



2019 Central Florida Futsal Tournament

Tournament Rules

Hosted by: Orlando SeaWolves & Encore Resort at Reunion

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VENUE

SILVER SPURS ARENA: 1875 Silver Spur Lane Kissimmee, FL 34744

2019 Central Florida Futsal Tournament-Tournament Rules

Orlando SeaWolves is authorized to host the, "2019 Central Florida Futsal Tournament", youth and senior divisions for both genders. The tournament will be hosted in the Silver Spurs Arena, along with neighboring facilities.

All fines resulting from breaches of rules identified in these tournament rules, including those published in the Fine Schedule shall be assessed against the Club.

All matters not included in these Rules and Regulations shall be dealt with in accordance with the Published Rules.

Players Registration and Documentation

All Teams:

- a fully completed Tournament Team Roster Form

Each participating team must submit a team roster report at registration. Prior to the team's first game an official will verify the team's roster to match against the names on the game sheet.

After completion of this procedure, a Team Official will initial the game sheet in the appropriate box to certify that the procedures were followed, and return the game sheet to the Referee, who shall retain it.

The Referee or convener will note all questions regarding a player's eligibility, or the validity of a player's ID Book/Card (and the Team Roster Report for the team to which the player is registered), and the player concerned must sign the game sheet.

A player arriving after the player verification is completed will be ineligible to play. Players must be present and play in the first group stage match to continue playing in the tournament. A player that has not played the first group stage game cannot play in any other group stage or playoff games scheduled for the duration of the tournament.

Any player whose name does not appear on the game sheet and who does not have his/her valid ID Card is ineligible to play. Such players must change out of uniform and leave the players' bench, or the team's technical area.

Coaches and Other Team Officials

At the time of team registration the Club must appoint a team head coach and Manager.

All Coaches, Assistant Coaches and Managers who will be on the bench or in the technical area during the match must appear on the game sheet.

Teams

The maximum roster size is 14 players, 1 Coach, 2 Assistant Coaches and 1 Manager. No more than 14 players may participate in the competition.

Any team playing an unregistered player, or a player who is not registered with the team, or not eligible to play in that age division shall forfeit all the games in which such player participates and the game points shall be awarded to the opposing team(s). If both teams participating in a game fail to comply with this rule, no points shall be awarded to either team and each team will have one (1) loss added to its record. The opposing team will take a 2-0 win and be awarded the 3 points.

Any team playing an unregistered or ineligible or suspended player under the name of one of its other registered players shall forfeit any games where the unregistered or ineligible or suspended player participated using the assumed identity.

Responsibilities of Coaches and Team Officials

The Host shall designate the bench or technical areas for each of the Teams, which shall be on the same side of the court.

The game balls will be provided by the hosts. The game balls shall meet the standard for futsal balls as specified in the FIFA Futsal Laws of the Game and meets the game official's approval.

All Teams must register their regular team colors with the hosts prior to the start of the tournament where the Referee decides that the colors of opposing teams conflict, the home team is required to change to an alternate jersey, providing that the visiting team's colors are as filed with the hosts and if not, the visiting Team shall change its shirts. Each goalkeeper's jersey color must be different from that of both teams. It is the responsibility of the coach of the team that is required to change, to have alternate shirts available at each game.

All players on the same team, except the goalkeeper, shall wear shirts of the same color, which must be numbered on the back. Numbers must be at least eight inches in height. No two players on the same team may wear the same number. Players' numbers must be recorded on the game sheet and may not be changed after the start of the game without the referee's permission.

Only players and Team Officials are permitted to sit on the Team bench or within the designated technical area. Only one coach may stand in the technical area or coach's box at a given time.

No Coach or Team Official may enter the field of play at any time without the prior approval of the Match Official.

No Coach or Team Official has the right to withdraw their Team or any of their players from the field of play without the prior approval of the Referee, except in accordance with the Substitution Procedure of Law 3 of the FIFA Futsal Laws of the Game.

Each Team shall ensure that its spectators remain outside of the court area. Court doors must be closed during league play and spectators must remain within the spectator designated areas.

Clubs and Team Officials are fully responsible, at all times, for the conduct of their players, other team staff and spectators in the vicinity of the court which includes the building and parking areas.

Team Officials asked to leave the field of play by the match officials, are not to be present at or in the vicinity of the court for that match.

Safety or protective equipment may be worn after inspection by the Referee and only if the Match Official deems that the wearing of such equipment will not constitute a danger.

All teams must have a First Aid Kit on their bench at every game.

Schedules

Clubs shall receive notice of match times by February 25th, 2019. All schedules will be published on www.orlandoseawolves.com and sent out via email.

Teams may not adjust the schedule, change dates of start times after publication.

The hosts may reschedule games should they be impacted by events or disasters beyond the host's control.

Teams cannot request game times and/or officials of matches.

Game Start Times and Abandoned Games

Teams are required to present themselves at the facilities (1) hour before the scheduled kick-off time to register, set-up and perform the accreditation checks. The time clock begins at the scheduled time.

Any team that fails to present itself at the game pitch within 10 minutes after the scheduled kickoff time or fails to field the minimum three (3) players, within 10 minutes after the scheduled kick-off time shall be considered to have forfeited the game. The opposing Team shall be awarded a win by a score of 2-0.

If both Teams fail to appear for a scheduled game, both will have a loss entered into the standings.

If in the opinion of the Match Official they must abandon the game due to unplayable court conditions, power failure, or some other unforeseen circumstance before the completion of $\frac{3}{4}$ of the total regular playing time has taken place the game shall be rescheduled. Games abandoned in the last $\frac{1}{4}$ of the regular playing time shall be deemed as complete.

If a Match Official decides to abandon a game at any time due to the actions of players, officials or spectators/supporters of a Team, the said Team shall be called to a Discipline by Hearing (DBH) where if found guilty the game shall be awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team.

If a game is abandoned by the Match Official at any time because a team is unable to field the minimum number of players, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team.

Game Sheets

The names of all players and Team Staff participating in a game must be printed on the official game sheet.

Only 14 players may be listed on the game sheet and are eligible to play in Futsal matches. Only four (4) Team Officials may be listed on the game sheet, and one Team Official must sign the Team's Game sheet; the signature shall certify the eligibility of all players and officials whose names appear on the game sheet, to participate in that game. The names of players and Team Officials not present at the game should be crossed out on the game sheet. All players, and team officials, whose names appear on the game sheet and are not crossed out, shall be deemed to have played, or participated in the game.

The completed game sheet will be retained by the Match Official or event convener.

Standings

In all group games three (3) points shall be awarded for a win and (1) point for a tie. The Team with the most points, in each Division.

A Team forfeiting a game shall lose the game by a score of 2-0, the opponents will be awarded (3) points for the win.

If two or more teams in any Division are tied in points at the end of a match, then the tie-breaker shall be determined in the following order:

The team with the most points in the games played between the tied teams from head to head competition shall be declared the tie-breaker winner.

The team with the highest goal differential (GF minus GA) in games between the tied teams shall be declared the tie-breaker winner.

The team with the highest goal differential (GF minus GA) in all matches shall be declared the winner of the tie-breaker.

If the position is relevant for determining the champion or second place, and if steps a), b) and c) do not break the tie, co-champions shall be declared; and;

In cases where the process above has decided the winner of a tie between three or more teams, then the process shall be repeated to break the tie between the remaining teams.

General Rules

- There are 4 field players and a Goal Keeper (GK).
- GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If they are in opponent's half, they have no time-handling restrictions.
- Youth Divisions: (2) 20-minute half running time for group stage games
- Senior Divisions (Men's/Woman's): (2) 20-minute half running stop-clock for group stage games
- 5 minute for half time.
- 1 time out per half per team of (1) minute duration maybe taken.
- If half time or the game ends during a direct kick foul or penalty kick, then the restart will be allowed to continue (meaning a shot or penalty kick will be allowed to be taken).
- Sliding tackles are allowed to retrieve a ball or score a goal when there is no opponent near the ball and it is not dangerous to any opponent players.

Substitutions

- Free substitutions are made "on the fly".
- Player can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has left the field and the pinnie has been handed off. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

Kick off

- Opposing players must be outside the center arc until ball is in play.
- Kick off has to go forward first.

Ball Out of Play

Kick-in:

- A ball kicked out over the touch line (side line) by one team becomes the other team's ball.
- The team kicking in has 4 seconds to get the ball back in play or it becomes opponent's kick in. Defense must give 5-meter distance.
- The referee will give a visual count with his hand.
- Players taking kick-in cannot step into the field while kicking ball back into play.
- Goals cannot be scored from kick-ins unless it makes contact with another player before it crosses the goal line.
- If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

Goal Clearance

- When the offensive team puts the ball over the end line, the other team gets the ball for a goal clearance.
 - The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. This is up to the referee's discretion as to when the count starts.
 - The throw must leave the penalty area.
 - Opposing team must stay out of penalty area during a goal clearance.
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- If opposing player touches ball before it leaves penalty area, GK retakes the throw.
- Once the GK plays the ball into play he cannot touch ball again until the opponent touches the ball or it goes out of play.

Corner Kick

- Ball must be in the corner arc
- Kick is taken at the corner arc
- Defense must give 5-meter distance

Fouls and Misconduct

Indirect Kick Fouls:

- The GK touches or controls the ball with his hands after it has been deliberately kicked to him by a teammate.
- The GK touches or controls the ball with his hands after he has received it directly from a kick-in taken by a teammate.
- The GK touches or controls the ball with his hands or feet, on any part of the playing court, for more than four seconds, except when he touches or controls the ball on the opponent's half of the playing court.
- Playing in a dangerous manner.
- A player deliberately impedes the progress of an opponent when the ball is not being played.
- A player prevents the goalkeeper from releasing the ball from his hands.
- A player commits any other offense, not previously mentioned above for which play is stopped to caution or dismiss a player.

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred. 5 meters of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

Direct Kick Fouls:

- Kicking or attempting to kick an opponent.
- Tripping or attempting to trip an opponent.
- Jumping at an opponent.
- Charges an opponent.
- Strikes or attempts to strike an opponent.
- Pushing an opponent.
- Holding an opponent.
- Spits at an opponent.
- Slide tackles with exceptions above.
- Handles the ball deliberately (except for the goalkeeper in his own penalty area).

6th Accumulated Foul:

- Accumulated fouls are those sanctioned by a direct free kick.
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- Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick.
- The 6th accumulated foul will result in a penalty kick from the second mark which is 10 meters away.
- During the 6th or greater foul the player has the option of taking the foul from the spot where he was fouled or from the 10 meter spot.
- The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal.

Slide Tackling:

- Slide tackling is a major foul in Futsal.
- It is not allowed in any situation where there is contact between players or where referees believe that contact could have resulted.
- Slide Tackling is permitted in situations where the player is blocking a shot, preventing a ball from crossing the goal line. Keeping a ball from going out of play or to score a goal.

Exceptions:

- The GK is allowed to slide with hands and feet first in an attempt to clear or save the ball, if in referees' judgment, his slide is an attempt only to make contact with the ball and not the opponent.
- If GK slide is reckless (a foot in air, a hook, rolling tackle) it is a foul and possibly a card able offense.

Cautionable Offenses:

- Is guilty of unsporting conduct.
- Shows dissent by word or action.
- Persistently infringes the Laws of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick (including kick-ins and direct/indirect restarts. As the outdoor game has an unwritten rule to stand close to the ball to prevent a restart. This will not be allowed as futsal is designed for speed of play. This is an automatic yellow card).
- Enters or re-enters the playing court without the referee's permission.
- Deliberately leaves the playing court without the referee's permission.

For any of these offenses, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offense was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.

Sending-off Offenses:

- Is guilty of serious foul play.
 - Is guilty of violent conduct.
 - Spits an opponent or any other person.
 - Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball.
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- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
- A player is sent off and shown the red card if he commits any of the following offenses.
- Uses offensive, insulting or abusive language.
- Receives a second caution in the same game.

Upon receiving the red card the team that the player was on will play shorthanded for 2 minutes. The player is not allowed to re-enter the game. After 2 minutes another player is allowed as a substitute or if the team with the man-advantage scores before the 2 minutes.

Penalty Kick

- A penalty kick is awarded against a team which commits any of the offenses for which a direct free kick is awarded inside its own penalty area while the ball is in play.
- There are two penalty marks. 6 meter and 10 meter.
- The penalty kick is taken at the 6 meter mark for any foul occurring in the penalty area.
- Penalty kicks are taken from the 10 meter mark for accumulated fouls starting with the 6th foul.
- Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.
- Penalty kicks from the 6 meter mark the goalkeeper must be in the goal line and can move side to side
- Penalty kicks from the 10 meter mark the goalkeeper is allowed to be 5 meters off his line and can move backwards or side to side.

Summary

- There is a 4 second limit on every restart.
 - No shoulder charging.
 - No slide tackling at the players.
 - Kick-in instead of throw in.
 - Goals cannot be scored directly from kick-ins. Kick offs have to go forward first.
 - No goal kick but goal clearance (goal keeper rolls/throws the ball with hands).
 - Goalkeeper cannot drop kick or punt the ball unless the ball is in play.
 - The Futsal pass back rule to the goalkeeper is in effect. After any goalkeeper distribution (hands or feet) the ball must be touched by the opponent before playing back to the goalkeeper. The exception to the rule is if the goalkeeper is in the offensive half of the field, then they are allowed to touch the ball at any point.
 - Goalkeeper can throw the ball anywhere on the court.
 - Substitutions are made "on the fly" (player has to leave field and hand off the pinnie before the other comes in)
 - Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick.
 - No offside rule.
 - Games are 2 equal periods of:
 - Festivals: (3) games 15 minutes running time; 5 minutes for half time
 - Youth: (3) games 20 minutes running time; 5 minutes for half time.
 - Senior: (men): (2) games 40 minutes stop-clock; 5 minutes for half time. (4) games to finals
 - Senior (woman): (3) games 20 minutes running time; 5 minutes for half time.
 - a) The following competitions shall not exceed the permitted time limit per day:
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Under-13 and Under-14 not to exceed 150 minutes per day

Under-15 and older not to exceed 180 minutes per day

There must be a minimum of one hour between each game played by any team

- n. One (1) minute time out per team per half.
- o. Switching of benches between halves.
- p. Free kicks and corner kicks – opponents have to be at least 5 meters away from the ball. For kick-ins opponents have to be at least 5 meters away. Not adhering to the required distance is an automatic yellow card in Futsal.
- q. On a goal clearance player should be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- r. In a penalty kick all player other than the player taking the kick must be 4 yards behind the ball.
- s. Flat indoor shoes only, no cleats or turf shoes of any kind.
- t. Please arrive for the match 1 hour prior for player verification books or ID's.
- u. Referee's decisions are final, please respect their decision.
- v. Fighting is not tolerated in result in the player's immediate removal from the tournament and the Director will make a decision regarding the team.

Codes of Conduct

The Code of Conduct must be followed by all players, coaches, officials, and parents. Failure to follow the code of conduct may result in the dismissal of the individual from the cup and premises without refund.

Officials' Code of Conduct

Apply the Laws of the Game and competition rules fairly and consistently.

Be honest and completely impartial at all times.

Never tolerate offensive, insulting or abusive language or behavior from players and officials.

Set a positive personal example by promoting good behavior and showing respect to everyone involved in the game.

Manage the game in a positive, calm and confident manner.

Deal with all instances of violence, aggression, unsporting behavior, foul play and other misconduct.

Do not accept an appointment for a match in which the perception of bias or conflict of interest may be seen.

Player's Code of Conduct

Always play fair and to the best of your ability.

Play by the rules.

Listen and follow the commands as directed by the referee.

Shake hands with the other team and referee at the end of the game.

Respect your teammates, the other team, referees, coaches, and parents.

Wear the appropriate required equipment.

Coach's Code of Conduct

Promote Fair Play and high standards of behavior.

Adhere to the laws and spirit of the game and always respect the officials' decisions.

Respect officials, opposition players, coaches and parents.

Never enter the field of play without the referee's permission.

Never engage in public criticism of the match officials.

Never engage in, or tolerate from your players, offensive, insulting or abusive language or behavior.

Safety for player, coaches, parents and officials are a top priority.

Spectators Code of Conduct

Respect members, players, referees and coaches.

Always respect the match official's decision.

Encourage the players to respect the opposition, referee, and match official.

Communications

The host shall use e-mail to the register Club and team contacts. General notices may also be posted on the website or via twitter and other social media for updates such as weather conditions and facility.

Awards

- a. **Youth category:** Momento will be provided to 1st & 2nd place participants
- b. **Senior categories:** Men's 1st place \$1500 & trophy only, 2nd place momento; Woman's 1st place \$1000* & 2nd place momento only.
- c. **Youth teams competing in the senior categories may only receive a trophy.**

NOTE*: woman's cash prize will be subject to a minimum of 8 registered teams total. \$200 deducted from cash award for each team under the minimum of 8 teams.

Orlando SeaWolves-Tournament Hosts

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