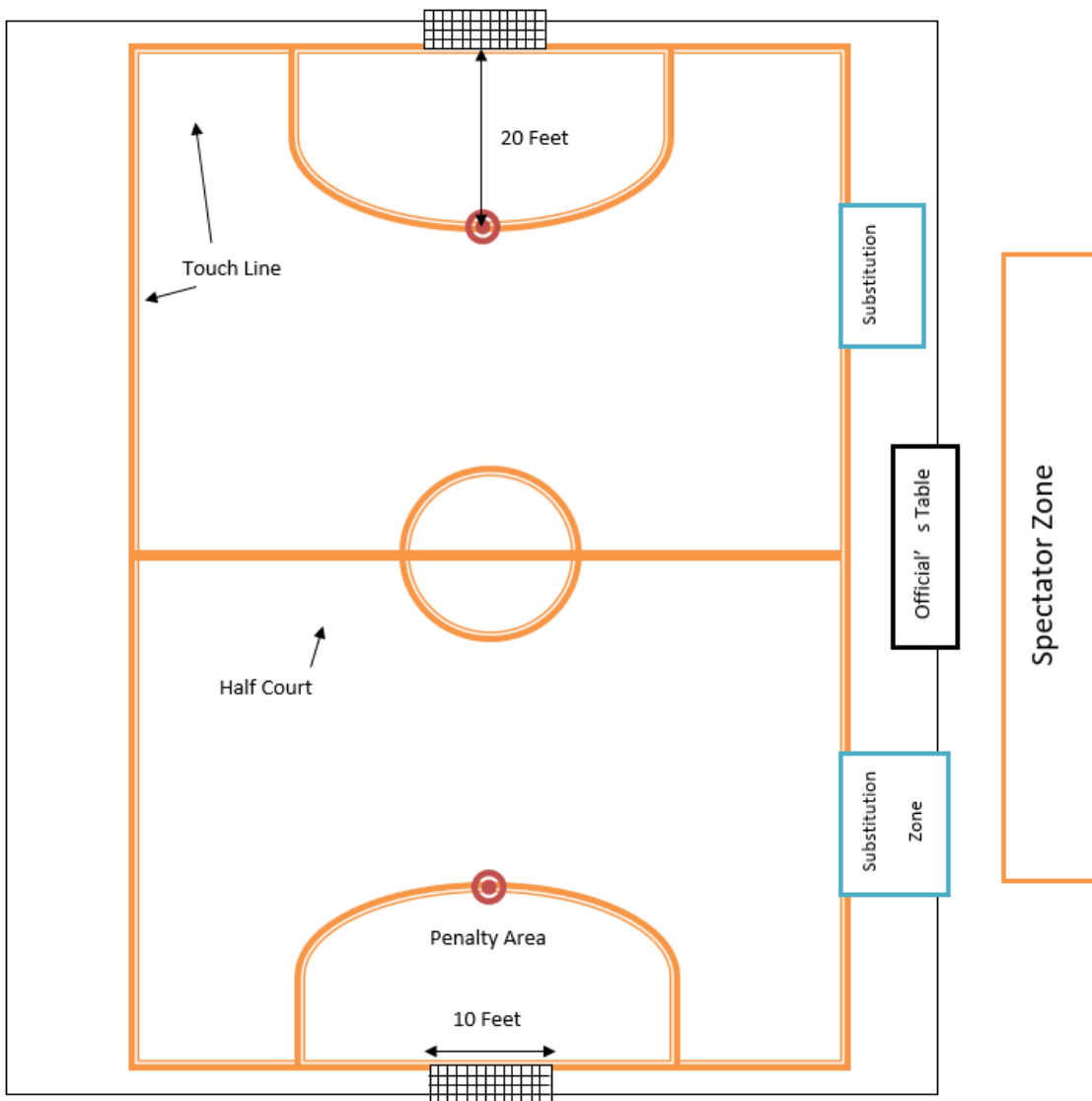


Rec Sports Futsal Tournament Rules Fall 2019

Tournament Dates: November 15th-16th, 2019

LAW I - The Court

- Games played on Courts 3 & 4 in the ARC Main Gym (basketball/volleyball courts)



LAW II - The Ball

- Size #4
- The Rec Sports Office will furnish **one** ball for the purpose of each game.
 - Balls belonging to competing teams may be used upon consultation with the referee and with agreement by both teams.
- Defective ball - If, during playing time, the ball becomes defective, it becomes dead where last played and the game is restarted by drop ball at that spot.
 - If the ball becomes defective during a stoppage of the game, i.e. kickoff, Penalty kick, or free kick, the game shall be restarted with the appropriate restart.

LAW III - Players & Substitutions

- A team consists of a total of **five (5) players**; four (4) court-players and one (1) goalkeeper.
- Each team must have at least three (3) players present to begin play; two (2) court-players and one (1) goalkeeper or three (3) court-players. Should a team be reduced below the minimum of three (3) playable participants at any time during the play, the game will be defaulted. Anyone can be goalkeeper.
 - In **CoRec play** assuming a team consists of the complete five (5) players: there needs to be a 3 to 2 ratio, with NO restriction on where they play/who is a court player. The goalkeeper can be either gender. Res Hall league will have no gender restriction on the court of play.

NOTE: Should a team be forced to play shorthanded, at no time may the number of court players of one gender exceed the number of court players of the opposite gender by more than two. Legal ratios are 3:2, 3:1, 2:2, and 2:1. **A forfeit** constitutes: 1) non-appearance, 2) a team which has less than three players at game time will forfeit the game 3) late appearance (Teams must arrive at the site of the scheduled game within five minutes of scheduled game time. The team not arriving on time will incur a forfeit loss), 4) use of an ineligible player.

- The forfeit score will be recorded as a 5-0 loss for the forfeited team.
- **Substitutions** shall be unlimited and made “on the fly” (all players but the goalkeeper may enter and leave as they please; the player substituting off the court must completely leave the court through the substitution zone before the new player can enter. All substitutions must take place through your team’s defensive substitution zone. Goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)
 - Penalty for an illegal substitution shall be an Indirect Free Kick from the location of the ball at the time of the infraction.

LAW IV - Players' Equipment

- Participants are responsible for providing their own jerseys. **Home team must wear light; away team must wear dark.**
- Only court or tennis shoes are allowed. Dark-soled shoes may not be used if soles mark the gym floor.
- Athletic attire is required. No jeans, jean shorts or button shirts are allowed.
- A player may not wear anything which is dangerous to another player (e.g. rings, watches, etc.). Knee braces with any metal parts are permissible provided all metal is covered with protective cushioning. Hard casts of any kind are not allowed.
- The use of any hard or dangerous head, face or body protective equipment is illegal.
- The referee (and Supervisor) shall be the judge of what is considered "dangerous" (regarding equipment and in manner of play).
- The Referee will examine players' equipment prior to the game. Any player wearing equipment not in compliance shall be sent off the court temporarily. The player shall not return without first reporting to the referee who shall be satisfied that the player's equipment is in order.

LAW V – Officials & Their Duties

- **Jurisdiction:** The referee shall enforce the rules and decide any disputed play. The referee's decision on points of fact connected with the play shall be final (not appealable) so far as the result of the game is concerned.
 - Jurisdiction begins from the time the referee enters the court of play, and the power to penalize shall extend to offenses committed when play has been temporarily suspended or when the ball is out of play.
 - The referee shall, however, refrain from penalizing in cases when satisfied that by doing so an advantage would be given to the attacking team. When the referee observes a foul which is not to be penalized, the referee shall call out the words "play on."
 - The referee shall signal all fouls.
- **Discretionary Power:** The referee has discretionary power to:
 - Issue a general warning to violating participants within the field of play. If necessary, outside of field of play (spectators), referee(s) are to consult with the captain.
 - Pause the game for any infringement of the rules if the referee deems such stoppage necessary.
 - Warn any player or coach of misconduct or unsportsmanlike behavior (persistent infringement of any of the rules of the game) and, if persistent, to suspend player from further participation. The name of any participant suspended, along with details of the incident, shall be submitted to the Rec Sports Office. This includes possible suspension from the remainder of league play or playoffs.
 - When cautioning a player or coach, the official shall display a yellow card and indicate the player concerned. The **yellow-carded player must remain out of the game for 2 minutes**, but the offending team is allowed to put on a reserve player in their place. These time penalties carry over halves.

- When ejecting a player or coach, a red card shall be displayed. The player or coach **red-carded may not return to the game** (must leave location of match, however a player may return to the game in their spot, i.e. penalized team will not play down a player for the remainder of regulation including over time play).

LAW VI - Duration of the Game

- **Duration:** Two equal periods of 15 minutes each; clock will be stopped the last 60 seconds of the second half, if the score is within 2 goals.
 - Time can be prolonged only to take a penalty kick.
- **Half-time:** 60 seconds

LAW VII - The Start of Play

- A “coin toss” will determine kick-off and choice of ends. During the kickoff, the opposing team waits outside center circle; ball deemed in play once it has been touched; the ball must be played **forwards** on a kickoff; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.
 - A goal may be scored directly from a kick off.

LAW VIII - Ball in and out of Play

- The ball is **out of play**: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in on the touchline at the place closest to where the ball touched the ceiling).
- Lines: Touchlines and goal lines are considered inside the playing area.

LAW IX - Method of Scoring

Goals occur when the whole of the ball has **completely** passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

- If the defending team **deliberately** stops or deflects the ball with hands or arms to stop a goal, the player will be issued a red card, and a:
 1. Goal will be awarded if ball continued into the goal after being handled, or...
 2. Penalty kick will be awarded to the offense if the ball does not go into the goal.

NOTE: A goal **CAN** be scored if the player shoots the ball from inside the goal box.

- **Winning the game:** The team scoring the greater number of goals during a game shall be the winner.
- **Tie (Pool Play):** In the event that a pool play game is tied at the end of regulation time a mini penalty shootout consisting of three (3) kickers from each side will take place to determine the winner. (Please see Annex 1 for penalty procedures)
- **Tie (Playoffs/Bracket Play):** See Playoff Procedures (Annex 2)

LAW X – Offside

- There is no offside rule in effect for Rec Sports play.

LAW XI – The Half Court Playback Rule

- Once a keeper has thrown the ball in, it may not be played back to him, (this means he can't kick it or touch it), until one of the following has occurred: 1. The ball has been touched by an opponent. 2. It has traveled past half court. If the keeper plays the ball in any manner, the result will be an indirect kick from the point of the infraction.

LAW XII - Fouls and Misconduct

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent

- charging an opponent with shoulder (i.e., shoulder charge)
- sliding in any form (knee cannot touch the ground!)
- handling the ball (except goalkeeper)
- unsportsmanlike or dangerous behavior (fighting, yelling at refs/other players, etc.)
 - these often come with a yellow card, at the least. Fighting is an automatic red card and will not be tolerated.

Indirect free kick awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
- goalkeeper picks up or touches with his hands a back pass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds
- goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Note: The goalkeeper may slide in the box **only** to make a play on the ball. If his/her momentum carries him/her outside the penalty area, s/he **shall not** be called for 'sliding' as long as the **ball** stays inside the goalie box. However if the goalkeeper gains possession of the ball and leaves the penalty area, handling shall be called. Handling only occurs if the ball crosses completely over the penalty area line.

Cautions (Yellow Cards) & Ejections (Red Cards) may be issued at the discretion of the official based on the severity of the infraction. Two yellow cards will automatically result in a red card.

Rules of Expulsion:

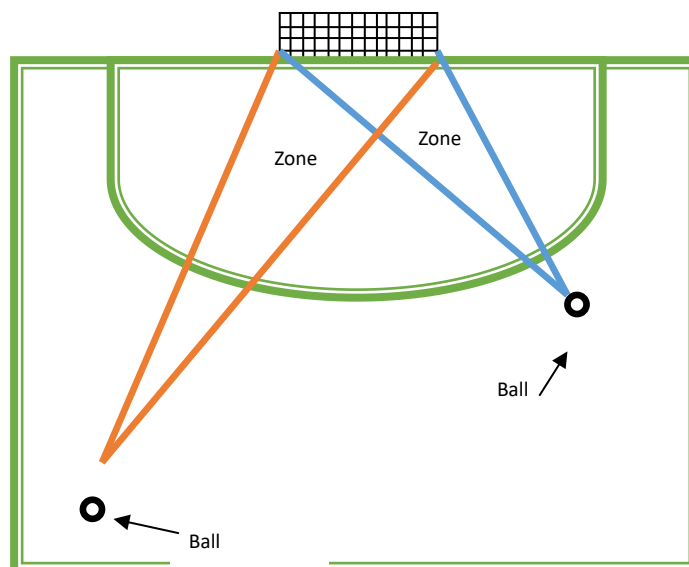
- The player sent off (shown a red card) is out for the rest of the game and must leave the premises after speaking with the on duty supervisor.
- The team of the player sent off can substitute for that player.

LAW XIV - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: At least **5 yards away** until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
 - Time Limit: Kick must be taken within 4 seconds
 - Restriction: Kicker cannot touch the ball again until it has been touched by another player

LAW XV - Accumulated Fouls

- Once a team has accumulated **4 fouls** during a half (those accumulated in the second half continue to accumulate into extra time); from the 5th foul:
 - that team shall not be allowed a defensive wall
 - all free kicks shall be direct (no indirect free kicks)
- When a team is no longer allowed to form a wall, they shall not be allowed to have any defensive field players (this does not include the goal keeper) in the 'zone' between the ball and the goal.
 - The defensive player is only allowed to enter the zone:
 - After the kick has been taken
 - To follow an offensive player into the zone to defend them.
 - The number of defensive players in the zone cannot exceed the number of offensive players in the zone at any time during the taking of the kick.



LAW XVI - Penalty Kick

- A penalty kick shall result from a foul committed within the penalty area warranting a direct free kick.
- To be taken from the penalty mark on the mid-point of the 6-m-line.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the players of the opposing team must also be at least 5 yards from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XVII - Kick-in

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule shall result in an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 yards away from point of kick-in.
- Cannot score directly from a kick-in.

LAW XVIII - Goal Clearance

- If the ball goes out the end line, the Keeper must distribute the ball by throwing, rolling, or placing it on the ground and kicking it in. It cannot be touched before it clears the keeper arc.
- The keeper must distribute the ball within 4 seconds.
- Balls played from the field, (from an opponent to the keeper), may be picked up then thrown, rolled, or kicked. Note: All outdoor rules apply regarding pass backs to the keeper.
- The ball shall be distributed from any point inside the penalty area by the goalkeeper of the defending team
- Opponents shall remain outside the penalty area until the ball is in play
- The goalkeeper may not play the ball a second time until it has been touched by an opponent or has crossed the halfway line
- The Keeper is not allowed to dribble the ball into play.
- The ball shall be deemed in play when it is thrown directly out of the penalty area
 - NOTE: If the ball is thrown or rolled, it must touch a player before crossing the halfway line. If the ball is kicked this restriction does not apply.

Infringements/Sanctions

- If the ball is not distributed directly out of the penalty area:
 - The goal clearance shall be retaken
- If, once the ball is in play, the goalkeeper touches the ball a second time before it has been touched by an opponent or crossed the halfway line:
 - An indirect free kick shall be awarded to the opposing team from the place where the infringement occurred
- If the goal clearance is not taken within four seconds of the goalkeeper taking possession of the ball:
 - An indirect free kick shall be awarded to the opposing team on the penalty area line from the place nearest to where the infringement occurred

LAW XIX - Corner Kick

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

Annex 1 - Penalty Kick shoot-out (For a tie in Pool Play)

- Main referee decides goal to be used.
- Coin tossed to decide order (team that did not “toss” at the beginning of the game shall “toss”)
- **Three kicks to be taken by 3 different players** selected from the roster of eligible players. Captain of each team announces these 3 to the main referee before the kicks are taken.
- If two teams are still tied after 3 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
 - For CoRec games, the genders of the kickers must alternate (i.e. guy, girl, and guy) even after all of one gender has been used already in the order.
- Players sent off during the match are not eligible to take these kicks.
- Any eligible player may change places with his goalkeeper at the **start** of the shootout.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.

Annex 2 – Playoff Procedures

- If the game is tied at the end of regulation, a **2 minute, running clock, golden goal overtime** period will be played.
- If the score is still tied at the end of the overtime period a penalty kick shootout will occur.
 - Playoff Penalty Shootout Procedures are identical to regular season procedures with the exception of the number of kickers.
 - Five kicks to be taken by 5 different players selected from the roster of eligible players. Captain of each team announces these 5 to the main referee before the kicks are taken.
 - If two teams are still tied after 5 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
 - The same CoRec restrictions apply.