

# City Futsal Threes – Tournament Rules



## BASICS

**Soccer Ball:** Size 4 – U7–U12 | Size 5 – U13 and up

**Number of Players:** Match is 3v3, no goalkeeper

*We Provide the game ball*

## ROSTER SIZE

Six is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players). Players may only play on (one) team per division. There are no goalkeepers.

## PLAYERS EQUIPMENT

Players on same team must wear same color jersey. Both teams need an alternative color in case of conflict.

Players must wear numbered jerseys, no two players on the same team may have identical uniform numbers.

*\*Home team should wear white or light colored jersey. Home team changes in case of conflict.*

*\*Cleats are allowed. Shin guards are mandatory*

*\*All players must wear shin guards. Any player without shin guards will not be allowed to play.*

## REFEREES

**One referee**

## GAME DURATION

**Games:** 26 minutes, two 12 minute halves, 2 minutes halftime OR the first team to reaches 10 goal differential, whichever comes first. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts. – A team, at the discretion of the referee, will forfeit at game time if they are not present.

## GOAL SCORING

A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Can not be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

## THE GOAL BOX

The goal box is directly in front of the goal. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

## SCORING (IN BRACKET PLAY)

Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 3-0 win for the team present.

## TIEBREAKERS

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)

## PLAYOFF OVERTIME

The winner shall be decided by a shootout. The three players from each team remaining on the field at the end of a tied playoff game, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.

If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players may kick twice.

## FOULS

**No Offsides – No Slide Tackling**

*Players must stay upright and "on their feet" and may not make contact with an opposing player.*

### Hand Ball Clarification

Deliberate handling of the ball that denies the opposing team a goal or an obvious goalscoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee's discretion).

### Cautioned Players (Yellow Card)

Players that receive two yellow cards in one game will result in a red card. (Please see Red card rule) Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

### Player Ejection (Red Card)

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 team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

### 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. eg: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

### Penalty Kicks

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

## SUBSTITUTIONS

Substitutions may be made at any dead-ball situation, regardless of possession.

## KICK-INS, INDIRECT KICKS, GOAL KICKS

### Kick-Ins

The ball shall be kicked into play from the sideline. The ball is considered in play when the ball is touched with a foot and moves one full rotation.

### Indirect Kicks

All dead-ball kicks (kick-ins, free kicks, kickoffs) are indirect with the exception of corner and penalty kicks.

### Goal Kicks

May be taken from any point on the end line. Kick Off: May be taken in any direction.

## DISTANCE ON RESTARTS

In all dead-ball situations, defending players must stand at least three yards away from the ball.

## SPORTSMANSHIP

Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, there players, players' parents and spectators.

## WEATHER

Games may be postponed if there is a thunderstorm, strong rain, or if temperature feels below 30 degrees.

*The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times.*

*\* The Tournament Director will have final authority on all event disputes and issues as well as interpretations*

*of Tournament Rules*



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