



# Skyline Winter Futsal Classic

## Rules and Procedures

All Coaches and Referees Please Read Carefully

**Tournament Director - Matthew Hays**

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Birth Year	Age Group	Game Length (single period)	Format (including GK)	Ball Size	Max Roster	Guest Players
2011	8U Boys / Girls	25 Minutes	5 v 5	Futsal Junior	10	3
2010	9U Boys / Girls	25 Minutes	4 v 4	Futsal Junior	8	3
2009	10U Boys / Girls	25 Minutes	4 v 4	Futsal Junior	8	3
2008	11U Boys / Girls	25 Minutes	4 v 4	Futsal Junior	8	3
2007	12U Boys / Girls	25 Minutes	4 v 4	Futsal Junior	8	3
2006	13U Boys / Girls	25 Minutes	4 v 4	Futsal Senior	8	3
2005	14U Boys / Girls	25 Minutes	4 v 4	Futsal Senior	8	3

### **Tournament Check-In**

- All teams must check in 1 hour prior to their first game at the front desk.
- There are no roster changes allowed once your roster has been approved at check-in
- **Teams must present:**
  - 2 copies of their CSA picture roster OR 2 CSA rosters and player passes OR 2 club-certified rosters (8U Only).
    - Club certified rosters may only be used by 8U teams and signed by the club's registrar.
  - 2 copies of their Tournament Guest Player Roster, if applicable.
  - Teams must provide a Medical Release for all players on their roster. Medical Releases will be reviewed at check-in but coaches will keep them during the tournament.

### **Player and Coach Eligibility**

- Players and coaches must be legally registered to US Youth Soccer through their respective State Association in accordance with US Youth Soccer registration.
- Each team must possess a current certified club or CSA roster, signed by the club registrar, and a valid USYSA player pass for each player and coach participating in the tournament.
- The tournament is exclusively for 8U-10U Intermediate/Recreational teams and 11U-14U Competitive teams, all of whose players are registered with CSA.
- 2 rosters and player passes or 2 photo rosters, signed by the club registrar, are required at time of team check in.
- THE APPROPRIATE OFFICIAL (referee or tournament director designee) WILL CHECK ROSTERS and PLAYER PASSES BEFORE THE BEGINNING OF EACH GAME.
- Players may only play for one team at Skyline Winter Futsal Classic.
- Players may not play down in age group. No exceptions.



## **Game Check-In**

- Prior to each game, officials will conduct an equipment and roster check.
- Both teams must present their approved tournament roster and guest player roster (if applicable.)
- The home team is listed first on the schedule.
- Home team wears their dark uniform. Visiting team wears their light jersey.
  - If there is a uniform conflict the Home team will be required to change.
- Jersey numbers must match the number provided on the official tournament roster.
  - 8U players will not be required to have jersey numbers.
- Goalkeepers shall change jersey color as directed by the referee regardless of home/visitor status.
- **Player Equipment**
  - Each player is required to wear shin guards covered entirely by socks.
  - Players must wear soccer cleats, turf shoes or flat shoes.
    - NO toe cleats or metal studs allowed.
  - Hair control devices with any hard parts are not permitted.
  - Players will not be permitted to wear jewelry of any kind during games. Exceptions can be made for religious symbols and medical alert bracelets. It is the discretion of the referee and/or tournament officials to allow such items to be worn. All decisions are final.
  - Any players wearing a hard protective cast are required to provide appropriate padding to ensure the safety of other players. Players who have a hard cast will be required to have the padding evaluated by tournament officials and referees before they will be permitted to play. All decisions are final.
- **Touchlines**
  - Both teams will be on the same side of the field, each occupying a separate half of the touchline. The spectators will be on the opposite side of the field across from their team.
  - Spectators will follow the guidelines set forth by Skyline Indoor Facility.
- **Game Ball**
  - A futsal ball will be provided for all games.
    - Futsal Junior for players 8U-12U
    - Futsal Senior for players 13U+

## **Post Game Procedures**

- Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in a container.
- The Referee will return all player passes and rosters to the coaches of the participating teams at the end of the match with the exception of any players or coaches sent off.
- A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.
- Referees will turn in game cards.
- There will be NO PROTESTS. All disputes will be resolved immediately by Tournament Director. These decisions will be final.



## **Forfeits**

- Teams failing to check in within five (5) minutes of their scheduled kick off time will forfeit the game.
- 8U teams must have a minimum of 4 players. All other teams must have a minimum of 3 players present. To be awarded a win, a non-forfeiting team must present themselves to the referee for check in.
- The winning team must show up even if it is known that the other team will not appear.
- A forfeiture shall result in the awarding of three points to the non-forfeiting team with a loss and a negative two (-2) points to the forfeiting team.
- The Tournament Director may modify this rule under certain circumstances.
- Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.
- Any team that forfeits a match will be able to continue participating in the tournament.

## **Conduct and Discipline**

All tournament participants and spectators must follow the Skyline Indoor Facility Code of Conduct.

### **Spectators**

- Skyline has a ZERO TOLERANCE policy in respect to negative sideline and coaching behavior.
- Coaching from the sidelines by parents is to be strongly discouraged and only positive reinforcement should be provided to our players by coaches and sideline spectators.
- Parents/Guardians are expected to be positive role models while on the sidelines during games.
- There will be ZERO TOLERANCE regarding any interactions from the parents to the referees, coaches, players, or visiting parents.
- Continued violations of these rules will result in the removal of the individuals from the facility.
- There are no alcoholic beverages allowed at Skyline Indoor Facility. Spectators found violating this policy shall be removed from the facility for the remainder of the tournament.
- Tobacco products are not allowed at Skyline Indoor Facility. Any adult wishing to partake in these products must remove themselves to public property.
- Skyline Indoor Facility is attached to STRIVE Preparatory School. Any person caught in violation of STRIVE Preparatory School and it's affiliate association's substance abuse policy may be subject to penalties under the law.

### **Coaches**

- Be a positive role model for all players and parents
- Refrain from using abusive, derogatory or offensive language
- Always consider the health, safety and welfare of the players.
- Any coach dismissed from a match must remove themselves from the facility.
- A coach dismissed from a match will be banned from the remainder of the tournament.

### **Players**

- Should respect the game, the officials and the rules. respect opponents and spectators in language and actions
- Should be a good winner, show respect and class. Be gracious in defeat, acknowledge opponents victory and don't blame others for loss
- Players who receive 3 blue cards in one game must sit out the remainder of that game and the following game.
- Players receiving 5 blue cards over the course of the tournament shall be suspended for the remainder of the tournament.
- Should NOT use profane or vulgar language, use drugs other than prescribed by a physician, drink alcoholic beverages, or use tobacco products.



## **Tournament Format**

- All divisions will be round-robin.
- Teams are guaranteed a four game minimum.

## **Bracket Size**

- **6 Team Bracket** - 5 game round robin
- **5 Team Bracket** - 4 game round robin
- **4 Team Bracket** - 3 game round robin with Final and Consolation rounds.

## **Determination of Bracket Winners**

- Standings in a bracket and the tournament winner will be determined by game points:
  - Win: 3 points
  - Tie: 1 points
  - Loss: 0 points
  - Forfeit: -2 points
- Teams tied on points at the end of group play will be resolved by:
  1. Head to Head
  2. Goal Differential
  3. Goals Against
  4. Goals For
  5. Penalty Kicks (only to determine a champion)

## **Refunds**

If for any reason the tournament is cancelled a 90% refund will be issued, 10% kept for administrative fees.

**Any questions, concerns or comments can be directed to:**

**Tournament Director - Matthew Hays**

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# Skyline Winter Futsal Classic

## Laws of the Game

### Law 1 - The Pitch

- Approximately 20x30 yards.

### Law 2 - The Ball

- Futsal balls for players 9U-10U will be Junior Size.
- Futsal balls for players 13U+ will be Senior Size.

### Law 3 - The Number of Players

- 4v4 (3 field players and 1 GK)
- Substitutions
  - Are unlimited and can occur “on the fly”.
  - The player leaving the pitch must be completely off of the field before the substituting player can enter the field.
  - The player leaving the field must exit the field in front their team’s bench.
- Goalkeeper Change
  - May occur “on the fly” but normal substitution rules apply.
  - GK changes may occur at any stoppage with referee consent.
  - GK may not be changed after a penalty shot has been awarded unless due to injury.

### Law 4 - The Players’ Equipment

- **Standard IFAB Laws of the Game shall apply.**
- Home team wears dark, away team wears white.
  - If a conflict occurs the home team will be required to change.
- Shin guards must be worn and under a player’s socks.
- Players must wear soccer cleats, turf shoes or flat shoes.
- NO toe cleats (lacrosse or football cleats) or metal studs allowed.
- Hair control devices with any hard parts are not permitted. No plastic or metal.
- Earrings are not allowed.
  - Taping over earrings is not permitted.
  - Metal is dangerous to both the player wearing it and other players.
- Players will not be permitted to wear jewelry of any kind during games. Exceptions can be made for religious symbols and medical alert bracelets. It is the discretion of the referee and coaches to allow such items to be worn.
- Any player wearing a hard-protective cast is required to provide appropriate padding to ensure the safety of other players.

### Law 5 and Law 6 - The Referee and Assistant Referees

- **Standard IFAB Laws of the Game shall apply.**
- There will be one center referee per match, no assistant referees.

### Law 7 - The Duration of the Match

- One 25 minute period.
- Continuous clock. Stoppages for injury are allowed.



### **Law 8 - The Start and Restart of Play**

- The away team will begin with the ball in the first half and the home team will begin the second half.
- The Kickoff:
  - May travel in any direction.
  - Is an indirect kick.
  - Restarts play after a goal has been scored.
  - All players must be in their own half of the pitch.
  - The opponents of the team taking the kick-off are at least 5 yards from the ball until it is in play.
  - The ball must be stationary on the centre mark.
  - The referee gives a signal.

### **Law 9 - The Ball In and Out of Play**

- Ball Out of Play:
  - When it has wholly crossed the goal line or touch line whether on the ground or in the air.
  - Play has been stopped by the referees.
  - It hits the ceiling.
    - A restart is given from the point where the ball was initially played.
- Ball in Play
  - The ball is in play at all other times, including when:
    - It rebounds off a goalpost or crossbar and remains on the pitch.
    - It rebounds off the referees when they are on the pitch.

### **Law 10 - The Method of Scoring**

- A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.
- Goalkeepers may not throw or roll the ball into the opponent's goal.
- A goal cannot be scored from a Goal Clearance (Law 16).

### **Law 11 - Offside**

- There is no offside in futsal.

### **Law 12 - Fouls and Misconduct**

- Fouls are penalized with a direct free kick, penalty kick or indirect free kick.
- Misconduct is penalised with a caution or a sending-off.
- Direct Free Kicks
  - Kicks or attempts to kick an opponent.
  - Trips, jumps at or charges an opponent.
  - Strikes or attempts to strike an opponent.
  - Pushes, tackles or holds an opponent.
  - Spits at an opponent.
  - Handles the ball deliberately (except for the goalkeeper within his own penalty area).



## **Law 12 - Fouls and Misconduct (continued)**

- **Indirect Free Kicks**
  - Intentionally handled back pass to the GK.
    - The opposing team is given an indirect free kick from the penalty spot.
  - GK maintains possession of the ball for more than 5 seconds within the penalty arc. Either from a Goal Clearance (Law 16) or during the flow of play.
    - The opposing team is given an indirect free kick from the penalty spot.
- **Penalty Kicks**
  - If a foul is committed within the penalty arc, a penalty kick will be awarded.
  - An accumulation of 6 team fouls will result in a PK for the opposing team.
  - The player taking the penalty may not pass the ball to a teammate and must shoot the ball.
- **Misconduct**
  - **Misconduct can be sanctioned by issuing:**
    - A blue card to the offending player.
      - A blue card is a 2 minute penalty wherein the offending team plays a man down for that time.
      - The 2 minute penalty is satisfied once a goal is scored or two minutes have been played with a man down.
    - A red card to the offending player.
      - The offending player is sent-off of the pitch for the remainder of the game.
      - The offending team is allowed to replace the sanctioned player.
      - 3 blue cards in the same game = red card.
  - **Cautionable Offences (Blue Card)**
    - Unsporting behaviour.
    - Dissent by word or action.
    - Persistent infringement of the Laws of the Game.
    - Delaying the restart of play.
    - Failure to respect the required distance when play is restarted with a corner kick, free kick or kick-in (defending players).
  - **Sending-off Offences (Red Card)**
    - Serious foul play.
    - Violent conduct.
    - Spitting at an opponent or any other person.
    - Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
    - Denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
    - Using offensive, insulting or abusive language and/or gestures.
    - Receiving a third caution in the same match.
  - A player or substitute who has been sent off must leave the vicinity of the pitch and the technical area.



## **Law 13 - Free Kicks**

- **Direct Free Kick**
  - Signal
    - The referee signals the direct free kick by keeping one arm horizontal and pointing in the direction the kick has to be taken. The referee points to the ground with his other hand to make it plain to the third referee and the timekeeper that it is an accumulated foul.
  - Ball Enters the Goal
    - If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.
    - If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.
  - Accumulated fouls
    - After 6 accumulated fouls the opposing team is awarded a Penalty Kick (Law 14).
    - The accumulated fouls committed by each team in each period are recorded in the match report.
    - The referees may allow play to continue by applying the advantage if the team has not previously committed five accumulated fouls and the opposing team is not denied a goal or an obvious goalscoring opportunity.
    - If they apply the advantage, the referees use the mandatory signals to indicate an accumulated foul to the timekeeper and third referee as soon as the ball is out of play.
    - If extra time is played, accumulated fouls from the second period continue to accumulate during extra time.
- **Indirect Free Kick**
  - Signal
    - The referee indicate an indirect free kick by raising their arms above their heads. They maintain their arms in that position until the kick has been taken and the ball has touched another player or goes out of play.
  - Ball Enters Goal
    - A goal can be scored only if the ball subsequently touches another player before it enters the goal.
    - If an indirect free kick is kicked directly into the opponent's goal, a goal clearance is awarded
    - If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team
- **Procedure**
  - For both direct and indirect free kicks, the ball must be stationary when the kick is taken.
  - The defending team must be 5 yards from the ball.
- **Infringements and sanctions**
  - The defending team:
    - The defending team is within 5 yards of the ball when the kick is taken.
      - The kick is retaken.
      - If a goal is scored the goal will be awarded
  - The team in possession:
    - If the ball is not put into play within 5 seconds of being ready to do so, the opposing team is awarded an indirect free kick from that spot.
    - If the ball is moving when the kick is taken, the free kick will be retaken.





### **Law 14 - The Penalty Kick**

- A penalty kick is awarded against a team that commits any of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.
- A penalty kick is also awarded for 6 accumulated team fouls.
- Position of the ball and the players.
  - The ball must be on the penalty mark
  - The player taking the penalty kick must be clearly identified
  - The goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked
  - The players other than the kicker must be located:
    - On the pitch
    - Outside the penalty area
    - Behind the penalty mark
    - At least 5 yards from the penalty mark
- Procedure
  - The player taking the free kick kicks the ball with the intention of scoring a goal and may not pass the ball to a team-mate
  - Once the free kick has been taken, no player may touch the ball until it has been touched by the defending goalkeeper, rebounded off one of the goalposts or the crossbar, or left the pitch
  - After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken
  - The ball is in play when it is kicked and moves forward.
- Infringements and Sanctions
  - The ball does not move forward
  - The ball is passed to a teammate
  - The kick is taken by a different player other than the player identified
  - The kicker touches the ball a second time before being touched by the goalkeeper or another player.
  - By the team in possession:
    - The referees allow the kick to be taken
    - If the ball enters the goal, the kick is retaken
    - If the ball does not enter the goal, the referees stop play and order the Match to be restarted with a direct free kick to the defending team, to be taken from the penalty mark.
  - By the defending team:
    - The referees allow the kick to be taken
    - If the ball enters the goal, a goal is awarded
    - If the ball does not enter the goal, the kick is retaken

### **Law 15 - The Kick-in**

- A kick-in is a method of restarting play.
- A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air, or touches the ceiling of the hall.
- A goal may not be scored directly from a kick-in.
- Position of the Players
  - On the pitch
  - At a distance of no less than 5 yards from the place on the touch line where the kick-in is taken



### **Law 15 - The Kick-in (continued)**

- Procedure
  - The ball is placed on the sideline at the point where it left the field.
    - The ball must be within 1 foot of where it left the field.
  - The ball must be stationary.
  - The ball is in play when it enters the pitch.
  - The Kicker:
    - Has one foot on the touch line or on the ground outside the pitch.
    - Delivers the ball within 5 seconds of being ready to do so.
- Infringements and Sanctions
  - If an opponent is closer to the ball than 5 yards.
  - The kicker takes more than 5 seconds to inbound the ball.
  - An opponent unfairly distracts or impedes the player taking the kick.
  - By the defending team:
    - The referee allows the kick-in to be taken or retaken.
    - For infringements that fall under the guidelines for Misconduct, a direct free kick may be awarded.
  - By the team in possession
    - A kick-in is awarded to the opposing team.

### **Law 16 - The Goal Clearance**

- The goal clearance is a method of restarting play.
- A goal clearance is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.
- A goal may not be scored directly from a goal clearance.
- Position of the Players
  - The opponents must be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- Procedure
  - The GK has 5 seconds to put the ball in play.
    - 5 seconds begins once the GK has possession of the ball and is inside the penalty arc.
  - The GK may roll or through the ball. They may also set the ball on the ground, dribble and have a pass.
  - The ball is considered “in play” once it has left the penalty area.
- Infringements and Sanctions
  - The defending team:
    - Enters the penalty arc prior to the ball being put in play.
      - The Goal Clearance is retaken.
  - The Goalkeeper:
    - Takes more than 5 seconds to put the ball in play.
      - An Indirect Free Kick is given to the defending team from the penalty spot.



### **Law 17 - The Corner Kick**

- The corner kick is a method of restarting play.
- A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.
- A goal may be scored directly from a corner kick, but only against the opposing team.
- Position of the ball and the players.
  - The ball must be inside the corner arc.
  - The opponents must be on the pitch and at least 5 yards from the ball.

### **Law 17 - The Corner Kick (continued)**

- Procedure
  - The ball must be kicked by a player of the attacking team
  - The team taking the kick must deliver the ball within 5 seconds of being ready to do so.
  - The ball is in play when it is kicked and moves
- Infringements and Sanctions
  - By the defending team:
    - Is within 5 yards of the ball when the kick is taken.
      - The Corner Kick is retaken.
  - By the team in possession:
    - Takes more than 5 seconds to put the ball in play.
      - A Goal Clearance is given to the defending team.