

WINTER INDOOR LEAGUE YOUTH FUTSAL

RULES



Mickey Walker Center
860 Anna St, Elizabeth, NJ 07201

Rules of play:

It is the understanding of this tournament committee that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules.

Protests:

No protests will be allowed during this tournament. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final. A combination of "House Rules" and FIFA rules will be used to ensure fun and safe play.

General Information

1. Age Groups: Players must participate in their designated age group. Proof of age (e.g., birth certificate or ID) may be required.

2. Team Size:

U8 and U10 (7 v 7) format: 6 outfield players and 1 goalkeeper. (adjust based on age group).

U11 to U19 (6 v 6) format: 5 outfield players and 1 goalkeeper. (adjust based on age group).

3. Roster Size: Teams may have a maximum of 12 players (adjust for the format).

Game Duration

1. Match Length: U8-U14: 30 minutes running clock., no timeouts.

2. Overtime: No overtime during group stage matches. Knockout matches tied at full-time will proceed to: • penalty kicks will decide the winner (best of 3, then sudden death).

Substitutions

1. Substitutions are unlimited

All substitutions will be "on the fly" (including goalies). No referee notification is needed.

Scoring and Standings

1. Scoring System:

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

2. Tie-Breakers: In case of equal points in group stages, the following order will be used:

- Goal difference
- Goals scored
- Head-to-head result
- Penalty shootout

Player Conduct

1. Sportsmanship: All players, coaches, and spectators must demonstrate good sportsmanship. Disrespectful behavior will not be tolerated and the individual will be asked to leave the premises.

1. Yellow card

- One yellow card during the match = The player will be out for two minutes, and no substitutions will be made.

2. Yellow/Red Cards:

- Two yellow cards in one match = red card.
- A red card results in suspension for the next match.

3. Referee Authority: The referee's decision is final.

Game Rules

1. Kick-Off: The match begins with. The home team decides to either kick off or choose a side.

2. Offside: No offside rules apply for any division

3. Throw-ins: Improper throw-ins will result in a warning and a retake for younger age groups (U9 and below).

4. Goalkeeper Rules:

- The goalkeeper must release the ball within 5 seconds.
- Goal kicks must be taken from inside the goal area.

5. Free Kicks: Opponents must stay at least 3 yards away.

Safety

1. Equipment:

- Players must wear shin guards.
- No jewelry is allowed during play.

2. Injuries: Matches will be paused for injuries. A medical team will assist if necessary. League Administration

1. Check-In: Teams must check in at least 10 minutes before their first match.

2. Forfeits: Teams failing to show up within 10 minutes of the scheduled start time will forfeit the match.

3. Protests: Any disputes must be submitted to the tournament committee within 15 minutes of the match.

REGLAS

- 1. Saque de gol con el pie y no deberá pasar la mitad del campo**
- 2. Corners a favor con pie**
- 3. Saque de banda con el pie**
- 4. Saque del golero no deberá pasar el medio campo**
- 5. En los córneres en contra deben ponerse a 4 pasos de distancia**
- 6. Saque de banda en contra a 3 pasos de distancia**
- 7. Tiros libres directos en contra a 4 pasos de distancia**
- 8. Tiros libres indirectos a 4 pasos de distancia y dos toques**
- 9. Penaltis tres pasos de distancia al golpeo directo en el lugar establecido**
- 10. Penalti el golero deberá estar en la raya de meta**
- 11. Todo el juego se desarrollará bajo las reglas establecidas por la organización y referee**
- 12. Amonestación con tarjeta amarilla sale del campo por 3 minutos**