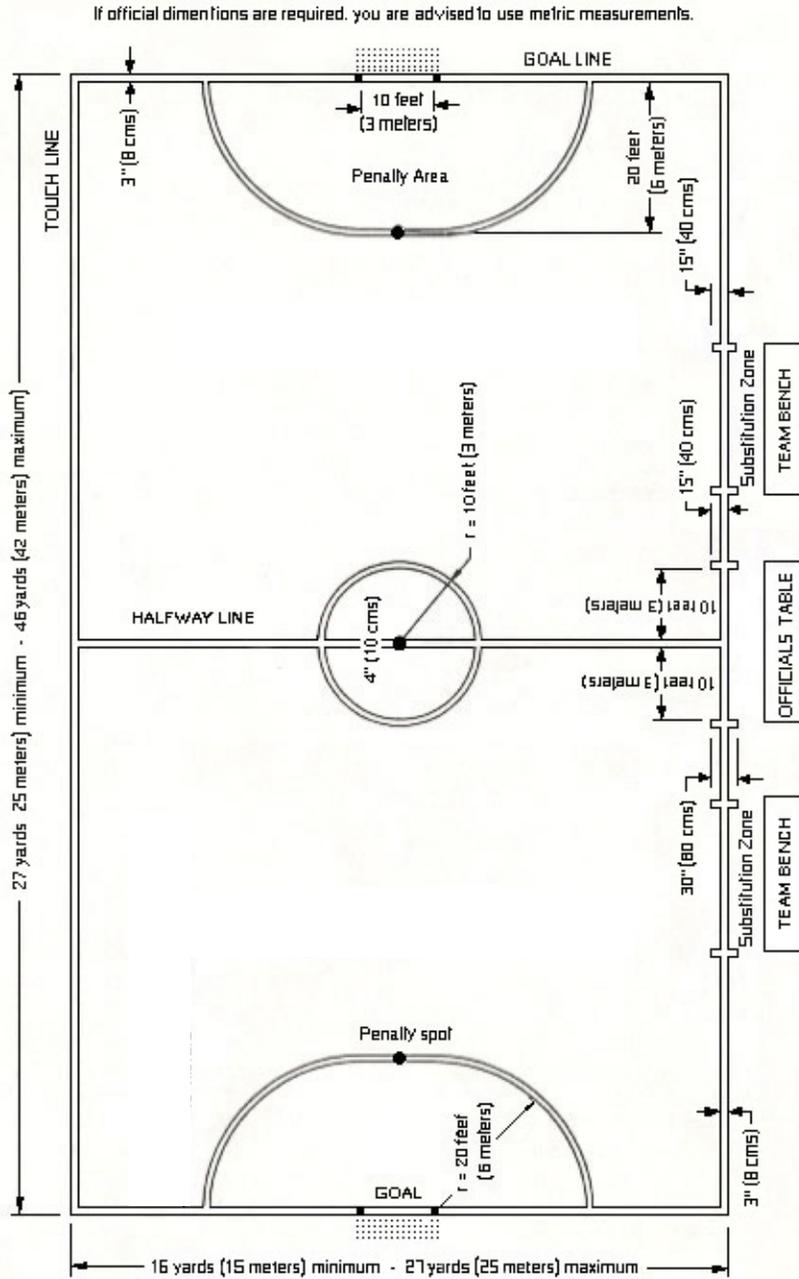


# University of Delaware Futsal Classic

## Rules and Regulations



# THE PLAYING COURT



*\*The goal area is defined by the arch that is taped on the court. The referee is instructed to give players some latitude in making calls in and around this area.*

# SAFETY

REFEREES ARE RESPONSIBLE FOR ENSURING THAT THE PLAYING FIELD AND ENVIRONMENT IS SAFE BEFORE THE GAME STARTS. IF THIS RESULTS IN A DELAY OF THE START OF THE GAME, THE TIME REQUIRED TO ENSURE THE SAFETY IS DEDUCTED FROM THE PLAYING TIME.

\*Spectators must be behind either goal (limited chairs will be provided. Parents welcome to bring chairs as well)

\*Spectators may not be near the sidelines

\*Nets must be secure.

All jewelry must be removed

All players including the goalie must wear full length shin-guards which must completely cover the bone

**ONLY INDOOR FLATS OR RUNNING SNEAKERS ARE ALLOWED. Any studs on the bottom of the shoe will not be permitted.**

Referees are to stop the game at any time, until the safe environment can be restored - The game clock does NOT STOP!

# BASIC EQUIPMENT

The basic compulsory equipment of a player is:

· A jersey or shirt, socks. Shin-guards. Bring two different jersey colors. Team that is listed first on schedule is the home team. Away team must change jerseys if there is a color conflict.

· Footwear – NO CLEATS ALLOWED! Only running sneakers or indoor shoes will be allowed. No studs at all will be permitted!

- Eyeglasses, including safety glasses are NOT allowed
- If needed, players can wear sport goggles which are tied around the head
- The Goalkeeper is permitted to wear long trousers and must wear shin-guards

# SUBSTITUTION PROCEDURE

The number of substitutions made during a game is unlimited. A player who has been replaced may return to the playing court as a substitute for another player.

A substitution is one which is made when the ball is in or out of play and for which the following conditions are observed:

- The player leaving the playing court must do so at his own substitution zone (bench).
- The player entering the playing court must also do so at his own substitution zone but not until the player leaving the playing court has passed completely over the touchline.
- A substitute is subject to the authority and jurisdiction of the referees
- The substitution is completed when the substitute enters the playing court, from which moment he becomes a player and the player whom he is replacing ceases to be a player.
- A goalkeeper may change places with any other player with approval from the referee

# THE GAME

A game is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper. Teams must have 5 players to start the game, but can play with three players during the game if required - due to a player injury or a player getting sent off

The game lasts one period of 25 minutes (no halftime).

The official time-keeping is undertaken by the tournament director. All games will start and end at the same time! It is important to have your team enter the field as soon as the previous game is finished. You will have a couple minutes on the court before your game will start.

The duration of the game may be prolonged to enable a penalty kick to be taken.

The point system for the game is as follows: Win= 3 pts; Tie= 1 pt; loss= 0 pts.

Once bracket play is over and the teams are into the championship rounds, there cannot be a tie. If at the end of the 25 min. regulation period the score is tied, there will be a best of three penalty shoot out. If the score is tied after this, there will be a sudden-victory shoot-out. Any player who has not shot on the team yet may take a kick and it is sudden-victory so the first team to score and then save their opponent's shot will win.

Tie breakers (leading up to championship round):

1st – Head to Head Competition (In the event of a 3 way tie, head-to-head will be thrown out and options 2-6 will be used in order)

2nd – Goal Differential (Max of 5 each game. Example, if a team wins 9 – 2, their Goal Differential for that game is 5. If a team wins 2 – 0, their Goal Differential is 2)

3rd – Least goals conceded

4th – Most goals scored

5th – Most shutouts

6th – Best of 3 Penalty Kicks

# THE START AND RESTART OF PLAY

The ref will decide which team will kick off. Kick-off: A goal may NOT be scored directly from the kick-off.

Kick Off Procedure:

- Opposing players must be outside the center arc until ball is in play.
- Kick off does not have to go forward first.

After a team scores a goal, the kick-off is taken by the other team.

Infringements/Sanctions

- If the kicker touches the ball a second time before it has touched another player: an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred. For any other infringement of the kick-off procedure, the kick-off is retaken.

# BALL IN AND OUT OF PLAY

## Ball Out of Play

The ball is out of play when:

- it has wholly crossed the goal line or touch line, whether on the ground or in the air
- play has been stopped by the referee
- it hits the ceiling or another structure (i.e. basketball backboard)

## Ball In Play

The ball is in play at all other times including when:

- it rebounds from a goal post or the crossbar onto the playing court
- it rebounds from either of the referees when they are on the playing court

When a game is being played on an indoor playing court and the ball accidentally hits the ceiling, the game is restarted by a kick-in, awarded to the opposing team to the one which last touched the ball.

The kick-in is taken from a point on the nearest touch line to the intersection between either touch line or the imaginary line that runs parallel to the goal line and the place below where the ball hit the ceiling. If the kick in does not enter the field of play, the ball is awarded to the opposing team

The ball must be outside the goal area - at least 20 feet from the goal

**THERE IS NO SLIDING OR SLIDING TACKLES ALLOWED BY ANY PLAYERS EVEN IF THERE ARE NO OTHER PLAYERS NEAR THE BALL –**

A player receiving the Yellow Card can only come back into play after 5 minutes and with the acknowledgement of the referee.

A player who has been sent off may not re-enter the game in course, nor may he sit on the substitutes' bench (unless in the opinion of the referee, feels it would be appropriate) A substitute player may enter the game to complete two minutes after a team mate has been sent off, unless a goal is scored before the two minutes have elapsed, and provided he has the permission of the time-keeper.

## **FOULS AND MISCONDUCT**

### **Indirect Kick Fouls:**

An indirect free kick is awarded to the opposing team for the following offenses:

- The GK touches or controls the ball with his/her hands after it has been deliberately kicked to him by a teammate.
- The GK touches or controls the ball with his/her hands after he has received it directly from a kick-in taken by a teammate.
- The GK touches or controls the ball with his/her 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/her 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. 4 yards 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)

## THE PENALTY KICK

- A penalty kick is awarded against a team which commits any of the offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.
- A goal may be scored directly from a penalty kick.
- 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.
- Position of the Ball and the Players
- The ball is placed on the penalty mark – 20 feet from the center of the goal line
- The defending goalkeeper remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked

In a penalty kick all players other than the player taking the kick must be 4 yards behind the ball.

### *Procedure*

- The player taking the penalty kicks the ball forward (the player CAN take steps)
- They may not play the ball a second time until it has touched another player
- The ball is in play when it is kicked and moves forward
- When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar: The ball touches either or both of the goalposts, and/or the crossbar and/or the goalkeeper

## THE KICK-IN

- A ball kicked out over the touch line (sideline) 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 3 yards 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.
- 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.

## THE GOALIE RESTART

- When the offensive team puts the ball over the end line, the other team gets the ball for a goal clearance. The keeper will restart play with his or her hands.
- 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.
- If opposing players touches ball before it leaves penalty area, GK retakes the throw.
- The GK cannot touch ball again until another player touches it.
- The goalie cannot throw the ball over half field without the ball bouncing at least once in their own half.
- A goal may not be scored directly from a goal clearance.
- Drop Kicks and/or Punts by the goalie are NOT allowed. An indirect foul will be awarded to the opposing team, and the ball will be placed at the center midfield line.

# Most Important UD Futsal Classic Rules

(The list of the easiest way to summarize the UD Futsal Classic Rules)

1. There is a 4 second limit on every restart (referee will be lenient, primarily with younger ages)
2. No shoulder charging.
3. No slide tackling.
4. Kick-in instead of throw in.
5. Goals cannot be scored from kick-ins. Kick offs do not have to go forward first.
6. No goal kick but goal clearance (goal keeper rolls/throws the ball with hands).
7. Goalkeeper cannot drop kick or punt the ball.
8. Ball does not have to cross half line nor touch an opposing player for goalkeeper to play a pass back (meaning the futsal pass back rule to the goalkeeper is not in effect).
9. Goalkeeper cannot throw the ball in the air past midfield without the ball bouncing at least once
10. Substitutions are made "on the fly"(player has to leave field before the other comes in)
11. No offside rule.
12. Games are 25 minutes long. No halftime.
13. Free kicks and corner kicks – opponents have to be at least 3 yards away from the ball. For kick-ins opponents have to be at least 3 yards away. Not adhering to the required distance is an automatic yellow card in futsal.
14. In a goal clearance players should be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
15. In a penalty kick all players other than the player taking the kick must be 4 yards behind the ball.
16. Referee's decisions are final, please respect their decision.
17. No heading for U9 and U10 age groups – Indirect free kick for opponent if heading does occur.

\* These rules have been modified from the professional futsal rules in the best interests of the players. The University of Delaware will be the final arbitrator regarding any questions or INTERPRETATION of any of the rules.