

## 2017 KAFK Futsal Tournament Rules

### & Laws of the Game

Approved  
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#### I. TEAM ELIGIBILITY:

- Kitsap Alliance FC Futsal Tournament shall be open to all teams.
- Players may only play on one team.
- All teams must present an official signed state roster.
- Guest players will be allowed providing a guest form is submitted at check-in.
- ALL PARTICIPANTS MUST HAVE MEDICAL RELEASE OF LIABILITY TO BE ELEGIBLE TO PLAY IN THE EVENT.

#### II. PLAYER REGISTRATION & TEAM CHECK-IN:

- All teams are required to check-in ON-LINE 72 hours prior to the first tournament game.
- The team coach or team manager must have all registration forms (see Check In Form) completed by parents /players and presented in alphabetical order, prior to participating in any games.

#### III. TOURNAMENT FORMAT:

- Three game minimum.
- All age groups will have a Championship Match.
- If not enough teams have registered for a specific age bracket the Tournament reserves the right to combine age group & level of play brackets.
- The following criteria will determine which teams advance after pool play:
  - Divisions with three (3) teams – Round robin games. After each team has played a second game, each team will be seeded according to team points. The 2nd seed will play the 3rd seed, the winner advances to play the 1st seed in championship.
  - Divisions with four (4) teams - Round robin games - Top two highest point teams will advance to the Championship match.
  - Divisions with five (5) teams - Round robin games. After each team has played a second game, each team will be seeded according to team points. 4th will play 5th seed, 3rd will play 2nd seed, 1st seed will play the winner (wildcard) of the 4th and the 5th seed game. The winners of the 2nd & 3rd seed game will advance to championship with the winner of the 1st Seed & wildcard game.
  - Divisions with six (6) teams – Three (3) teams will be drawn at random to comprise the 1st bracket and play each of the remaining three teams in the 2nd bracket. Top two highest point teams may come from the same bracket and will advance to the Championship match.

#### IV. TOURNAMENT SCORING

- Scoring will be:
  - 3 points for a win,
  - 1 point for a tie,
  - 0 points for a loss.
- **Red cards** or bench area removal will result in a **1 point deduction** (each card/removal)
- Forfeits will result in points being awarded to the opposing team winning 3 - 0.
- Teams with a forfeit cannot advance
- The tie breakers for advancement
  - Head to head
  - Goal differential
  - Fewest goals allowed
  - Goals scored up to 8 in a game.
  - Coin toss

- If more than 2 teams tied, start with step 2

#### **V. TOURNAMENT CHAMPIONSHIP GAMES ENDING IN A TIE**

- Each team will begin overtime with a full team minus one player.
- Kick off decided by coin toss
- If no goal scored after 2 minutes of play each team will remove a player.
- If no goal scored after 4 minutes of play each team will remove another player.
- If no goal scored after 6 minutes of play the use of a penalty kick shoot-out will be used to determine winner.
- No substitutions are allowed in golden goal overtime unless and injury occurs

#### **VI. PENALTY KICK SHOOT-OUT**

- Main referee decides goal to be used.
- Coin toss to decide which team shall shoot first.
- 3 kicks taken by the players on the field who have finished the overtime game.
- After 3 kicks and still tied, additional kicks will be taken by the remaining eligible players on a sudden death basis.
- Any eligible player may change places with goalkeeper.
- All Players will remain on opposite half of pitch.

#### **VII. GAME SCHEDULE:**

The schedule will be posted (or linked) on the Kitsap Alliance FC website ([kitsapalliancefc.com](http://kitsapalliancefc.com)). Any last minute schedule changes will also be posted on the website. Every effort will be made to contact any teams involved in any schedule changes. It is the responsibility of the team coach and/or manager to double check the schedule one day prior to their first scheduled game.

#### **VIII. REFUNDS POLICY:**

If not enough teams sign up within a specific age bracket the Tournament Director shall notify the participants as soon as possible, and the participants will be given the option to play up or down OR receive a partial refund. As we have limited time slots available for games, KAFC may have to limit the number of teams accepted. Paid applications will be considered first.

Teams wishing to drop out of the tournament must submit a written explanation with a legitimate reason for review of the tournament committee. If a team(s) decides to drop out of the tournament before the registration deadline, they will receive a 100% refund. If a team(s) decide to drop out when brackets are published before a schedule is published, 30% refund. If a team(s) decides to drop out after the schedule is published, no refund will be returned.

#### **IX. CANCELLATION POLICY:**

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other acts of nature and circumstances beyond the control of the tournament or soccer club.

In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses. In the event the tournament interruption or cancellation after the first scheduled tournament games begin, the tournament will have no obligation to refund any portion of the application fee. (Refer to Refund Policies Tournament Rule V.)

The KAFC tournament director will do its best to schedule three (3) or more games for each team. However, at the Tournament Director's discretion, the number of games may be increased or reduced. The tournament is not liable

for any expenses the teams may incur and no refunds for the tournament application fees will be given, except under the circumstances listed below:

- 1 games cancelled – 25% of the registration fee will be returned.
- 2 games cancelled - 50% of the registration fee will be returned.
- If games are limited in time or format, No refund will be returned.

#### **X. DELAY OF START:**

Any team, coach, player or substitute delaying the start of a scheduled game without authorization from the tournament director shall forfeit the game to the opponent. Forfeit will be recorded with a score of 0-3.

#### **XI. PROTESTS:**

There will be no protests. The Tournament Director will resolve all disputes immediately and any decisions will be final.

#### **XII. SPECTATOR AREA:**

The spectator viewing area is limited to bleachers or chairs. We encourage players/coaches to place their equipment bags away from any traffic area.

#### **XIII. WARM UPS AREA:**

Each team will have approx. 10 minutes before each game to warm-up on the designated field. Teams may not warm-up in any lobby area, in areas where spectators will be waiting to enter the courts between games, or any areas closed by the Tournament Director.

#### **XIV. SIDELINE CONDUCT AND CONTROL:**

Players, reserve, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of the "LAWS OF THE GAME". The site directors have the authority and responsibility to remove any person(s) from the premises for any type of abusive language, misconduct in addition to any specific disciplinary action brought about by other authorities. Coaching may only occur on the team's half of the sideline from the centerline.

#### **XV. AWARDS:**

All divisions will advance into championship games and receive medals for first (1st) and second (2nd) place teams.

### **K AFC Modified Futsal Indoor Rules**

#### **LAWS OF THE GAME**

##### **LAW 1 - THE PITCH**

- The Kitsap Sun Pavilion is one wood basketball court to host the U9 – U14 age divisions.
- Goals will be approximately 7' x 10' for all age divisions.
- Penalty spot – 7 yards (21 feet) from goal line.

##### **LAW 2 - THE BALL**

- Futsal Specific Ball

- Circumference 24 - 25 inches. Weight 14 to 15.5 ounces.
- Bounce 25 inches on first bounce when dropped from 6.5 feet
- Material – Leather or other suitable material (not dangerous)
- KAFC shall provide the game balls and no other game balls shall be allowed.

### **LAW 3 - THE NUMBER OF PLAYERS**

- Minimum number of players is 5 (one of whom is a goalkeeper)
- Minimum number of players to start and finish a match is 3 (one of whom is a goalkeeper)
- Maximum number of substitutes is 5
- Roster size is a maximum of 10
- Substitution Limit: None
- Substitution Method “Flying Substitution” (All players but the goalkeeper enter and leave at the center line. Goalkeeper substitutions only made when ball out of play and with referee’s consent.) There is to be no advantage gained during simultaneous substitution. Improper substitution shall result in a caution for the player not complying with Law and restart is an Indirect Free Kick (IDFK) from spot of improper substitution.
- Player may only play for one team. See TR I.
- Current player passes are required for insurance. See TR I.

### **LAW 4 - THE PLAYER’S EQUIPMENT**

Usual Required Equipment:

- Numbered shirts or jersey
- Socks
- Protective shin guards covered by socks and surface appropriate footwear.
- Players are encouraged to change out of street footwear in the facility.
- Goalkeepers must wear a different colored jersey to distinguish themselves from the other players.
- No jewelry.
- Undergarments if worn are to match jersey and shorts.
- Home team (first team listed on schedule) changes jerseys when teams have a color conflict.
- Cast/Orthopedic wear may be worn if well padded and at the discretion of the referee.
- Exposed Velcro and metal hinges will not be allowed.

### **LAW 5 - THE REFEREE**

- Must be a USSF Certified Official.
- Duties – Enforce the Laws of the Game
- Position - The side opposite to the player benches
- Power Unique - Can overrule Second Referee calls
- Game Report to competition committee
- Local options:
  - Position of referee can be changed to meet local setup

### **LAW 6 - THE ASSISTANT (SECOND) REFEREE**

- All Championship matches will have a second referee.
- Must be a USSF Certified Official.
- Duties – Enforce the Laws of the Game
- Position – The same side as the player benches.

- The use of the second referee may be used on large courts in championship games.

#### **LAW 7 - DURATION OF THE MATCH**

- Duration - Two equal halves of 20 minutes
- Time out - None with a running clock and one with managed time clock.
- Halftime - Players are entitled to a half time 3 minute interval.
- A referee warning whistle will be sounded 1 minute prior to game or half start.
- All games and halves will be started by a referee whistle.
- All games will end by Referee Whistle.

#### **LAW 8 - THE START AND RESTART OF PLAY**

- Kickoff - Ball deemed in play once it has been touched and moved.
- The kicker shall not touch ball before someone else touches it.
- Goal may not be scored direct.
- Visiting team kicks off first half and home team kicks off second half

#### **LAW 9 - THE BALL IN AND OUT OF PLAY**

- Ball is out of play:
  - when the ball has wholly crossed the goal line or touchline.
  - when game is stopped by a referee.
  - When the ball hits the ceiling, a light fixture, a support beam or etc..., spot ball closest to point of contact.
    - If ball hits object or ceiling in penalty area, move ball to the edge of penalty area.
- Players from opposing team must be at least 6 feet from point of kick-in

#### **LAW 10 - THE METHOD OF SCORING**

- When the whole ball has passed over the goal line, between the goal posts, under the crossbar and provided there is no infringement of the laws committed by the team scoring the goal.
- The team with the greatest number of goals is winner of match and equal goals results in a draw.
- The official score will be kept by assigned game referee.
- Goals can be scored from the defensive half at any age division.

#### **LAW 11 - OFFSIDE**

There is no offside rule on offense.

#### **LAW 12 -FOULS AND MISCONDUCT**

Indirect free kick (IFK) awarded when a player intentionally commits the following 18 offenses (a penalty kick will be awarded when an infringement takes place in the penalty area).

- kicking or attempting to kick an opponent
- tripping or attempting to trip an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking or attempting to strike an opponent
- spitting at an opponent
- holding an opponent
- pushing an opponent
- handling the ball (except goalkeeper in his/her penalty area)

- dangerous play
- impedence
- charging the goalkeeper in the penalty area
- preventing the goalkeeper from releasing the ball
- goalkeeper throws ball directly over the halfway line
- goalkeeper picks up or touches the ball with his hands after a pass from a teammate
- goalkeeper picks up or touches the ball with his hands after a kick-in from a teammate
- goalkeeper controls the ball with any part of body for more than 4 seconds

Players shall be cautioned (shown a yellow card) and punishable by an indirect free kick (IFK) from point of infringement. Cautioned player may be substituted.

- a substituting player enters the pitch from an incorrect position or before the player being substituted has entirely left the pitch.
- sliding at or tackling an opponent
- persistently infringing the Laws of the Game
- shows dissent toward a decision of a referee
- guilty of unsporting behavior.

Players shall be sent off (shown a red card) and punishable by a Indirect free kick (IFK) from point of infringement

- serious foul play
- violent conduct
- deliberately impeding a clear goal scoring opportunity
- deliberately impeding a clear goal scoring opportunity in the penalty area by handling the ball
- foul or abusive language
- second instance of a cautionable (yellow card) offense

Rules of expulsion (red card)

- Players sent off are out for the rest of the game and must leave the game premise.
- No substitute for a sent off player. The player receiving the red card cannot be replaced..
- Any Player/Coach sent off and will be in ineligible to play/coach in the teams next match.

### **LAW 13 - THE FREE KICK**

Direct free kicks (DFK) will be for a penalty kick or a corner kick. A team can score goal directly from a DFK and if ball goes into own goal, it is considered a goal for the opposing team.

Indirect free kicks (IFK) for any of the IFK infringements or any other undefined stoppage. Team cannot score directly from an IFK.

- Opponents must stay clear at a minimum of 6 feet until ball is in play
- Ball in play after it has been deliberately touched.
- Kick must be taken with 4 seconds
- Kicker cannot touch the ball a second time until the ball has been touched by another player.

### **ACCUMULATED FOULS**

- Accumulated fouls refer only to the fouls mentioned in Law 12.
- Each venue must provide an ADULT Scorekeeper at each field to keep track of accumulating fouls.
- Once a team has accumulated 5 fouls during a half, starting with the 6<sup>th</sup> foul and on for that half infringements shall be punished with a direct free kick from the penalty spot
  - Procedure:

- Until ball in play all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line
- Goalkeeper shall remain on the goal line at least 21 feet (7 yards) from the ball
- Kicker must aim at the goal with the intention of scoring
- No other player may touch the ball until it has been touched by the goalkeeper, rebounded from the goal post or crossbar, or has left the pitch.

#### **LAW 14 - THE PENALTY KICK**

- To be taken from the penalty mark by a properly identified kicker 21 feet from goal line.
- The kicker is to aim at the goal with the intention of scoring
- All players must be out of the penalty area and the players of the opposing team must be 6 feet from penalty spot
- The kicker shall not play the ball a second time until the ball has been touched by another player

#### **LAW 15 - THE KICK-IN**

- To be taken in place of the throw-in
- The ball is placed on the touchline before kicking
- The kick-in must be taken within 4 seconds
- The kick-in player cannot play the ball a second time until the ball has been touched by another player
- Players from opposing team must be at least 6 feet from point of kick-in
- Cannot score directly from a kick-in

#### **LAW 16 - THE GOAL CLEARANCE**

- The goalkeeper may only handle the ball in the penalty area.
- The goal clearance is to be taken in place of goal kick
- Taken from inside the penalty area, the goalkeeper throws the ball into play
  - Goalkeeper distributions by the hands can only be done with the use of hands including goal kicks and goalkeeper saves.
  - The goalkeeper may not handle the ball from a kick in from a teammate or a ball intentionally played to the keeper from the foot of a teammate. See Law 12
- The ball is not in play until it has passed outside of the penalty area
- The throw in must be taken within 4 seconds.
  - The Goal Clearance must touch the floor outside the penalty area of goalkeeper's own side of court or another player before passing over the half line. Violation will result in an indirect free kick from the spot crossing the half line. Drop Kicks are not allowed.
- If the goalkeeper catches the ball firmly and puts the ball down on the floor to be played at the foot, he/she will be considered a field player and the distribution rules will not be in effect. The goalkeeper may not handle the ball with hands after the ball has been placed on the floor and removed both hands from the ball.

#### **LAW 17 - THE CORNER KICK**

- Ball placed on the corner.
- Must be taken with 4 seconds, failure to do so results in an indirect free kick to the opposing team from the corner
- The kicker cannot play the ball a second time until the ball has been played by another player
- Players of the opposing team must be at least 6 feet from the corner
- A goal can be scored directly from a corner kick.

