

AGES: This tournament uses futsal balls and is divided by grades, not ages. A player must be in the grade specified (or lower) for each bracket.

TEAM BENCHES are ONLY for players and staff of currently competing teams.

TEAM SIZES: 4+GK [5+GK for G5 or younger]. Roster limits of 12 encouraged. No player may play for more than one team in the same age group. EXCEPTION: a goalie for one team may play field for another.

GAMES: Game durations are listed on the schedule. A brief gap (<1 minute) is built in between games. Clock stops only at discretion of referees or tournament officials. **Please do post-game handshakes quickly or take them into the hall.**

SCORING: Win=3 Tie=1; Loss=0; Shutout: 1/2. Both teams get 1 point per goal, maximum of 3. **Penalty for final goal differential >7: 1/2 point for each goal in excess.**

EQUIPMENT: Sneakers or indoor shoes. Shin guards and socks are required.

KICKOFF:

- For game start, or restart after a goal.
- Ball can go in any direction. Opposing team must give 6 feet space. Kickoff goes to the schedule's **left-side** team, or to the better seed in a playoff game.

SLIDE TACKLES are not permitted in the vicinity of any other player. Referee discretion; yellow or red card for the offending player; opponent indirect kick.

FREE KICKS: All at referee discretion. All free kicks are indirect at the point of infraction. Defenders must give 6 feet. Free kicks may be taken immediately when ball is placed. Defensive fouls inside the penalty area can result in a **penalty** kick.

SUBSTITUTIONS: Unlimited substitutions are permitted. Please be sure exiting player is near bench and does not affect game play.

TOO MANY PLAYERS ON THE FIELD: At referee's discretion, an indirect kick is awarded at mid-field.

GOALKEEPER:

1. Must wear differing colors than either team.
2. Penalty area is taped off. To use hands, at least 1 foot must touch floor inside the box.
3. Goalie may not use hands on a ball intentionally passed from teammate's feet.
4. Goalie may bring ball into box, then pick it up.
5. Ball in goalie's hands:
 - Must be released within 6 seconds.
 - Release via:
 - throw (first contact with floor must not be across centerline *unless* first hitting a person or a wall.)
 - placing on ground and playing, to any point on field.
 - No punting and no drop-kicks.

OUT OF BOUNDS: Ceiling & anything attached; spectator areas; beyond any sideline; behind the goal net. For walls, out-of-bounds **above** red line.

- Restart by indirect kick at the OB point.
- Goal Kick/Corner Kick applies for behind nets, or too high on the end-walls.

CARDS (players **or** team staff):

- All cards → indirect kick. Location per referee.
- First yellow: 2-minute suspension (man-down, releasable on score by either team).
- Second yellow in same game (or red card) results in removal from game. Eligibility for next game at referee discretion.

PLAYOFF TIES must be broken:

- Clock = 05:00, full strength; drop ball start; subs allowed freely.
- **Golden goal.**
- After each minute, horn sounds and clock pauses while team size reduced by one.
- Continue until 2v2, then un-timed until settled.
- Subs for GK must be clear (referee discretion).

TIEBREAKERS: (for playoff seeding):

1. Head-to-head record, if applicable.
2. Number of wins
3. Goal differential (max 7/game) against all opponents
4. Total Goals Against
5. Coin flip

OTHER:

- There are no offsides violations.
- No ball play indoors, except in gymnasium.