

AGES: This tournament uses futsal balls and is divided by grades, not ages. Players must be in the grade specified (or lower) for each bracket.

TEAM BENCHES are ONLY for players and staff of currently competing teams.

TEAM SIZES: 4+GK except G4, G5 which is 5+GK. Roster limits of 12 encouraged. In a single age group: a player may play for only one team. EXCEPTION: a goalie may play field for another.

GAMES: Game durations are listed on the schedule. A brief gap (<1 minute) is built in between games. Clock stops only at discretion of referees or tournament officials. **Please do post-game handshakes quickly or take them into the hall.**

SCORING: Win=**3** Tie=**1**; Loss=**0**; Shutout: $\frac{1}{2}$. Both teams get **1** point per goal, maximum of 3. **Penalty for final goal differential >7: $\frac{1}{2}$ point for each goal in excess.**

EQUIPMENT: Sneakers or indoor shoes. Shin guards, socks and matching shirts are required. Pinnies will be available.

KICKOFF:

- For game start, or restart after a goal.
- Ball can go in any direction. Opposing team must give 6 feet space. Kickoff goes to the team on **left-side** of schedule, or to the better seed in a playoff game.

SLIDE TACKLES are not permitted in the vicinity of any other player. Referee discretion; yellow or red card for the offending player; opponent indirect kick.

FREE KICKS: All free kicks at referee discretion. Always indirect at the point of infraction. Defenders must give 6 feet. Defensive fouls inside the penalty area can result in a **penalty** kick (up to referee).

SUBSTITUTIONS: Unlimited substitutions are permitted. Please be sure exiting player is near bench and does not affect game play.

TOO MANY PLAYERS ON THE FIELD: At referee's discretion, an indirect kick is awarded.

OFFSIDES: There are no offsides violations.

GOALKEEPER:

1. Must wear differing color than either team.
2. Penalty area is taped off. To use hands, at least 1 foot must touch floor inside the box.
3. Goalie may not use hands on a ball intentionally passed from teammate's feet. (penalty indirect kick outside of box.)
4. Goalie may bring ball into box, then pick it up.
5. Ball in goalie's hands:
 - Must be released within 6 seconds.
 - Release via:
 - throw (first contact with floor must not be across centerline **unless** it first hits a wall or any player.)
 - placing on ground and playing, to any point on field.
 - No punting and no drop-kicks.

OUT OF BOUNDS: Ceiling & anything attached; spectator areas; beyond any sideline; behind the goal net. For walls, out-of-bounds **above** red line.

- Restart by indirect kick at the OB point.
- Goal Kick/Corner Kick applies for behind nets, or too high on the end-walls.

CARDS (players **or** team staff):

- All cards → indirect kick. Location per referee.
- First yellow: 2-minute suspension (man-down) (releasable on ANY score).
- Red (or 2nd yellow in same game) results in removal. Play man-down for 2-minutes, releasable as above. Further eligibility: referee discretion.

PLAYOFF TIES must be broken:

- **Golden goal.** Clock set at 05:00.
- Full strength; drop ball start; subs allowed freely.
- After each minute, horn sounds and clock pauses while team size reduced by one.
- Continue until 2v2, then un-timed until settled.
- Subs for GK must be clear (referee discretion).

TIEBREAKERS: (for playoff seeding):

1. Head-to-head record, if applicable.
2. Number of wins
3. Goal differential (max 5/game) vs all opponents
4. Total Goals Against
5. Coin flip