goal line will result in either a corner kick or goal clearance, depending on who touched the ball last.

4. **Roster Size:** 3 v 3 Plus Keeper: 7 Player Roster, 4 v 4 Plus Keeper: 10 Player Roster.

FOULS

1. NO SLIDE TACKLING for youth matches!!! The minimum penalty for slide tackle is a yellow card. Adults may only slide tackle in a safe manner that is not reckless (Yellow) or excessive force (Red).

2. A player receiving a RED card receives an ejection and may not return to the game. Also, the team receives an automatic 2-minute penalty, with no replacement. When a goal is scored against their team during a 2-minute penalty, the player may be subbed for.

3. Yellow card fouls include, but are not limited to the following: • Entering or leaving the field of play without the permission of an official • Objecting by word of mouth or action to any decision of an official (dissent) • Slide tackling for youth • Unsportsmanlike Conduct • Delay of game (including refusing to yield 5 yards on a free kick) • Holding a shirt, short, etc.

4. Red card fouls include, but are not limited to the following: • Taunting, violet conduct, insulting, offensive or abusive language • A second yellow card • Exhibiting violent conduct • Spitting at another person • Deliberately handling the ball to prevent a goal.
5. Free Kicks: All kicks on fouls are direct. • Players must yield 5 yards on all kicks, kick-ins and corner kicks. Failure to do so will result in a yellow card. Indirect free kicks are given for the following: violation of the 4 second rule either by the keeper or on a kick and a deliberate pass back to the keeper from their own team that they pick up or before touching an opponent or going out of play. Any of these indirect violations committed in the penalty area will result in the kick being taken from the corresponding spot on the penalty arc. If the ball hits the ceiling or any part of the building structure or basketball hoop, an indirect kick is given to the opposing team on the touch line nearest the contact.
6. Goalies and the Goalie Area: The goalie area is defined • The goalie may use their hands in the goalie area and may slide to win the ball in the goalie area. • The goalie may roll the ball out underhanded or throw overhand and it cannot cross midfield for teams u12. There are no punts or drop kicks for u12 teams. They may also play it as a field player. All other ages may throw over the half line and punt or drop kick • Any indirect free kick awarded inside the goalie area will be taken from the corresponding spot on the penalty arc. • If the goalie leaves the goalie area, they become a field player, but may only possess the ball for a total of 4 seconds in their own half.
7. Advantage is a discretionary judgment that allows an official to permit play to continue rather than stopping play to call a foul. This would be used if calling the foul would take away a favorable situation for the team that did not commit the foul. Although play will not be stopped when advantage is applied, the foul committed will still count as an accumulated foul.
8. Accumulated fouls: At the 6th direct kick foul of the half (by one team), the restart is a PK from 10 yards. In this type of PK, all players must be behind the ball, the ball must be shot on goal and the ball is live once kicked.
9. Penalty Kicks (Playoffs): In the event of a tie game in playoffs, all penalty kicks will be taken from penalty mark. • The 3 identified players on the floor must each take one shot before allowing any other player on the bench to kick. The goalie may kick at any time in the order. Any player may act as the goalie • Penalty kicks are dead ball situations; rebounds are considered unplayable. • Players not shooting in the 1st 3, must remain at the team bench. The goalkeeper must remain on the goal line and may only move laterally until the ball is kicked.
10. Deliberate Delay of Game: Teams may not deliberately waste time or delay the game. Doing so is strictly prohibited. • If a team does so, they will be warned, and then, subsequently, the coach, shall be issued a yellow card if the infraction continues.

SCORING FORMAT, GROUP PLAY

A maximum of three (3) points may be awarded per each game. Three (3) points shall be awarded for a win, one (1) for a tie, and zero (0) points for a loss.

TIE BREAKERS, GROUP STANDINGS

Head to Head
Highest Goal Differential
Most Wins
Most Goals for in all Games
Fewest Goals against in all Games
If all tied Coin Flip

GENERAL PARTICIPANT PLAY

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or a Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Players should consider this rule their warning not to play in a dangerous or reckless manner.

