

4v4 Futsal Tournament Rules

GAME DURATION: All games will start with one blast of a horn. The games shall be 24 minutes in length. All games will end on the same horn. Games tied after regulation time, shall end in a tie. Players and coaches should report to the field at least 15 minutes before the game starts.

NO OFFSIDES, NO SLIDE TACKLES, NO KEEPERS, AND NO THROW-INS in 4v4

KICK OFF: May be kicked in any direction.

GOAL SCORING: Goals can be scored from all areas of the field and on ALL restarts.

3 YARD RULE: In all dead ball situations, defending players must be 3 yards away from the ball.

FREE KICKS: All free kicks are direct. You can shoot and score from any free kick.

KICK-INS: A ball out of play on the sideline or end line shall be restarted with a kick-in. The ball must be stationary on the sideline. You can shoot and score from a kick-in.

GOAL KICKS: Can be taken from any point on the end line.

PENALTY KICKS:

Shall be awarded if a defending player is guilty of goaltending. This happens when a player or players “sit” (not literally) inside the designated goalmouth and block shots or play the ball out of the zone. The center official will determine if a player is goaltending. As a guideline, to be guilty of goaltending, the defender must have their **back to the goal**, have **both feet in the goalmouth**, and block a shot or play the ball out of the zone.

Shall be awarded for any defensive foul in the penalty area (inside the 3-point line).

A penalty kick is taken from the penalty spot. (Half court)

No member of either team can be on the half of the field of the goal being shot at until the ball is kicked.

NUMBER OF PLAYERS: Four field players at one time NO GOALKEEPERS

SUBSTITUTIONS: May be made on the fly or immediately on any stoppage. Players must touch hands or pass a bib in front of their team bench.

PLAYER EJECTION: A player who receives a Red card will be suspended for the remainder of the tournament. No refunds for ejected players.

Scoring

Wins: 3 points

Ties: 1 point

Losses: 0 points

Shutout: 1 point

Goals: 1 point each. Max of 6

Examples:

A score of 6-0 is worth the maximum 10 total points.

A score of 5-3 is worth 8 points for the winning team and 3 for the losing team.

A score of 4-4 is worth 5 points for each team.

A score of 0-0 is worth 2 points for each team.

Tournament Equipment Rules

Shin-guards: All players must have appropriately sized NOCSAE certified shin-guards.

Footwear: No cleats. No black soled shoes that leave marks. Indoor soccer shoes preferred. Tennis shoes are acceptable if they do not leave marks.

Uniform: All players **must have numbered**, appropriate, and matching uniforms.

Bench Rules: Good sportsmanship is expected. Please pick up your bench area following your game. Thank you!

ALL OTHER RULES WILL BE IN ACCORDANCE WITH FIFA.

The tournament and facility are alcohol and tobacco free.