



***2018 SDSSA and Dick's Sporting Goods
Winter Indoor State Championships
Mitchell, SD >> March 10-11, 2018***

Modified Futsal Rules

LAWS OF THE GAME

All matches will have TWO Officials

LAW 1 – THE PITCH

- Greater than Width
- Penalty spot – 7 yards (21 feet)
- Designated team areas for coaches and subs only

LAW 2 – THE BALL

- Size 4 Futsal Ball. Match balls will be provided

LAW 3 – THE NUMBER OF PLAYERS

- Player(s) may be rostered on one team only
- Maximum number of players to start a match is 5 (one of whom is a goalkeeper)
- Minimum number of players to finish a match is 3 (one of whom is a goalkeeper)
- Two Guest Players allowed
- Substitution Limit: None
 - Substitution Method - "Flying Substitution". All players but the goalkeeper enter and leave at the halfway line. Goalkeeper substitutions can only be made when ball is out of play and with referee's consent. Improper substitution shall result in a caution for the player not complying with the law, and the restart is an Indirect Free Kick (IDFK) from spot of improper substitution

LAW 4 - THE PLAYER'S EQUIPMENT

- Standard Required Equipment:
 - Numbered shirt or jersey
 - Socks
 - Protective shin guards covered by socks
 - Goalkeepers will wear a jersey to distinguish themselves from the other players (no number required)
 - No jewelry
 - Surface Appropriate Footwear
 - Home team will change jersey colors in the case of a conflict

LAW 5 – THE REFEREE

- Primary Referee shall be positioned opposite the team benches
- Two Referees will be used in all games

LAW 6 – TIMEKEEPER

- There will be one master clock for all fields
- With running clock, the end of a half or the game will be a horn or other sound. May be referee's whistle

LAW 7 – DURATION OF THE MATCH

- Duration - Two equal halves of 18 minutes
- Running clock, no time outs. A half shall be extended for the taking of a penalty kick
- Halftime – Two-minute half time interval

LAW 8 - THE START AND RESTART OF PLAY

- Kick-off - Ball deemed in play once it has been touched and moved. The kicker shall not touch ball again before being touched by another player. Goal may NOT be scored directly from a kickoff
- The visiting team shall kick off in the first half. The home team shall kick off in the second half

LAW 9 - THE BALL IN AND OUT OF PLAY

- Ball out of play –
 - When the ball has wholly crossed the goal line or touchline
 - When game is stopped by a referee
 - When the ball hits the ceiling, a light fixture, support beam, etc, an indirect free kick shall be given to the opposing team at the point directly below where the contact was made. If inside the penalty area, the kick shall be moved outside the penalty area

LAW 10 - THE METHOD OF SCORING

- When the whole ball has passed over the goal line, between the goal posts, under the crossbar and provided there is no infringement of the laws committed by the team scoring the goal

LAW 11 – OFFSIDE

- There is no offside offense

LAW 12 - FOULS AND MISCONDUCT

- An indirect free kick is awarded when a player intentionally commits any of the following offenses (penalty kick shall be awarded when infringement takes place in penalty area)
 - kicking or attempting to kick an opponent
 - tripping or attempting to trip an opponent
 - jumping at an opponent
 - charging an opponent
 - striking or attempting to strike an opponent
 - spitting at an opponent
 - holding an opponent
 - pushing an opponent
 - handling the ball (except goalkeeper in his/her penalty area)
- Indirect free kick (IFK) when any of the following offences is committed
 - dangerous play
 - impeding
 - sliding at an opponent (except a goalkeeper inside his/her own penalty area while making a save)

LAW 12 - FOULS AND MISCONDUCT Continued

- preventing the goalkeeper from releasing the ball
- goalkeeper picks up or touches the ball with his hands after it has been deliberately kicked to the goalkeeper by a team-mate
 - goalkeeper picks up or touches the ball with his hands after receiving it directly from a kick-in taken by a team-mate
 - goalkeeper controls the ball with his hands for more than 4 seconds
- Players shall be cautioned (shown a yellow card) for infractions as outlined in the Laws of the game
- Players shall be sent off (shown a red card) for infractions as outlined in the Laws of the game
- Rules of expulsion
 - players or coaching staff members sent off may not return for the duration of the match, and may not participate in the next match for that team
 - the team of any player sent off will play short for the duration of that match
- Accumulated Fouls
 - Accumulated Fouls refer to the fouls noted in Law 12, under bullet point 1 (Penalty Kick Fouls)
 - Once a team has accumulated 5 fouls in any one half, starting with the 6th foul (and for any and all subsequent fouls), a penalty kick shall be awarded
 - Accumulated Fouls will reset at the start of overtime, and after the 3rd foul in overtime, starting with the 4th foul (and for any and all subsequent fouls), a penalty kick shall be awarded
 - If the referee applies “advantage”, and does not stop play for a foul, the foul still counts towards the accumulated foul total

LAW 13 - THE FREE KICK

- Indirect free kicks (IFK) shall be awarded for any of the IDFK infringements or any other undefined stoppage. Team cannot score directly from an IDFK
 - Opponents at minimum 2 yards/6 feet until ball is in play
 - Kick must be taken with 4 seconds and ball is in play when it has been kicked and moved
 - Kicker cannot play the ball again until it has been touched by another player

LAW 14 - THE PENALTY KICK

- To be taken from the penalty mark (7 yards from the goal line) by an identified kicker
- The kicker must shoot directly at goal with the intention of scoring
- All players (other than the goalkeeper) must be outside the penalty area and behind the ball
- The kicker shall not play the ball a second time until the ball has been touched by another player

LAW 15 - THE KICK-IN

- To be taken in place of the throw-in
- The ball is placed on the touchline before kicking
- The kick-in must be taken within 4 seconds
 - The player taking the kick-in cannot play the ball a second time until the ball has been touched by another player
- Players from opposing team must be at least 2 yards/6 feet from point of kick-in
- A goal may not be scored directly from a kick-in

LAW 16 - THE GOAL CLEARANCE

- To be taken in place of goal kick
- Taken from inside the penalty area, the goalkeeper must release the ball into play directly from his/her hands
- The ball is not in play until it has passed outside of the penalty area
- The goal clearance must be taken within 4 seconds
- U14 and below - The Goal Clearance must touch the floor outside the penalty area of goalkeeper's own side of pitch or another player before passing over the halfway line. Violation will result in an indirect free kick from the spot crossing the halfway line
- U15 and above - The Goal Clearance may be thrown over the halfway line, but must touch the floor outside the opponent's penalty area, or another player before entering the opponent's penalty area. Violation will result in an indirect free kick from the spot crossing into the opponent's penalty area
- The goalkeeper cannot score directly from a goal clearance

LAW 17 - THE CORNER KICK

- Ball placed on the corner
- Must be taken with 4 seconds, failure to do so results in an indirect free kick to the opposing team from the corner
- The kicker cannot play the ball a second time until the ball has been played by another player
- Players of the opposing team must be at least 2 yards/6 feet from the corner
- A goal may be scored directly from a corner kick

ADDITIONAL

GOALKEEPER (RUN OF PLAY)

- May handle ball in penalty area
- May not handle the ball from a kick in or a ball intentionally played to the keeper from the foot of a teammate
- Keeper has 4 seconds to release ball from his/her hands
- During the run of play, a goalkeeper may throw the ball out, or may drop the ball to the floor (into play), and play it out with the foot. But, a goalkeeper may not punt or drop kick the ball.
- A goal may not be scored directly from the goalkeeper's hands
- U14 and below – If the goalkeeper throws the ball into play, it must touch the floor outside the penalty area of goalkeeper's own side of court or another player before passing over the halfway line. Violation will result in an indirect free kick from the spot crossing the halfway line
- U15 and above – If the goalkeeper throws the ball out, it may be thrown over the halfway line, but must touch the floor outside the opponent's penalty area, or another player before entering the opponent's penalty area. Violation will result in an indirect free kick from the spot crossing into the opponent's penalty area

HEADING THE BALL

- Intentional Heading of the ball **is allowed**

CONCUSSION PROTOCOL

- This event will follow the US Soccer recommended concussion protocol. During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tried to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.

BUILD OUT LINE

- There are no U9/U10 age divisions, a "build-out" line will not be used.

GOLDEN GOAL OVERTIME (playoff games, quarter, semi's, and finals)

- Each team will begin overtime with a full side minus 1 player (example – in a 5 v 5 game, the teams will start with 4 player each)
- Kick off decided by coin toss
- First team to score wins
- If no goal scored after 2 minutes of play each team will remove a player (3 v 3)
- If no goal scored after 4 minutes of play each team will remove another player (2 v 2)
- If no goal scored after 6 minutes of play, the match will be decided by kicks from the mark
- A team which has had a player (s) sent off/red carded will begin the overtime period down the appropriate number of players, and will continue to "play down" the appropriate number of players until that team is down to 2 players, at which time their player numbers will be "frozen". Example – In a 5 v 5 game, if a team has had a player red carded, the overtime will start 4 v 3, after two minutes it will be 3 v 2, after 4 minutes it will be 2 v 2.

KICKS FROM THE MARK (only after overtime in advancement games)

- Primary referee decides goal to be used
- Coin toss to decide order
- 3 kicks will be taken by 3 different players selected from eligible players (eligible players are all players listed on roster excluding any players sent off during the match)
- After 3 kicks, if still tied additional kicks will be taken by the remaining eligible players on a sudden death basis. All eligible players must kick (unless injured) before a player may take a second kick (applying the theory of reduce to equate)
- Any eligible player may change places with goalkeeper before or during “kicks from the mark”

All rules/regulations that are not addressed in this document will be governed using the following:

1. South Dakota State Soccer Association Rules/Policies

2. United States Soccer Federation Rules

3. FIFA Laws of the Game

The Tournament Director/Tournament Committee reserves the right to make modifications or decisions regarding these playing rules as needed. Those decisions will be considered final.

INDOOR SOCCER TOURNAMENT RULES

1. **TEAM ELIGIBILITY:** Only one team per club will be accepted. If a bracket is left short teams, SDSSA will allow a second team from a club. This team's selection will depend on their applications submittal date.
 2. **TOURNAMENT FORMAT:** Three game minimum. The following will determine which teams advance after pool play:
 1. Each age group will consist of six teams
 1. Two brackets of three
 1. Top two teams from each bracket will advance to semi-finals
 1. Winner of each semi-final advance to the championship match
 2. Bottom team from each bracket will play in a consolation game
- If there are not enough teams registered for a specific age bracket, the Tournament reserves the right to combine age group brackets**
3. **PLAYER REGISTRATION & TEAM CHECK-IN:** All teams are required to register 60 minutes prior to the first tournament game at tournament headquarters at the DWU/Avera Sports and Wellness Complex, 500 W Norway Ave, Mitchell SD 57301
 1. All teams must complete online registration and be accepted by the tournament officials before attending the event.
 2. All teams must submit two, state approved and signed, rosters at registration. These will not be returned.
 3. Each team must have their player cards available for review during the check-in. These cards must be identical to the team roster submitted and in the same order of the roster. Coaches and team admins must have cards as well as be on the official roster.
 4. Only those listed on the official rosters may be in the team technical area.
 5. **Only ONE COACH** will be permitted to be standing and coaching at a time.
 6. If there are any personnel in the team technical area, who are not on the official roster and or do not have a player card, the team will be deducted one team standing point from its point total. **This will be reported by the match official(s) to the tournament director.
4. **CASTS/ORTHOPEDIC BRACES:** Casts and/or orthopedic braces may be used if, and only at the discretion of the referee, they are not considered dangerous to any of the players on the field. Exposed metal hinges and exposed Velcro will not be allowed under any circumstances.
5. **REFUNDS POLICY:** If not enough teams sign up within a specific age bracket the Tournament Director shall notify the participants as soon as possible, and the participants will be given the option to play up or down OR receive a full refund.
6. **CANCELLATION POLICY:** The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other acts of nature and circumstances beyond the control of the tournament or state association. In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses. In the event the tournament interruption or cancellation after the first scheduled tournament games begin, the tournament will have no obligation to refund any portion of the application fee. All refunds, if applicable, will be issued within 45 days of end of the event.
7. **PROTESTS:** There will be no protests. The Tournament Director will resolve all disputes immediately and any decisions will be final.

8. **SPECTATOR AREA:** The spectator viewing area is limited to the bleachers along the tracks. We encourage players/coaches to place their equipment bags away from any traffic area.
9. **SCOREKEEPING:** The official score will be kept by the referee assigned to each game.
10. **POINT SYSTEM:**
 1. 3 points for a win
 2. 1 point for a tie
 3. 0 point for a loss

**Teams earning a red card will be deducted One point from their standings.

TIE-BREAKING PROCEDURES: If after bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed:

1. Head to Head (not used if more than 2 teams are involved in the tie breaker)
 2. Goal Difference (Max. diff. of 4 goals – ex. game score of 7-1 would be scored 5-1)
 3. Goals Against (Max 4)
 4. Goals For (Max 4)
 5. Penalty Kicks as outlined in law 17 (When 2 teams are tied)
 1. If 3 teams are involved in a tie breaker to progress 2 teams, or 1 team, then head to head is not used at all. Placement will be based on tiebreakers #2 - #6 in order.
 2. In the event there are three teams with identical records, goals allowed, and goals scored: The tournament director (or someone appointed by the tournament director) will conduct a drawing of team names. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the winner. The bye team will be the home team.
11. **CHAMPIONSHIP & SEMI FINAL GAMES:** Championship & Semi Final games ending in a tie shall utilize one (1) six-minute golden goal overtime which will be conducted according to the overtime rules on page 6 of this document. If the scores are still tied, then the winner will be determined by a penalty shootout which will be conducted according to the rules on page 6 of this document.
12. **AWARDS:** U13 - U19 divisions will receive medals for first (1st) and second (2nd) place teams. Team, Champion and Finalist, trophies will be handed to the head coach.
13. **GAME ADMINISTRATION:**
- All games and halves will be started with an “AIR HORN” signal. Games will be played on a running clock and started on time.
 - **No spectators, any other teams will take to the field at half time.** Only the next-scheduled teams should take the field between games.
 - Team benches will be provided.

DELAY OF START: Any team, Coach, player or substitute delaying the start of a scheduled game without authorization from the tournament director shall forfeit the game to the opponent. Forfeit will be recorded with a score of 3-0.