



FIFA RULES WILL APPLY UNLESS EXPRESSED BELOW

Rosters: Rosters will be emailed with player passes and medical waivers

Number of players: maximum of 8 players on rosters. 5 players on the field at a time which includes a goalkeeper

Field Dimensions: play will occur on a basketball court and the size is approximately 50x40; futsal size goals will be used

Coaches: All teams must have an adult coach on the sidelines at all times; if a coach receives a red card, another adult coach must take their place

Offsides: There are no offsides

Goal Scoring: A goal can only be scored on the offensive half of the field. If a goal occurs from the defensive half, the team that was scored on, will be awarded a goal kick. The ball must be completely over the half line to count.

Game Duration: 2 – 18 minute halves; 2 minute half time; the referee will control the official game clock

Goal Kicks: Must be taken anywhere inside of the goal box

Kickoffs: can go any direction but it is an indirect kick and no goal can be scored unless the ball is touched twice before entering the goal

Free Kicks: all free kicks are indirect unless a penalty kick is awarded; there are no throw ins. Kick-ins will be awarded if the ball goes out on the touch line. The defensive team must be 3 yards (3 steps) away from the ball on free kick restarts.

Red Cards: If a player receives a red card in a game, that team will play short a player for the remainder of the game and miss the following match. If a coach receives a red card, they must leave the bench area and also miss the following match. A more severe sanction can be handed out to a red per the discretion of the tournament director. If 2 red cards are handed out to 1 team in a match, that team will forfeit the match.

Slide Tackling: No slide TACKLING allowed; players can slide to score, prevent a pass, or a ball from going out of bounds as long as an opponent is not within playing distance.

Headers: no headers u8-u11; headers are allowed u12 and up

Substitutions: Subs can occur at any dead ball at the discretion of the referee. Players must be at the halfway mark in order to sub in. No subbing on the fly.

Scoring: 3 points for a win, 1 point for a tie, and 0 points for a loss.

Forfeit: A forfeit will be a 5 to 0 score

Tiebreaker Criteria:

1. Winner of head to head competition (if more than 2 teams tied, this criteria will be skipped)
2. Goal Differential (maximum of 5 goal differential per game)
3. Fewest goals allowed
4. Goals scored
5. Coin toss

Playoffs/Overtime: Sudden death shootout will occur with 5 players. Not all 5 players may need to shoot as it is sudden death. The referee will flip a coin to determine who will shoot first.

Protests: All referee decisions are final and cannot be protested with the tournament director

Awards: only 1st place teams will receive an award at each age group