

2009 MENACE FUTSAL TOURNAMENT

1. Competition Eligibility

Participation is open to accepted USSF affiliated teams based on rosters from the 2008/2009 or open division team rosters. A player may compete for only one team.

Age Groups:

U12 – (8/1/96-7/31/98) U14 – (8/1/94-7/31/96)
U16 – (8/1/92-7/31/94) Open– (8/1/91-older)

Roster Limitations: U12-Open Division Maximum 12 Players

Guest Players: U12 – Open Division. Each team will be allowed up to three (3) guest players.

Required Forms: State approved rosters signed or stamped by an appropriate USSF affiliate official along with their current (2008/2009) player passes, liability forms (found on website) must be presented at tournament check-in.

OPEN DIVISION: Requires driver's license or passport along with liability waiver and roster form filled out prior to check in.

2. Laws of the Game

All games will be played in accordance with FIFA laws, except where modified by these rules.

Rules of the Tournament

- There are 4 field players and a Goal Keeper (GK).
- No offside.
- GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If they are in opponents half, they have no time-handling restrictions.
- 20 minute halves for tournament and for league play. 3 minutes for half time and each coach may call (1) one-minute time out per half when in possession of the ball. Time out requests are made to the referee.

Substitutions

Free substitutions are made "on the fly". Player can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has left the field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

Kick off

Opposing players must give 5 yards until ball is in play.

Ball out of Play

Kick in

A ball kicked out over the touch line (side line) by one team becomes the other teams ball. The team kicking in has 4 seconds to get the ball back in play or it

becomes opponent's kick in. Defense must give 5 yards distance. The referee will give a visual count with his hand. Players taking kick in can not step into the field while kicking ball back into play. Goals cannot be scored from kick-ins.

If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

Goal Clearance

Futsal for goal kick. When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. The throw must leave the penalty area, but it must touch the ground on the GK's half of the field (can't throw ball past half-line). Opposing team must stay out of penalty area during a goal clearance. If opposing players touches ball before it leaves penalty area, GK retakes the throw. The GK cannot touch ball again until another player touches it.

Corner Kick

There is no arc, kick is taken at the point where goal line and touch line meet (at corner).

Fouls & Misconduct

Fouls

Slide tackling is a major foul in futsal. It is not allowed in any situation where there is contact between players or where referees believe that contact could have resulted.

Exceptions

The GK is allowed to slide in an attempt to clear the ball, if in referees' judgment; his slide is an attempt only to make contact with the ball, not the opponent. If GK slid is reckless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bound or an offensive player sliding to knock the ball into the goal where there is not other defensive player close to the play. Players and coaches should use this general rule, if you slide tackle near a player, assume it will be called a major penalty.

6th Accumulated Foul

Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal.

Accumulated Fouls resulting in Direct Kick

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Holding an opponent
- Spits at an opponent
- Slide tackles with exceptions above

Sending Off Fouls

Handling the ball deliberately, except for GK in their area.

Denying an obvious goal-scoring opportunity to an opponent moving toward the goal. Player sent off cannot re-enter the game. Substitution is allowed after 2 minutes.

No shoulder charging.

Indirect Free Kick

5 yards of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

Determination of Game Winner

Preliminary games may end in a tie. Semi-final and Final matches ending in a tie will go into a golden goal overtime period. Overtime will consist of one 5 -minute period followed by kicks from the mark.

Determination of Bracket Winners

The following format will be used to determine bracket winners and advancement to semi-final and final matches.

- 2 Brackets of 3 Teams – each team will play two inter division games and 1 crossover games. Top 2 teams, based on total points, will play in the final.
- 1 Bracket with 4 Teams – each team will play every opponent in their bracket. The top two teams, based on points, will play in the final.
- 2 Brackets with 4 Teams – each team will play every opponent in their bracket. The top team in each bracket, based on points, will play in the final.
- 1 Bracket with 5 Teams – teams will play a round robin format and the top two teams, based on points, will play in the final.

Point System will determine the division or bracket winners:

- Three (3) points for a win
- One (1) point for a tie
- One (1) point deducted for every red card received by player and or if a coach is sent off

Tie Breakers

- Head to head competition (not used in 3 team tie)
- Least goals against
- Most goals for
- Kicks from the mark

Referee's Decisions

The decisions of the referee(s) regarding the play/game are final. Play may be stopped, suspended or terminated for any reason including: infringement of the rules, injury or outside interference.

Inclement Weather

In the event of inclement weather, the tournament committee will have the authority to change games as follows:

- Relocation or rescheduling of games.
- Reduce the duration of any game.
- Cancel any preliminary round games, which have no bearing on the selection of bracket winners.
- Preliminary games terminated after one half of play due to weather will be considered final.
- Partial refunds will be issued in the event that the tournament is cancelled due to the weather. Tournament expenses will be paid first.
- No games played = full refund - \$100 for tournament expenses
- 1 game played = ½ refunded
- 2 games played = no refund

Acceptances

- Teams will be notified on the acceptance date
- No refunds after teams have been accepted
- If not accepted you will be refunded the full amount of the tournament

The tournament reserves the right to change rules up until the start of the tournament if they deem necessary.