



2020-21 SPOOKY NOOK FUTSAL TOURNAMENT RULES

Our goal is to provide the highest quality facilities for futsal training and competition during the winter months. The purpose of futsal tournament games is to allow teams to play together and experience game situations through competitive play. While our divisions determine a champion at the end of the tournament, the focus of these games is to develop athletes and promote teamwork in the off season.

Game Length: 25 minutes, no halftime, 5 minutes between games

Format: 5v5 (4 plus GK)

Max roster: 12 athletes

Facility Information & Policies

Surfaces

Spooky Nook Sports may utilize the following surfaces for futsal tournament games. Please see the tournament email to coaches for a map and directions to the exact courts where your team will be playing. Exact court dimensions will vary per court, but game rules remain the same.

- Phase 1 sport court (main facility) - 4 courts total
- Hardwood courts - 10 courts total
- Field House sport court - 5 courts total

Warmup Area

No ball warmups are allowed. Teams may take athletes upstairs to the mezzanine level to warmup legs only by stretching and performing an active warmup before games. Please be courteous of other teams warming up and Spooky Nook Sports members or spectators who may also be in this area.

Timeliness & No Show Policy

To keep games on schedule, teams must be on time to their game. If a game is running late, the next teams must be ready to go right when the game before is complete. The referees are instructed to run the clock whether or not all teams are present. After 10 minutes without a team and without notification, the team that is not present will forfeit their match.

Game Balls

Spooky Nook Sports will provide game balls for all matches. Size 4 for all ages.

Weather Policy

If the Spooky Nook Sports facility is open and operating, games will be on as scheduled. In the event that teams have to forfeit due to players not being able to make it to games, we will do our best to notify teams in a timely manner and

adjust schedules as needed. Spooky Nook Sports reserves the rights to change schedules and game time limits to complete the tournament and reach a conclusion if possible.

Spectator Viewing Areas

Spectators are permitted to watch from the mezzanine level only so that there is no interference with game play. Spectators are not permitted on the courts during matches.

Arriving at the Facility

Please use the GPS address to avoid the main entrance, which is to be utilized for drop-off traffic only. Parking in the member lot on the side of the building is not allowed under any circumstance. Anyone parking in this lot without a Spooky Nook Fitness parking pass will be towed.

- GPS Address: 75 Champ Boulevard, Manheim, PA 17545.

Footwear & Shin Guards

Athletes must wear flat soled shoes or sneakers for play on hard surfaces. Cleats of any kind are not permitted to be worn on sport court or hardwood court surfaces. Shin guards are required.

Athletic Trainer/First Aid

Orthopedic Associates of Lancaster (OAL) provides athletics trainers for the facility. If an athlete is injured during a game, the coach should alert the tournament director, who will call for an athletic trainer to tend to the athlete.

Food & Beverage Policy

In order to support our provision of quality food selections for our guests, we **do not** allow coolers or outside food and beverage items into the facility. Athletes are allowed to bring up to 32 oz. of water or sports beverage into the facility and spectators may carry a single drink.

Rosters & Player Waivers

All coaches must complete or turn in a player roster with DOB for their team before the first match. Each player must also have a completed player waiver with them that is signed by a parent or guardian.

- **Dual rostering is not permitted:** In a tournament where a championship is awarded, dual rostering for any player within the same division is not permitted. Athletes may be rostered on different teams if they are participating in different divisions (for example, one player may be rostered to play on a U13 and U14 team, but not to play on two separate U13 teams).

Futsal Tournament Rules

General Rules

- No offside
- 5 seconds to put the ball into play on kick-ins, free kicks, corner kicks and goal clearances
- Referees do NOT count out loud but WILL give a 'hand gesture' in counting
- The goalie will not be allowed to release the ball into play by his hands such that the ball crosses the center line in the air without the ball touching the ground or any player prior to crossing the center line. The restart after this infringement is an Indirect Free Kick at the center of the halfway line.
- The goalkeeper may not drop kick or punt the ball. The restart for this infringement is an Indirect Free Kick at the center of the top of the box.

Running Clock

Game clocks do not stop for any reason. Timeouts are not permitted.

5 Goal Rule

If a team is leading by 5 goals, the opponent may add an extra player on the court. If the team that is losing scores and the deficit becomes 4, that team must then remove a player.

Substitutions

Substitutions are made "on the fly." The player being substituted, on the way off the court, must be 5 yards from his or her own team's bench area when the player entering the court is allowed on. Failure to comply will result in an indirect free kick in the center of the half way line to the other team.

Kick Off

The kick off at the start of the will be contested as a drop ball between two players of opposing teams. All other players must be at least five yards from the spot of the drop ball.

BALL OUT OF PLAY

Kick In

When the ball completely crosses one of the touchlines a "kick in" is awarded to the opposing team of the one who touched the ball last at the spot where the ball went out. A goal may not be scored directly from a kick in. A kick in may not go over head height (a kick in is awarded to the opponent if they do). All opponents must be 5 yards from the ball and the player performing the kick in must have:

- One foot either on the line or off the field
- The ball must be stationary
- The ball must be placed either on the line or off the pitch not more than 10 inches from the line
- The ball must be put into play within 5 seconds. If the ball is not put into play within 5 seconds, a kick in is awarded to the opposing team.

Goal Clearance

A goal clearance is awarded when the ball completely crosses the goal line last touched by the attacking team. The goalkeeper shall throw or roll the ball into play using the hands when ready to do so. The ball must be put into play within 5 seconds and must completely leave the penalty area before any player can touch it. If the ball is not placed into play within 5 seconds, an indirect free kick shall be awarded to the opponents in the center of the goal box line. Goalkeepers cannot throw a goal clearance over the half way line in the air (an indirect free kick is awarded on the center of the center line if they do).

In U8 to U11 games, opponents MUST move back to the half way line while taking a goal clearance. Please note that this is not every time the goalkeeper has possession of the ball (only for a goal clearance). This rule does not apply to U12+. If a goalkeeper chooses to restart play quickly before the defending team retreats to the half, the referee can let the play continue. However if the GK proceeds to play quickly (before defending team retreats) and the attacking teams scores, a goal will be given. The referee will not start the 5 second count until all defending team players have retreated to their own half.

The goalkeeper can receive a pass back to their feet as many times as they want. The goalkeeper cannot dribble the ball back into their goal box and pick it up. An indirect free kick is awarded on the top of the goal box, in the center, for any of these infringements.

Heading

Heading is not permitted in U8-U11. An indirect free kick is awarded at the spot of the foul for this infringement. If the infringement happens in either penalty box, an indirect free kick is awarded at the center of the top of the box.

Indirect Fouls inside the Penalty Area

Any indirect fouls that occur inside the penalty area will result in an indirect kick from the center of the top of the box.

Corner Kick

A corner kick is awarded when the ball completely crosses the goal line and was last touched by the defending team. The ball must be placed on the corner where the end line and side line meets. The player performing the corner kick must kick the ball into play within 5 seconds of being ready to do so. If the ball is not kicked into play within 5 seconds, a goal clearance shall be awarded to the opposing team. A goal can be scored directly off a corner kick. Corner kicks are NOT allowed to go over head height, a goal clearance is awarded to the opposing team for this infringement.

Fouls and Misconduct

If the referee awards a foul against a team, the direct fouls in each half are accumulated and teams are penalized after 5 fouls. There is a 6th accumulated foul rule. Please keep in mind that indirect free kicks are NOT counted as an "accumulated foul". Only direct free kicks are counted.

- Sixth Accumulated Foul

With the 6th and subsequent fouls in one half, a direct free kick without a wall shall be taken at the top of the goal box in the center. The player taking the kick must be clearly identified and the kick shall be made with the intent of scoring a goal. All other players must remain 5 yards behind the ball until it is in play. The defending goalkeeper must remain on the goal line until the ball is kicked. Accumulated fouls in the first half of play do not carry over to the second half.

- Accumulated Fouls Resulting in a Direct Free Kick

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges at an opponent
- Strikes or attempts to strike an opponent
- Pushing an opponent
- Holding an opponent
- Spitting at an opponent
- Handling the ball (except the GK in their penalty area)

Slide Tackling

Slide tackling is not permitted on an opponent. A direct free kick is awarded if there is a slide tackle on an opponent. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bounds or an offensive player sliding to knock the ball into the goal where there is no other defensive player close to the play. Players and coaches should use this general rule, if you slide near a player, assume a foul may be called.

- Exceptions:

The GK is allowed to slide in an attempt to clear the ball, if in the referees' judgment, the slide is an attempt only to make contact with the ball, not the opponent. If GK is at least careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a carded offense.

Penalty Kicks

If a direct kick infringement against the defending team is made within the penalty box, a penalty kick is awarded to the attacking team. A penalty kick is taken in the center, on the top of the goal box line. Players must remain 5 yards behind the ball until it is kicked by the penalty taker. The ball is live once kicked. The defending goalkeeper must remain on their goal line until the ball is played.

Free Kicks

All opponents shall remain 5 yards from the ball until it is in play. The ball is in play after it is touched and moved in any direction. The player taking the kick must put the ball into play within 5 seconds. If the ball is not put into play within 5 seconds an indirect free kick shall be awarded to the opposing team at the same spot.

Yellow & Red Cards

If a player receives a yellow card they must leave the court immediately and be replaced by another player. The yellow carded player cannot re-enter the game for 2 minutes. If a coach is red carded, he or she must leave the court and the playing area immediately. If a player is red carded they may immediately be replaced by another player on the court. For a non-violent player red card, the player may stay on the team bench (this is at the referee's discretion).

Depending on the severity of the red card, that player or coach may be suspended for the next game or the next two games. If the incident is so severe, the red carded player or coach may be subject to suspension from the league. This will be decided by the league director.

Coaches

All teams must have designated head coach and assistant coach names on their roster. Only two coaches are permitted in the team bench area at one time. If a coach is ejected, we will allow an assistant coach to continue with the game. If there is no designated assistant coach named, a parent may NOT step in to coach. The game will be forfeited if cancelled due to a coach ejection and no replacement coach being present.

Ties at the end of regulation

Pool play games may end in ties.

- Playoff rules: For playoff or championship games where a winner must be determined, tie breakers will be as follows until a winner is decided:
 - o 1st Overtime – 2-minute golden goal without goalkeeper (4v4)
 - o 2nd Overtime – 2-minute golden goal, remove another player (3v3)
 - o 3rd Overtime – coin toss (visiting team calls)

Points for Seeding/Standings

- For each win, a team earns 3 points
- For each tie, a team earns 1 point
- For each loss, a team earns 0 points
- Forfeits will be scored as a 5-0 loss

Tie-breakers for Seeding/Standings

1. Head to Head
2. Goals against
3. Goals scored
4. Coin flip

Not Covered in the Rules

In the event that any item is not covered in the rules, the tournament director (with assistance from the lead tournament official) will make the fairest possible decision and that ruling will be final.