



Central Wisconsin Futsal Championship

March 14th – 15th – SentryWorld, Stevens Point, WI
Tournament Rules

Fifa Futsal [Laws of the Game](#) will be followed except where substituted below.

Players and Size of the Team:

- All teams are required to check in 30 minutes prior to their first game. Teams must have the following items completed to take the court for their first game.
 - Full tournament Registration fee paid (\$250)
 - [Roster form](#)
 - WYSA Medical Release Form – one (1) per player
 - Proof of age (Birth certificate preferred)
- Roster minimums will be 7 players with a maximum roster of 12 players.
- Guest players will not be checked for this tournament.
- All rosters are final at the start of the team's first game.
- The age group of each team is determined by the birth date of the oldest player on the roster and based on their age grouping for the 2020 Spring season.
- Play will consist of 6 players on the field including a goalie.
- The age group of each team is determined by the birth date of the oldest player on the roster and based on their age grouping for the 2020 Spring season.

Brackets Offered:

- It is anticipated that we will offer brackets in ages U10 – High School (U19). However, in cases where there are not enough teams to fill a bracket, we reserve the right to combine brackets. Teams will be notified if brackets are combined.
- Co-ed teams are welcome but will be placed in the boy's bracket of their age group.
- We anticipate U10-12 playing Saturday and U13 – U19 playing on Sunday. However, since this is year 1 we reserve the right to alter dates as needed.

Duration of Play:

- All games consist of two – 20 minute halves with a 5-minute half-time.
- Game play is continuous. There is no stoppage of the clock.

Uniforms:

- All players must wear jersey/shirts during play. If teams have the same color jersey/shirt a colored vest will be provided with a coin flip to determine who will wear the vests.
- The goalkeeper must have a different colored shirt than both teams.
- The home team will wear a light-colored shirt and the away team a dark colored shirt.
- All players must wear shin-guards and non-marking shoes.

Other Details:

- Each team is guaranteed a minimum of 3-games.
- One referee per game U14 and under except the semi-final and championship games which will have 2 referees.
- Two referees per game U16 and up.
- Concessions are available. No carry-ins allowed.

Registration Information:

- Cost per team is \$250
- A minimum of 7 players are needed to register with a max-roster of 12.
- Final registration deadline is *February 7th, 2020 at 5pm*. The tournament is open until each age group is filled. Payment must accompany the completed registration form.

Contact Information:

- If you have questions or need more information contact Mark Schommer at markschommersoccer@gmail.com.

Tournament Location:

- SentryWorld, Stevens Point, WI.
- The tournament will be played on an indoor tennis court surface.

Notable Rules of the Game

Size of the Pitch:

- The size of the pitch fits within the laws of the game. Each pitch will be approximately 38m x 20 m with Futsal goals.

Kick Off:

- May be taken in any direction.

Cautioned Players (yellow cards):

- Players that receive a yellow card will be required to come out of the game and may return on the next stoppage of play. If a player receives a second yellow in the game, they will be out the rest of that game.
- Yellow cards do not carry over.

Player Ejection (red cards):

- Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The player receiving the red card will automatically be suspended for the remainder of the tournament. No exceptions will be made. No refunds will be given.
- Sportsmanship is expected from all participants and spectators.

Coach/Parent Ejection:

- Referees or tournament officials have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the facility immediately. If a coach or parent refuses to leave the game may be forfeited in favor of the opposing team.

Delay of Game:

- Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally time wasting, i.e. if a player intentionally kicks the ball long distances away from the playing area in order to waste time.

Scoring and Tie Games:

- All goals are worth 1 point regardless of where they are scored from.
- In the event of a tie-game at the end of regulation teams will earn 3-points. In the championship game teams will proceed to sudden death.
- Each team will receive 3 penalty kicks with the winner being the team to score the most goals. In the event that the game is tied after the first round of penalty kicks, additional penalty kicks will be awarded. Teams must choose players to take the penalty kicks equal to the lesser of the two teams. For example, if team A has 8 players and team B has 12 players, team B needs to choose 8 of its players to take the kicks with no 2 repeating until all players have taken a penalty shot.
- Games will be scored based on the following: 6 points for a win, 0 points for a loss. 2 additional points for a shutout and one point per goal scored with a maximum of 4 goals. A forfeited game is a 6-0 win for the team present. 12 points maximum per game.
- The score of games with teams that have a greater than 10 goal lead will not be updated on the court.

5-Yard Rule:

- In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be placed 5-yards from the goal box in line with the place of the penalty.

Goal Kicks:

- Goal kicks will be taken by throw in and not kick in. Throw's must not exceed the height of the players on the field.

Game Play:

- There is no offsides
- Players must stay upright and “on their feet.” Slide-tackling is not allowed.
- Fouls penalized with a direct free kick:
 - A direct free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referees to be careless, reckless or using excessive force:
 - Kicks or attempts to kick an opponent
 - Trips an opponent
 - Jumps at an opponent • Charges an opponent
 - Strikes or attempts to strike an opponent
 - Pushes an opponent
 - Tackles an opponent
 - A direct free kick is also awarded to the opposing team if a player commits any of the following offences:
 - Holds an opponent
 - Spits at an opponent
 - Handles the ball deliberately (except for the goalkeeper within his own penalty area)
 - A direct free kick is taken from the place where the offence occurred
- Fouls penalized with an indirect free kick:
 - Dangerous play
 - Obstruction
 - Goalkeeper throws the ball directly over the halfway-line
 - Goalkeeper picks up or touches with his hands a pass from a teammate.
 - Goalkeeper holds the ball for more than 5 seconds
 - Unsportsmanlike conduct
- Foul accumulation:
 - Teams that commit 6 team fouls in any half will be penalized with the opposing team earning a direct kick from the second penalty mark 10-meters away from the goal. Every foul after will also be awarded with the 10-meter kick until that half is over.
- Penalty kicks will also be awarded if, in the referee’s opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are to be taken from the penalty mark on the midpoint of the 6-meter line.
 - All players must be out of the penalty area with opposing players at least 5 meters from the penalty spot.
- Substitutes may occur at any time on-the-fly. If a sub comes onto the field of play before the field player exits and the sub plays the ball with their team gaining a “clear advantage,” the referee will stop play and caution the sub that played the ball and gained the advantage. The cautioned sub will be replaced with another player. Play will start with the referee’s whistle and the ball belonging to the team that was not cautioned.
- The ball shall be kicked into play from the sideline instead of a throw-in. The ball is placed on the touch line before kicking and must not be moving.

- All boundary lines are out of bounds once the ball completely crosses the boundary line except the curtain. One line on each court will be a curtain. If the ball makes contact with the curtain it is considered out of bounds. The curtains are not to be play “off” of.
- The kicker, off a dead-ball situation, cannot play the ball a second time until it has been played by another player.
- All dead balls kicks are indirect with the exception of corner kicks and penalty kicks.
- Goals are scored when the whole of the ball has passed over the goal line.
- Goal clearances are to be taken in place of goal kicks. When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must distribute the ball back into play by hand within 5-seconds of retrieving it. The opposing team must stay out of the penalty area during a goal clearance. The keeper cannot touch the ball again until an opponent touches it.