

Register Now!

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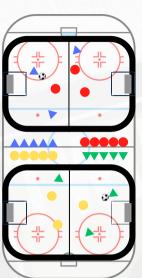
4th, 6th, & 8th Grade Divisions = 3v3, no Goalkeeper, max of 8 players

10th Grade Division = 6v6, incl. Goalkeeper, max of 12 players

Start Times: 4th Grade=7:45am, 6th Grade=11am, 8th Grade=2:10pm

10th Grade, 5:30pm

64, 66, and 68 format



- Players: 3v3 cross-court format, no goalkeepers.
- Ball: Games are played with a futsal ball.
- Game Duration: 17-minute games, running clock, no halftime.
- Substitutions: On-the-fly substitutions are allowed.
- Restarts: Indirect pass-ins from the sideline when the ball goes out of hounds.
- Walls: Back walls are in play.
- Goals: Gamesare played with 4x6 goals.
- Scoring System: Win: 3 points, Tie: 1 point, Loss: 0 points.
- Team Roster Size: Each team may have a maximum of 8 players on the roster.
- Uniform Clash: Pinnies will be provided in case of color conflicts.
- Tie-Breaker Rules (for standings): 1. H2H result, 2. Goal differential, 3.
 Total goals scored
- Timeliness: Teams must be ready to start at the scheduled time, otherwise the clock will begin.
- Foul and Free Kick Rules: All free kicks are indirect. No slide tackles are allowed.
- Behavior Expectations: Sportsmanship is expected from all players, coaches, and spectators. Any unsportsmanlike conduct may result in a warning or ejection.
- Equipment: Shin guards are mandatory and indoor footwear are mandatory.
- Referees: Each game will have one referee assigned by the tournament staff.

G10 format



- Players: 6v6, including goalkeeper
- Ball: Games are played with a futsal ball.
- Game Duration: 17-minute games, running clock, no halftime.
- Substitutions: On-the-fly substitutions are allowed.
- Restarts: Direct or indirect free kicks from the spot of the foul. If the ball crosses
 the end line, a goal kick or corner kick will be given. Penalty kicks given for fouls
 inside an own team's penalty area.
- Walls: Side walls are in play, only below the glass. An indirect free kick will be given
 if the ball touches the glass or higher.
- Goals: Games are played with futsal-size goals.
- Scoring System: Win- 3 points, Tie- 1 point, Loss- 0 points. Goal differential is tracked.
- Team Roster Size: Each team may have a maximum of 12 players on the roster.
- Uniform Clash: Pinnies will be provided in case of color conflicts.
- Tie-Breaker Rules (for standings): 1. H2H result, 2. Goal differential, 3. Total goals
- Timeliness: Teams must be ready to start at the scheduled time, otherwise the clock will begin.
- Behavior Expectations: Sportsmanship is expected from all players, coaches, and spectators. Any unsportsmanlike conduct may result in a warning or ejection.
 Equipment: Shin quards are mandatory and indoor footwear are mandatory.
- Referees: Each game will have one referee assigned by the tournament staff.