

I. TOURNAMENT PLAYING RULES

- A) All games will be played in accordance with *FIFA Futsal Laws of the Game* except as specifically modified under “Washington Youth Soccer Adapted Futsal Rules” or unless stated herein.
- B) The Futsal Cup will allow unlimited substitutions on the fly.
 - a. The player coming off must be entirely off the court before the other player may enter.
- C) All restarts when the ball has gone out of play must be done within 4 seconds.
 - a. Kick-Ins will be used instead of throw-ins
 - b. Goalkeepers will throw the ball out with their hands instead of goal kicks
 - i. Goalkeepers may not throw the ball past the halfway line in the air
- D) Fouls inside the penalty area that warrant a direct kick result in a penalty kick (taken from the free-throw line)
- E) Fouls inside the penalty area that warrant an indirect kick result in an indirect kick on the edge of the penalty area (three point line) straight out from where the infraction occurred.
- F) Walls must be 4 yards from the ball
- G) The 5th team foul, and every foul after that, will result in a penalty kick from the secondary penalty spot (just outside three point line).**
- H) Game Duration: one 25 minute game.
- I) A match shall be played by two teams, each consisting of no more than five players, one of whom is the goalkeeper. For each team roster, the maximum size is 10 players, the minimum roster is 5.
- J) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, Member Association or District official shall be held primarily accountable for the conduct of spectators for or from their respective teams. At no time shall foul or abusive language be permitted on any field.
- K) Each player shall have a number on their jersey. The number shall be affixed to the back of the jersey, clearly visible and a minimum of six (6) inches high. Each player on a team must wear a number different from the number of every other player on the team. Numbered jerseys for goalkeepers are optional.
- L) The designated Home team will be responsible for changing color of the uniform jersey in the event of a color conflict. All teams are required to carry contrasting colored jersey to all games.

STANDINGS AND TIE-BREAKERS

- A) Teams will be awarded points based on the following point structure:
 - a. 3 points for a win (Forfeits are considered a 3-0 victory)
 - b. 1 point for a draw
 - c. 0 (zero) points for a loss

- B) Ties in divisional standings between two (2) teams will be resolved as follows:
 - a. Head to Head (winner of match between 2 teams)
 - b. Winner of most games
 - c. Goal differential (goals scored minus goals against) with a maximum of seven goals per game
 - d. Most goals scored with a maximum of seven per game
 - e. Shut-out wins (forfeits not counting)
 - f. Fewest goals allowed
 - g. FIFA kicks from the penalty mark
- C) Ties will stand in preliminary rounds.
 - a. When two teams are tied across the board for first place in a division, and they are playing each other in their final preliminary round game, the tie-breaking criteria will be used in the order shown, beginning at (B), to either advance or eliminate one team. The remaining teams will then be compared, beginning with criteria (A), to determine final placement.
 - b. If more than two (2) teams are tied at the end of the preliminary round, the tie-breaking criteria will be used in the order shown, beginning at (B), to either advance or eliminate one team. The remaining teams will then be compared, beginning with criteria (A), to determine final placement.
 - c. If still tied after full regulation time, FIFA "kicks from the penalty mark" will apply to determine a winner.
- D) The home team will be listed first in a tie breaking, elimination, semi-final or final game.

PROTESTS & APPEALS

- A) The Tournament Committee Chair(s) and the Competition Development Manager will appoint a Protest Panel to hear all protests.
- B) A member of the State Referee Association will be appointed to the Protest Panel.
- C) All necessary forms and procedures can be accessed through the Washington Youth Soccer website at www.WashingtonYouthSoccer.org.

II. CREDENTIALS

- A) Every adult who is working with the players and/or team must carry a current membership pass which includes a current, approved Risk Management number.
- B) Referees will check all coaches' and players' membership passes at the beginning of each game.
- C) No more than four (4) bench personnel per team will be allowed on the designated team sideline.

Additional Tournament Rules or Changes

Any additional tournament rules, special rules, requirements, procedures, administrative and organizational information