

MAPS Futsal 2010 Nations Cup

Rules / Guidelines / Policies

General:

No smoking at any facility. No alcoholic beverages. No pets.

Players must be instructed to compete in the spirit of the game and according to the laws of the game.

IT IS THE RESPONSIBILITY OF EACH COACH / MANAGER TO INFORM THEIR PLAYERS, PARENTS AND SUPPORTERS OF THESE RULES AND GUIDELINES.

Abusive Behavior:

While at the fields, any coach, parent, team official, player or spectator threatening violence or verbal abuse to any individual will immediately be ejected from the tournament and the team may be ejected from the tournament. This type of behavior is not acceptable at this event and will not be tolerated.

Hotels:

Teams and affiliated persons that are disrespectful and/or damage hotel property will be ejected from the tournament and will not be accepted for future participation. Additionally, those team(s) will be responsible for all expenses. Security and a reporting network are in place at all properties throughout the weekend.

1. General Rules of the Game

- a. All tournament games shall be played under the laws set forth by the United States Futsal Federation, except as modified by these rules.

2. Registration and Eligibility

- a. Each player and coach must be registered with USFF.
- b. Teams that wish to contend for a berth in the Regional competition must be registered with USFF.
- c. Master roster may have up to eighteen (18) players; game day rosters may not exceed 12 players.
- d. Players must be age-appropriate and can only be rostered on a single team in any specific age-bracket competition.
- e. Each team entered must register online at the designated registration site. Each registered team must have a name consisting of two parts: a club name (which can either be an existing soccer club name or a newly-chosen name strictly limited to Futsal participation) and a team name which shall be unique to that club both in the entered team's age group and across all age groups. Numerical designations consisting solely of ages or of years of birth will not be considered sufficient or acceptable.

3. Player's Equipment and Field Regulations

- a. All soccer equipment must adhere to USFF laws. Jewelry shall not be worn. Non-removable jewelry must be appropriately taped or covered as not to create a potential hazard by decision of the referee.
- b. Jersey, shorts, socks and shin guards are mandatory. Permitted footwear are canvas or soft-leather training or gymnastic shoes with rubber soles or a similar material.
- c. Knee braces, if worn, must be covered completely with padded material.
- d. No rigid casts are allowed.
- e. Player's numbers must coincide with numbers shown on roster. Duplicate player numbers are not allowed.
- f. In the event that team colors are similar, the home team will change colors. The home team is the team listed second or lower on the schedule.
- g. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. Winner of coin toss determines which side they will attack and will take defensive side of court.
- h. On the spectators' sideline, spectators are to remain behind the designated line. No one will be allowed behind either end line.
- i. Each team is required to show up no later than fifteen minutes prior to their scheduled match. The team shall check in with the appropriate onsite official.

4. Substitutions

- a. Substitution may be made "on the fly". Players must enter from the defensive half of the court.
- b. The player exiting must be completely off the field before the replacement player may enter the field.
- c. Any player entering the field too soon will receive a yellow card.
- d. Goalkeeper substitution can only be made when the ball is out of play and with the referee's consent.
- e. Teams switch sides at end of half. There is a one minute halftime.

5. Game Duration, Ball Size, Goal Clearances & Time Outs

- a. Game lengths shall be between 20 and 40 minutes (etermined based upon the number of games required to be played in one day).
- b. The time is kept by the referee.
- c. Each team is allowed a thirty second time out per half.
- d. Ages U13 and older will use the regulation size 4 Futsal ball; ages U12 and younger will use size 3.
- e. For goal clearances, at ages U16 and under the goalkeeper cannot throw the ball past mid-court. An indirect kick is awarded from the mid-court line where the ball crossed.
- f. Due to time constraints, time out rules may be modified. "Running time" during the team time out may be implemented, in which event the time out will be limited to thirty seconds; conversely, the referee may add time if he finds a team is using the timeout solely to stall play.

6. Rules to Determine Advancement

Flight and group winners are determined using the following rules:

- a. Most Game Points. Teams are awarded three points for a win, one point for a tie and no points for a loss.
- b. In the event of a tie, the following criteria shall apply:
 1. Head to Head Competition. (Does not apply in a three-way or greater tie)
 2. Largest Goal Differential (i.e., Goals Scored minus Goals Allowed) up to a maximum differential of plus-eight goals or minus-eight goals per game.
 3. Goals scored with a maximum of eight (8) per game.
 4. Fewest goals allowed.
 5. Most shutouts.
 6. Penalty kicks using current F.I.F.A. rules. Initial round of five alternating penalty kicks per team, followed by single alternating kicks if still tied.
- c. Playoff games ending in a tie will proceed directly to Penalty kicks (see 6.b.6.).

7. Forfeits

- a. No grace period will be allowed from scheduled kickoff time.
- b. Teams must be present and ready to play at the scheduled time or forfeit the game.
- c. A minimum of three players constitutes a team.
- d. A forfeit will be recorded as a five to zero result.
- e. Should a team withdraw from competition after it has played some, but not all, group games, the Tournament Committee may at its sole discretion deem all group games scheduled for that team as forfeits, to maintain competitive fairness.
- f. In no case shall a team that forfeits qualify for any playoff rounds or championships.
- g. Abandoned games will be reviewed on a case-by-case basis by the tournament committee.
- h. All determinations by the Tournament Committee are final.

8. Additional Rules of the Game

- a. Following each game, coaches are required to report to the timekeeper and sign the official Gamecard to ensure the score is correctly reported. Coaches may also be requested to select game All-Stars upon completion of each game.
- b. In the event of a scorekeeping error, teams must challenge the scoring error with the scorekeeper within two minutes of the time that such error occurred. Halftime scores cannot be challenged once the second half begins.
- c. Coaches, players and spectators are required to conduct themselves within the Laws of the Game. Note: Coaches and bench players must be seated during play, as per FIFA rules.
- d. In accordance with the USFF Tournament Hosting agreement, all disciplinary measures imposed by the tournament shall be limited to participation in the tournament. The USFF tournament report shall list all infractions.
- e. Players, coaches or team officials ejected from a game shall be suspended for at least one additional game.
- f. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.

9. General Information

- a. Under no circumstances will the Tournament Committee or staff be responsible for any part of any expenses, including tournament fee, incurred by any team due to, but not limited to, part or whole cancellation of this tournament.
- b. The Tournament Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained.
- c. All teams should shake hands at the end of each game as a gesture of friendship and sportsmanship.