



Kansas ODP Development Day

Futsal Tournament Rules



FIFA soccer rules of the game apply with the following exceptions:

Number of Players and Substitutions

- 1) A game is played with four field players and a Goalkeeper.
 - a. If a roster drops below numbers to allow 5v5 within a game, the game should be played 4v4 (3 Field + 1GK) by both teams in that game. This only impacts opponents playing a game where one roster has less players to make that game even, the remainder of the games in the bracket stay 5v5.
- 2) Substitutions can be made on the fly. Players who are substituting and interfere with the immediate "play" will be called with a direct free kick for the opposing team at the spot of the foul. Substitutions can also be made on any dead ball.

Equipment

- 3) All players must wear shin-guards and non-marking shoes (no black soles, turfs or cleats).
- 4) Weighted Futsal ball will be used for all matches.
- 5) Players must wear COVID masks over both mouth and nose during play and everywhere within building. Even if other sports on other courts are not wearing masks, Kansas ODP will be having players wear masks during the futsal tournament.

Length of Game

- 6) Games consist of one 12-minute period with a running clock. There is no halftime, no timeouts and no overtime. Players can grab a drink of water if they are a sub at the time, or between games. Players should be ready to move from one court to the next between games (taking their bag, water bottle, etc. as needed) to allow next game to start on time.

Start of Game and End of Game:

- 7) **GAMES WILL BEGIN AND END AT THE SOUND OF ONE HORN/WHISTLE. WITHIN THE GAME, THE OFFICIAL WILL STOP THE GAME USING HIS/HER WHISTLE. THERE WILL BE NO STOPPAGE OR INJURY TIME ADDED.**

Kickoffs

- 8) To begin the game- the ball will be placed on the center spot and a player from each team will have a foot on the ball. At ref's whistle, the game is live.
- 9) After Goals- There will be a kick-off for the team that was scored on.
 - a. During the kickoff, the opposing team needs to be outside of center circle until it is kicked off and put into play.
 - b. A kickoff can go forwards or backwards on the kick, it just may not be touched more than once by same player until touched by another player.
 - c. A goal can be scored directly from a kick-off.

Ball In & Out of Play

Touchline/Sideline

- 10) When the whole of the ball completely crosses over the touchline, it shall be kicked into the game (no throw-ins). The ball must be stationary on the touchline before kicked. The players of the opposing team shall be at least 3 yards away from the spot where the kick-in is being taken. **ALL kick-ins are DIRECT.**



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Endline

- 11) Goalkicks- When the whole of the ball completely crosses the endline and was last touched by the attacking team's player- a goal kick is rewarded to the defending team
 - a. Goalkicks are taken from within the the goalbox
 - b. Goalkicks are live once they are played
- 12) Corner Kicks- When the whole of the ball completely crosses the endline and was last touched by the defending team's player, a corner kick is rewarded to the attacking team.
 - a. A Goal may be scored directly from a corner kick
 - b. Players of the opposing team shall not encroach within 3 yards of the ball until it is in play.

Free Kicks

- 13) ALL Free kicks are **DIRECT** and taken from the spot of the foul. The ball may not be touched more than once by the same player until touched by another player after the kick. When a player is taking a free kick, the ball must be stationary. All opposing players and defending wall must be at least 3 yards from the ball. If a player of the opposing team encroaches within 3 yards of the ball as the kick is taken, the free kick will be re-taken. There are no true penalty kicks - ALL kicks are DIRECT.

Offside

- 14) There is NO offsides

Ball Hits Ceiling

- 15) If the ball hits the ceiling, the game is restarted by a direct kick awarded to the opposing team in their attacking half. The kick is taken from the top of the goalbox arc nearest their attacking goal. (Anyone breaking a light in the facility may be responsible for paying for that light.)

Fouls and Misconduct

- 16) All fouls are in accordance with FIFA rules.
 - a. EXCEPTION—NO slide tackling!
 - i. Slide tackling will result in a direct free kick for the other team.

Bracket Scoring

- 17) Games will be scored according to the following point system:
 - a. 3 points for a win
 - b. 1 point for a tie
 - c. 0 points for a loss.

Bracketing

- 18) Brackets of 4 teams
 - a. 3 Group Games for each team – play each team once
 - b. Top 2 teams (most points) after Group Play advance to Final



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19) Brackets of 5 teams

- a. 4 Group Games for each team – play each team once
- b. Team with most points after group games is champion – NO FINAL

20) Brackets of 6 teams

- a. 3 Group Games (2 within bracket and 1 across bracket)
- b. Top team (most points) from each bracket is bracket winner
- c. Bracket Winner A vs Bracket Winner B advance to final

Tiebreakers

21) In bracket and round-robin play, ties between two or more teams will be broken by the following system:

- a. Head-to-Head results between tied teams
- b. Goal difference (no max)
- c. Goals for
- d. Goals against
- e. Coin Toss

Finals-Overtime

If a playoff or final game is still tied following regulation play, the game will be decided by a "PK Shootout".

22) Shoot out Process:

- a. 3 shooters per team – most goals wins
- b. If still tied after 3 shooters, goes to 4th shooter for each team. If one makes and one misses- winner declared. If both miss/make- goes to 5th shooter continuing until winner determined.
- c. Ref will flip coin to decide who shoots first.
- d. PKs will be taken from the dot at the top of the goalbox arc.