

# GRAND PRIX TOURNAMENT RULES



## PLAYERS & ROSTERS

Match is played 5v5, one of whom is the goalkeeper.

A match may start if either team has a minimum of 3 players. (one of which needs to be a keeper)

**Roster size:** 12 players max can be suited to play in a game.

**Game Duration** – Two, 20 minute halves, running clock, except for last 2 minutes of the end of the half, stop clock when ball is out of play and if the game is within 3 goal differential. 3 minute halftime. Teams will not switch benches or goals at halftime. Each team's bench will stay in their defensive half for the entire match.

Each team will provide a volunteer at the scoring table to keep score and time at each game.

## BASIC GAME RULES

There are four basic rules that your team must know before playing their game:

**1. Four seconds on all restarts** – Restarts are: **kick offs, kick ins, corner kicks, goal clearance, free kicks.** Referee must visibly perform the count. Except on Direct and Indirect free kicks, and kick offs, where count isn't visible.

**2. Goal Clearance** – Rule applies to AFL and PFL divisions  
*(No punting nor drop kicking is permitted for AFL divisions only)*

– When keeper saves the ball and prevents it from going out of bounds, he/ she can then throw it anywhere on the court.

– When the ball goes out of play, keeper must then play ball on his/her side of the court first.

\*Infringement of this rule is penalized with an indirect free kick at the halfway line.

– Ball can be played to a teammate within the penalty area. Opponents must be outside of the penalty area during goal clearance until ball has been distributed.

**3. Pass Back to the Goalkeeper Rule** – Once keeper plays the ball, it cannot be passed back to him/her unless there is a change of possession and the ball is then recovered, at which point it can be played back. If keeper is on his/hers team's attacking half, he/she is considered a court player and ball can be passed to a from him/her at all times. Infringement of this rule is penalized with an indirect free kick at the spot where the keeper touches the ball. If it occurs inside the penalty area, the indirect free kick is taken from the edge of the penalty area.

**4. Substitutions** – Unlimited and are done on the fly and via the team's substitution zone.

**Procedure:** the substitute enters the pitch only after the player being replaced tags him. Infringement of this rule is penalized with an indirect free kick from the position of the ball at the time of the stoppage.

**NOTE:** Substitution of goalkeeper is the same as with any other player.

## KICKOFFS – KICK INS – RESTARTS

**Kickoffs** – taken at the start of the game, start of the second half and after a goal has been scored. : All players, except the player taking the kick off, must be in their own half of the pitch. The ball is in play when it is kicked and clearly moved. The ball can go forward, sideways or backwards. A goal may be scored directly against the opponent from kick off;; if the ball directly enters the kicker's goal, a corner kick is awarded.

**Kick-Ins** – Ball must be on touchline or behind it, and must be stationary. Infringement is penalized by awarding the kick in to the opposing team.– **Cannot score directly from a kick in.**

*\*If the ball enters the opponent's goal, a goal clearance is awarded. If the ball enters the kicker's goal, a corner kick is awarded.*

**Corner Kicks** – Same as with kick-ins – **Can score directly from a corner kick.**

**Four Seconds on all Restarts** – Restarts are: **kick offs, kick ins, corner kicks, goal clearance, free kicks.** Referee must visibly perform the count. Except on Kick offs and on direct and indirect free kicks, where count isn't visible.

**Distance on Restarts:** 5 meters – (all kick ins, corner licks, free kicks, kick offs and goal clearances).

## EQUIPMENT/GAME FORMAT

**Ball** – Futsal ball of the proper size for the age playing. **Size 3** for U6 thru U13, and **size 4** for U14 and older.

*\*City Futsal will provide the game ball*

**Uniforms** – Players on the same team must wear the same color uniforms – Shin guards and footwear with flat soles (**no turf shoes allowed**). The goalkeeper's uniform must be a distinctly different color from that of his team, the opposing team, and the referees. The home team changes color in case of clashing colors. **All players must wear numbered jerseys, and no two players on the same team may have identical uniform numbers.**

– A player wearing a soft cast is permitted to play with permission of the referee.

– Hard casts are not permitted.

– End of each period is indicated with an acoustic sound (buzzer), once referee hears the buzzer, he/she announces the end of the period or match with his whistle.

– (a) time is extended if a penalty kick or direct free kick must be taken or retaken, the period in question is extended until the kick has been taken.

– (b) ball played towards one of the goals before the buzzer sounds, the referee must wait for the kick to end before announcing the end of the period or match with a whistle.

**In both cases, the period or match ends when:**

(a) the ball goes directly into goal and a goal is scored

(b) the ball leaves the pitch

(c) the ball touches the goalkeeper or another player in the defending team, the goalpost, crossbar or ground, crosses the goal line and a goal is scored.

(d) the defending goalkeeper or another player in the defending team touches the ball or it rebounds off the crossbar or goalpost and does not cross the goal line.

(e) the ball touches any player in the team that played the ball, except if an indirect free kick was taken and the ball was heading towards the opponents goal after being touched by the second player.

**Time Outs** – Each team has **ONE** timeout per half and can only be taken when in possession of the ball and it's out of play.

**NOTE:** Referee can ask for a time out at his discretion at any time (**injury, for delay of game, if they needs time to explain a rule to a coach or player and**)

**Home Team** – The team listed first on the schedule is the Home team. If there is a conflict, the visiting team must change jerseys.

## FOULS & VIOLATIONS

**Fouls penalized with a direct free kick for:**

**Tripping | Pushing | Shoving | Holding | Charging | Striking an opponent | Handling the ball deliberately (except goalkeeper within his/her penalty area.)**

**All the above are considered accumulated fouls and direct free kick taken from the place where the offense occurred.**

**Accumulated Fouls** – Once a team reaches 5 accumulated fouls in a half, the sixth and all subsequent fouls in the same half are sanctioned with a direct free kick without a wall, taken from the second penalty mark. Accumulated fouls from the first half don't carry over to the second half.

**Fouls penalized with an indirect free kick for:**

– Pass back to the Goalkeeper Rule: once keeper plays the ball, it cannot be passed back to him/her unless there is a change of possession. Violation sanctioned with an indirect free kick from top of the penalty area.

– Goalkeeper handling the ball on his own half for more than 4 seconds

– Goalkeeper touches the ball with his/her hands in the penalty area after kicked to him/ her by a teammate including on kick ins

– Goal clearance violation

– For playing ball twice by same player on kick ins and corner kicks

– For dangerous play, and obstruction

– For illegal substitutions.

**Indirect free kicks are taken from the place where the infraction occurred unless it takes place in the penalty area, then it's taken at the edge of the penalty area.**

**Substitutions** – Unlimited and are done on the fly and via the team's substitution zone.

**Procedure:** the substitute enters the pitch only after the player being replaced tags him.

**Infringement is sanctioned with a stop of play and an indirect free kick from the position of the ball at the time of the stoppage, against the team committing the infraction.**

**NOTE:** Substitution of goalkeeper is the same as with any other player.

## FOULS OF MISCONDUCT

Does not involve player contact or the ball but is instead about the 'manners' of the game.

**Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul.**

A player manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. Depending upon the severity of the unacceptable conduct, a suspension for more games may occur.

**Yellow Cards** are not accumulated from game to game. If a **Red Card** is given to a player/coach and they are sent off, they must serve his/her game suspension during the next scheduled match.

**Yellow** and **Red cards** must be noted on the referee game sheet, and the referee must file an incident report.

## FORFEIT AND ABANDONED MATCHES:

If a team does not report for a match, plays a match with an ineligible player, or if a team reports to the match with less than 3 players and it is 10 minutes past the scheduled start time, except in cases of force majeure, the team will be considered as having forfeited the match and 3 points will be awarded to the opponent with the score of 3-0. In the case of an abandoned match where the game has started and a team refuses to continue to play or leaves the facility before the end of the match, and has already achieved a better result at the time of abandonment, that result will stand. The tournament Director will review each scenario independently and as a general rule, except in cases of force majeure, the offending team may be excluded from further participation in the competition and all previous matches may have the scores changed to the same result so that the competition is fair for all other teams in the bracket.

## DETERMINATION OF POOL PLAY WINNERS TOURNAMENT POINT GUIDELINES AND TIEBREAKERS

In pool play there will be no overtime given.

Standings in a division or pool will be determined by:

– 3 points for a win

– 1 point for a tie

– 0 points for a loss

**Tiebreaker** – If teams tie in points, the division or pool winner will be determined by:

1) Head to head result; if no clear winner, 2) Net goal differential, only a maximum of seven (7) goals differential per game will count, if no clear winner 3) Fewest goals allowed, if no clear winner 4) Total Goals For (max of 7 per match) 5) Penalty Kicks (5)

## POOL PLAY AND PLAYOFFS – NUMBER OF GAMES

In the event of a tie at regulation time in a match where a winner must be determined, Five (5) PKs will be taken by each team and if the score is still tied at the end of that phase then sudden death PKs are taken. If, at the end of the match, and before the kicks from the penalty mark start, one team has a greater number of players (including substitutes) than its opponents, it may choose to reduce its numbers to the same number as its opponents and the referees must be informed of the name and number of each player excluded, if any. Any excluded player is not eligible to take part in the kicks (except as outlined below). If, during the kicks from the penalty mark, one team's number of players is reduced, the team with more players may choose to reduce its numbers to the same number and the referees must be informed of the name and number of each player excluded, if any.

**Divisions with 4 teams – 1 pool**

Each team plays each other once. The 1st and 2nd place teams advance to the finals.

**Divisions with 5 teams – 1 pool**

Each team plays each other once in pool play. The team with the most points and the second most points will advance to the finals.

**Divisions with 6 teams – 2 pools of 3 teams**

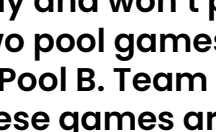
Each team plays the teams within their pool. After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-pool pool games, which are the guaranteed third game for each team. The third place teams of Pool A and Pool B will play each other in the consolation game, completing their third and final game and are eliminated from the tournament. Using the temporary standing generated from the two pool games, the Team with most points from Pool A vs. Team with 2nd most points from Pool B. Team with most points from Pool B vs. Team with 2nd most points from Pool A. These games are semifinals with winners advancing to the Final

**Divisions with 7 teams – 2 pools, one of 4 teams, one of 3 teams**

Each team plays the teams within their pool. After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team in the pool of 3teams. The third place teams of Pool A and Pool B will play each other in the consolation game, the 4th place team in the pool of 4 would have played 3 games in pool play and won't play any more games. Using the temporary standing generated from the two pool games, the Team with most points from Pool A vs. Team with 2nd most points from Pool B. Team with most points from Pool B vs. Team with 2nd most points from Pool A. These games are semifinals with winners advancing to the Final.

## PROTESTS

There will be no protests. Referee and Tournament Staff decisions are final.



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