



Midstate Futsal 4v4 Tournament Rules (2019)



PLAYER REGISTRATION: All players must be registered on their teams' registration form before the league begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

ROSTERS: All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: Eight is the maximum number of players on a team roster; four field players (3 outfield players & 1 goalkeeper) at one time. Players may only play on one team per division.

GOALKEEPERS: Must wear a different color shirt than the team. The goalkeeper is free to move anywhere on the pitch but can only handle the ball inside their own penalty area. The goalkeeper cannot punt or drop kick the ball. The goalkeeper can only roll, throw or pass the ball from the ground. The goalkeeper can play the ball over the halfway line as long as the ball touches the ground or a player on the goalkeepers half of the court. Goalkeeper can score goals as long as the shot comes from the attacking half.

SUBSTITUTIONS: 'Flying Substitutions' – all players (excluding the goalkeeper) can enter and leave as they please through the designated 'subs area' in front of the team bench. If a player entering the field touches the ball before the player leaving has not reached the designated 'subs area' an indirect free kick will be given to the opposing team. Goalkeeper substitutions can take place when the ball is out of play and with the referees consent.

GENDER: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

EQUIPMENT: All players must wear shin guards with the exception of adult divisions. Any player without shin guards will not be allowed to play. Midstate will provide game balls for each field. These will be regulation futsal size 5 balls.

FIELD DIMENSIONS: Approximately 30x20yds to Futsal goals.

GAME DURATION: The game shall consist of two 12 minute halves separated by a two minute halftime period. If the score reaches a 10 goal differential that score is final but the game will still resume (No goals will be counted on the scoreboard once there is a 10 goal differential). Games tied after regulation play shall end in a tie. Except Playoffs, this will be a 3 minute golden goal period followed by a shootout.

GOAL SCORING: A goal may be scored from a touch on the offensive half of the playing area. The ball must clear the entire goal line, between the posts and under the crossbar (except by illegal means) to be considered a goal.

SCORING (IN POOL PLAY): Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

TIEBREAKERS In the event of a tie in deciding group positions, the following criteria will be used to break the tie: 1. Head to head competition (if more than 2 teams tied, go to tie breaker 2) 2. Most points (after taking out non-common opponent results) 3. Goal Differential within common opponents (max 5 per game) 3. Fewest goals allowed within common opponents 4. Most goals scored within common opponents (max 5 per game) 5. Penalty kicks
In a Round Robin division and in the event 3 or more teams are tied in total points at the conclusion of all games played, all of the tied teams will be evaluated based on their record against the other teams with whom they are tied. The tied teams will be awarded 3 points for a win, 1 point for a tie, and 0 for a loss. The most points amongst the tied teams will be awarded Champion while the second most points will be awarded runner up. Tournament director reserves the right to use other means to separate tied teams.

PLAYOFF OVERTIME: *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* If the score is still tied, the winner shall be decided by shootout with the 4 players on the field at end of golden goal period (including the goalkeeper). Shootout shots are against a goalkeeper from the designated penalty spot.

NO OFFSIDES IN 4-V4 SOCCER AND NO SLIDE TACKLING IN 4-V-4 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball.

KICK-INS & CORNER KICKS: The ball shall be kicked into play from the sideline instead of throw in.

FREE KICKS: There are 2 types of free kicks; indirect and direct. The ball must be stopped before the ball is played. The free kick needs to be taken 4 seconds after it has been placed. The ball is in play when it has traveled its own circumference.

GOAL CLEARANCE: (*Replaces goal kick*) Is taken when the ball has cleared the goal line completely after a touch from the attacking team. A goalkeeper after retrieving the ball should roll, bounce or throw from anywhere inside the penalty area to outside the penalty area. The ball is in play when the ball leaves the penalty area. If the keeper takes too long as is judged to be time-wasting then an in-direct free kick is awarded to the opposing team.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a player has caused an infraction inside the penalty area. It is a direct kick taken from the top of penalty area or the designated mark. All other players must be out of the penalty area. The referee will signal when the penalty shall be taken. No attacking player can touch the ball unless it has been touched by the goalkeeper or opposition player. Goalkeeper may move side to side on the line but not forward until the ball is touched.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game. Tournament coordinator may eject player for rest of tournament. Teams still play with 3 on the field

FORFEITS: A forfeit shall be scored as 5-0.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

HEADING: There will be NO heading of the ball by the U8 -U12 age groups. If a player heads the ball intentionally or unintentionally it will result in an indirect free kick for the opposing team. Encourage all teams to play the ball on the ground as often as possible.

BACK PASS: If a player is in the attacking half & plays the ball back into their defensive half resulting in an own goal it will be counted as a goal for the opposing team.