



## **Frederick Futsal 3v3 Holiday Cup** **Rules and Regulations**

### **Registration**

1. The registration fee is **\$60.00** per team.
2. Registration deadline for U10 Girls, U10 Boys and U11 Girls is December 5, 2009  
all other age groups is December 12, 2009.

### **Location**

Trinity School of Frederick (Trinity Recreation Center)  
6040 New Design Road  
Frederick, MD

### **Age Groups**

3. The tournament is open to the following age groups and dates:

#### **Youth:**

U10 Girls and Boys, U11 Girls – Sunday, December 13, 2009  
U11 Boys, U12 Girls and Boys – Sunday, December 20, 2009  
U13 Girls and Boys, U14 Girls and Boys – Sunday, December 27, 2009

### **Field of Play**

1. The size of the playing court is 50'30'.
2. There are no boards.
3. Out of bounds rules are enforced, however, kick-ins are utilized instead of throw-ins.
4. There is a Penalty Arc.

### **Duration of Game**

The duration of games is 12 minutes consisting of one period.

### **Number of Matches**

Each team will play at least 4 matches.

### **The Ball**

A Futsal ball is a heavier low bounce soccer ball.

A regulation Futsal ball will be used.

- a youth Futsal ball (size 3) will be used for U12 and below age groups.

### **Number of Players**

Each team on the court consists of 3 field players. No Goalkeeper.

## **Team Rosters / Player Registration Forms**

1. Team Rosters are limited to 5 players.
2. A team Registration Form and Roster Form must be submitted to the organizing committee prior to the start of the tournament.
3. If the roster and registration forms are **NOT** submitted prior to the start of the competition then your team will forfeit your first match.
4. Teams may not add players after their first match has begun.

## **Proof of Age**

All participants must provide proof of age on the day of the tournament at the team registration table. Acceptable proof of age is:

1. Current US Futsal or MSYSA player pass.
2. Copy of Birth Certificate
3. Passport
4. Alien registration card issued by the United States Government
5. Other to be determined by tournament registration staff.

## **Substitutions**

1. Substitution Method: "Flying Substitution".
2. All players enter and leave the court from midfield.
3. The player entering the court may only do so once the substituted player has completely exited the court.
3. Unlimited substitutions.

## **Players Equipment**

1. A players footwear must conform to the following:  
Flat soled shoes or other footwear designed for gymnasium floor use. No black soled shoes will be permitted.
2. All team jerseys must have numbers displayed on the back.
3. Shin guards are mandatory.

## **Referees**

1. A one-man system will be utilized.
2. The referee will enforce the rules of the game as stated by FIFA.  
Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
3. The referee may stop the game clock at his discretion.
4. The referee will keep the official time on the field.

## **Issuance of Red / Yellow Cards**

### **Red Card:**

If a player receives a red card he/she will have to sit out his/her teams following match and the team will receive a **2 Minute** penalty. The team being assessed the 2 minute penalty will play a man short until the 2 minutes expire or a goal is scored by the opposing team.

Players shall be sent off (i.e., shown the red card) for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the top of the restraining arc when the infringement takes place in the penalty area).

### **Yellow Cards:**

Players shall be cautioned (i.e., shown yellow card) when:

- a substituting player enters the pitch from an incorrect position or before the player he/she is substituting has entirely left the pitch.
- he/she persistently infringes the Laws of the Game.
- he/she shows dissent with any decision of the referee.
- he/she is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement.

### **Yellow Card Accumulation**

If a player receives an accumulated three yellow cards during the first round of competition, he/she will **NOT** be permitted to play in their teams next match. If a player receives the third accumulated yellow card during the final first round match, the player will **NOT** be permitted to play in their team's first match in the single elimination round. All other yellow cards will **NOT** carry over into the next round. The accumulation of yellow cards will **NOT** continue during the single elimination rounds.

### **Fouls and Misconduct**

1. **Slide tackles** will **NOT** be permitted. However, sliding the ball to prevent it from going out of bounds is permitted as long as it does not interfere with an opposing player. This will be judged at the referees discretion.
2. A **Direct Free Kick** shall be awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area):
  - kicking or attempting to kick an opponent
  - tripping an opponent
  - jumping at an opponent
  - charging an opponent in a violent or dangerous manner
  - charging an opponent from behind
  - striking, attempting to strike, or spitting at an opponent
  - holding an opponent
  - pushing an opponent
  - charging an opponent with shoulder (i.e., shoulder charge)

- sliding at an opponent (i.e., sliding tackle)
  - handling the ball
3. A **Indirect Free Kick** shall be awarded when any of the following offenses is committed:
- dangerous play
  - obstruction
  - charging
  - If a goal is scored prior to the ball crossing midfield, an indirect kick will occur at the top of the restraining arc.
4. The opposing players must give 5 feet between them and the ball on all restarts.

### **Scoring:**

1. A goal is scored when the entire ball crosses the goal line.
2. A goal may **NOT** be scored until the offensive team has progressed the ball across the midfield line.

### **Kick Offs**

A kick off is an Indirect Free Kick. A goal may NOT be scored directly from a kick off.

### **Kick-Ins/Restarts**

1. Kick-Ins will take place when the ball crosses entirely over the touchlines.
2. A goal may **NOT** be scored directly from a kick-in. It is an Indirect Kick.
3. A kick-in must be taken within 4 seconds; if it is not, the kick-in will be given to the opposing team.
4. The opposing players must give **5 feet** between them and the ball on all restarts.

### **Goal Kicks**

1. A goal kick will be taken from within the 3 foot penalty arc.

### **Penalty Arc**

1. No player may enter the penalty arc at any time while the ball is in play.
2. If an offensive player enters this area and touches the ball an indirect free kick will be awarded to the opposing team at the top of the penalty arc.
3. If a defensive player touches the ball within the penalty arc a penalty shot will be awarded from midfield. No players will be permitted to stand in the way of the shooter and the ball. All players **MUST** stand behind midfield and will not be permitted to cross until the ball is struck.
4. If during the course of play, the ball comes to a rest within the penalty arc a goal kick will be awarded to the defensive team.

### **Corner Kick**

1. Ball placed at the nearest corner where the ball crossed the goal line. If ball is misplaced, the corner kick is taken over.
2. Must be taken within 4 seconds; failure to do so results in an indirect free kick to the opposing team from the corner mark.
3. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing team from the point of infringement.

4. Players on opposing team must be at least 5 feet from point of the corner kick.
5. You may score a goal directly from a corner kick.

### **Stoppage of Play**

1. Failure by a team to put the ball into play within **four seconds**, as signaled by the referee, shall result in a possession turnover to the opponent.

### **Penalty Kick**

1. A penalty kick shall be awarded when a defensive player touches the ball within the penalty arc.
2. A penalty kick is taken from midfield at the center mark.
3. No players will be permitted to stand in the way of the shooter and the ball.
4. All players **MUST** stand behind midfield and will not be permitted to cross until the ball is struck.
5. During the elimination round / **Penalty Kick Shootout**;
  - a. A coin toss will decide the order.
  - b. The first round of kicks will consist of three shooters from each team. The kicks will be taken at midfield.
  - c. The team with the most goals after all three kicks are taken by each team will be the winner.
  - d. If the score is tied after the first three shooters from each team, then kicks will continue with each team selecting one player who has not previously taken a kick, unless that team has used all of its players to take a kick.
  - e. Once all players have taken at least one shot from each team at midfield in equal numbers and the score remains tied then the ball will be placed in the penalty arc from the opposing goal and shots will be taken one for one until a winner is declared.
  - f. A player who has been ejected from a game may not participate.

### **First Round Point System**

1. Teams will receive 3 points for a win, 1 point for a tie and 0 points for a loss
1. This will be a round robin format. Each division will be structured different due to the number of participating teams
3. If teams are tied with points; order placement in the standings are as follows:
  - 1) winner of the head to head, if remained tied:
  - 2) goal difference
  - 3) least amount of goals against

### **Elimination Rounds**

1. The number of teams advancing from each group will be determined prior to the start of the tournament once the organizing committee receives all team entries.
2. If the score is tied after regulation, a Golden Goal overtime of 3 minutes will occur (except for the championship game where a 5 minute Golden Goal overtime will occur). If the game remains tied after the Golden Goal period, a Penalty Kick Shoot-out (as described under Penalty kick Shoot-out) will decide the winner.

### **Protests**

Protests will not be permitted or accepted as this is a friendly tournament.

### **Weather Related Issues**

The 3v3 Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. If the tournament is cancelled due to situations out of our control (inclement weather) teams will not receive a refund of their registration. The Tournament Director has the right to move or reschedule games.

**\*\* The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. \*\***

**\*\*FIFA rules apply if not modified within\*\***

**\*\*The tournament is sanctioned by US Futsal\*\***