

Ken Bish Memorial Futsal Tourney Rules

(Please note: rules could be modified slightly. Final rules will be reviewed at Coach Meetings on 3/22.)

Team Information

1. Maximum roster size is 10 players for all age groups.
2. Coaches must check in at Coaches meeting and present rosters, Player Accident Waiver and Release of Liability forms, and proof of grade.
3. Players can only play for one team per day. Exceptions must be approved.
4. All players must wear acceptable indoor/hard surface playing shoes and all players must wear shin guards.
5. Jewelry will not be permitted and must be removed or taped if it is not possible to remove. The referees will ultimately be allowed to make the ruling.
6. Cast or splints must be soft or wrapped in a soft material to make sure it is a safe environment for all other players. This will also be left up to the discretion of the referees.
7. No refunds will be issued for teams after the schedule has been made.

General Rules

1. Games will be two 11-minute halves; 1 minute half time; no time outs
2. Each team will play a minimum of 3 games and each age division will have a final.
3. Size 4 Futsal ball will be used in all divisions.
4. The goals will be 2 m x 3 m.
5. There are out of bounds lines- the basketball court lines- as this is a Futsal tournament and not one in which you play off the walls!
6. The penalty box will be the inside of the 3-point line.
7. All age groups will play 5v5- this includes the keeper- 4 field players plus keeper
8. There will be NO offsides.
9. However, no players (neither field or GK) can score from their defensive half.
10. Substitutions will be done at any time whether the ball is in play or not. If a substitute player enters the court before the player being replaced has left, or if the new player enters from an area outside of the team, an indirect kick will be awarded to the opposing team at the location of the ball when play was stopped. The referee is to award the free kick in such a way to not take away advantage from the non-infringing team. Goalkeeper swap out is also on the fly and no clock stoppage.
11. No sliding is allowed and will be deemed a dangerous play with exception to the goalkeeper inside the penalty box (within the 3-point line) while attempting to save the ball.
12. The Tournament Committee will decide on all matters pertaining to the tournament and their judgment is final.
13. Protests will not be allowed. Tournament Director rulings are final.
14. The Home team, listed second on the schedule, will be required to wear a different color jersey if there is a conflict. Will take kickoff to start the game. (3/23/24)

Restarts

15. Kick-offs: are indirect. The ball does NOT need to be played forward first. Tapped balls are not in play.
16. Kick-ins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 6 seconds.
17. Goal Clearances: are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area. Once the goalkeeper has picked up the ball and is set must play the ball out within 6 seconds per Rule #30.
18. Corner Kicks: are indirect. The ball must be placed directly on the corner spot and the kick must be taken within 6 seconds.
19. Free Kicks: may be **indirect or direct**. The ball must be stopped completely before the kick may be taken. Everything inside the penalty area is direct (PK) and everything outside is indirect. **Finalized on 3/22/25 to make the officiating simple, consistent, transparent, etc.!**
20. Penalty Kicks: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be inside the 3-point line.
21. Distance: For all of the above, except goal clearances and penalty kicks, opponents may not be closer to the ball than 6 feet (2 yards).
22. Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in (indirect) from the nearest point on the touchline.

Fouls and Misconduct

23. Yellow Card / Caution: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. If a player earns two yellow cards during the tournament, he is shown a red card. **Slide tackle is an immediate yellow card !!!! (stay on your feet)**
24. Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player will be asked to leave the tournament. Fighting will result in an immediate ejection from the tournament.
25. Penal fouls in the penalty box will result in a direct penalty kick at the top of the 3-point line at the midpoint of the penalty area.

The Goalkeeper

26. Must wear a different color shirt. He/She may wear long pants and/or other padding as deemed safe by the match referee.
27. May receive a kick-in directly with their feet.
28. May kick the ball directly over the half-way line but per Rule #8 can't score from the defensive half.

29. May score directly with his feet during the run of play, but per Rule #8 it can't be from the defensive half.
30. May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
31. After making a save with hands or feet, may not possess the ball for more than 6 seconds in his/her own half.
32. May not throw the ball directly across the half-way line. If the ball is thrown directly across the half-way line without bouncing or being touched by a player on either team, it results in an indirect kick for the opposition at the midfield line where the ball crossed.
33. The ball may be played back to the goalkeeper's **feet** unlimited times each possession. When playing the ball as a field player the 6 seconds rule is waived. If an intentional pass back to the goalkeeper is made and the goalkeeper picks it up with hands, the other team is awarded a free kick just outside of the penalty area.
34. The ball and the goalkeeper's full body must be inside the penalty area (aka the 3 point arc) before the goalkeeper can pick it up. If the goalkeeper's feet are inside the arc but reaches across to pick up the ball outside of the arc it will be a free kick.

Group Play Rankings

35. Results for all games in the preliminary rounds will count towards advancement and seeding in playoffs or finals. There will be 3 points awarded for a win, 1 point for a tie and 0 for a loss.
36. If two teams are tied after preliminary rounds, the following tie breaks will apply:
 - a. First tie break is head-to-head competition
 - b. Second is Goal Differential with up to 3 goals maximum per game
 - c. Third is Goals Allowed
 - d. Goals scored up to 3 per game.
(No reason to run the score up)
 - e. PK shootout-best of 3 then golden goal
37. If there is a three-way tie, the finishing order will be determined by starting with item b. in the rule above and going to item e.
38. If a playoff or final game ends in a tie, there will be a sudden death overtime for 2 minutes at full strength. After the 2 minutes, a player will be removed, and every two minutes thereafter until a goal is scored. The lowest number of players for each team will be 3 including goalkeepers. Substitutions will still be allowed during overtime.