

CREDENTIALS*Registration*

1. All teams must complete and submit the tournament registration form to be eligible to participate in the tournament. Only players that are listed and have agreed to the liability (minors must have a consenting parent/guardian's signature) will be permitted to participate in the tournament.

Tournament Contact

1. The tournament may be contacted via email at csrasoccer@ga-scbulls.com or correspondence may be physically sent to: 2013 Arch Dr. North Augusta, SC 29841

Tournament Rosters

1. Players may only play for one team.
2. Each team is allowed 10 players.

RULES OF PLAY*Field of Play Size*

1. Basketball courts outlined at Patriot Park. The four (4) smaller courts may be utilized for the youth tournament while the adult tournament will utilize the two (2) full-size basketball courts.

Ball

1. Regulation Futsal Ball

Number of Players

1. Each team may play with five (5) players on the field of play (one of which is designated goalkeeper).
2. Three (3) players minimum are required to start/finish a game

Substitutions

1. Substitutes allowed: unlimited
2. Method of substituting: "On the fly"
 - Field players may enter/exit the field at anytime.
 - Players may only enter/exit field of play from the substitution zone (in between team benches)
 - Entering player may not enter until exiting player has left the field of play.
 - Goalkeepers may only be substituted with permission from referee.

Player Equipment

1. Players may not wear or use any equipment that could be dangerous to themselves or other players.
2. Each player must wear the same color jersey/shirt. Numbers on the back of the jersey/shirt are encouraged.
3. Sock covered shin-guards are required for all players.
4. Indoor/flat, rubber (or similar material) soled shoes are required for all players.
 - Spiked/studded cleats or outdoor turf shoes are not permitted.

Game Time

1. Games consist of two (2) equal periods.
2. The second period begins three (3) minutes after the conclusion of the first period.
3. Time runs continuously during regulation. Time only stops at the discretion of the referee.
 - *Group Play Games*
 - Twelve (12) minute periods
 - No extra time periods for tied matches in group play
 - *Knockout Round Games*
 - Fifteen (15) minute periods.
 - Two (2) extra time periods of three (3) minutes each will run back-to-back three (3) minutes after regulation if the game remains tied at the end of regulation.

Starting play

1. A coin toss determines which side each team attacks/defends for the first period of play.
 - The team that wins the coin toss chooses which side to defend and receives the ball at the start of the second period.
 - The team that loses the coin toss receives the ball at the start of the first period.
 - This process repeats for extra time periods.
2. There will be a kick-off from the center mark after the coin toss and at the start of each period of play.
 - The opposing team must stay outside of the center circle until the kick-off (or 3 yards from the starting spot if no circle exists).
 - The player kicking the ball must not touch the ball again until another player touches the ball.
 - All players must be on their own half of the field of play prior to the ball being kicked off.
 - The ball must travel forward for its first movement from the kick-off
3. After a score is made, play is restarted with a kick-off from the center mark.

In and out of play of the ball

1. The ball is deemed out of play when:
 - It completely crosses the goal line or touch (side) line on the ground or in the air.
 - Play has been stopped by the referee.
 - It hits the ceiling or other protruding object (ex: basketball goal) within the boundaries of play.
2. Kick in is done instead of throw in after the ball passes over the touch (side) lines.
 - Place ball on touch line before kicking the ball
 - Kickers pivoting foot should stay outside or on the touch line. Kick in is given to opposing team if the pivoting foot of the kicker crosses the touch line or enters the pitch.
 - Kick in should be done within 4 seconds. Kick in is given to opposing team if it exceeds 4 seconds. (at referee's discretion)
 - Kicker should not touch the ball a second time, until another player plays the ball. Violation of this regulation, gives the opposing team an indirect free kick from that spot.
 - The opposing team players must keep at least a 5m distance from where the kick in is performed.
 - You are not able to make a goal and score from a kick in.
3. Instead of a goal kick, use of a goal clearance is played.
 - Goalkeeper throws in the ball from the penalty area, puts the ball in play.
 - Ball cannot be considered in play, unless it goes beyond the penalty area.
 - Goal clearance will be repeated if the opposing team player receives the ball inside the penalty area.
4. Corner kicks
 - Place ball on the corner (corner kick arc has 25cm radius), will be redone if the ball is set in the wrong place.
 - Corner kick should be done within 4 seconds. If the kick is not completed within 4 seconds, the opposing team will be awarded a direct free kick from the corner mark.
 - Kicker cannot touch the ball again, unless another player touches the ball. Violation of this regulation will result in the opposing team being awarded an indirect free kick from that point.
 - The opposing team player must be at least 5m from the corner kick spot.
 - It is possible to score from a corner kick.

Restarts/Free Kicks

1. Restarts or free kicks are either direct or indirect. For both direct and indirect kicks, the ball must be stationary and the kicker may not touch the ball a second time until it has touched another player.
2. If a direct kick enters a goal without touching any other players, a goal shall be awarded.
3. If an indirect kick enters a goal without touching any players, a goal is not awarded.
4. All opponents must be 5 yards from a restart position until the ball is deemed in play.
5. The ball is deemed in play once it has been touched or played. When a defending team restarts the ball from their own penalty area the ball is deemed in play once it leaves that penalty area.
6. Restarts are retaken if the referee determines that an opponent does not observe the regulation distance
7. Indirect restarts are awarded to the opposing team if:
 - The player touches the ball a second time before any other players on any restart and kick-offs
 - The team taking the restart kick takes longer than 4 seconds as determined by the referee.

Fouls and Misconduct

1. A direct free kick shall be awarded to the opposing team if a player commits any of the following six infringements in a manner determined (by the referee) to be careless, reckless or excessively forceful:
 - Kick or attempt to kick an opposing player
 - Tripping or attempting to trip an opponent, either by sliding or by bending down in front of or behind an opponent
 - Jumping on an opponent
 - Charging an opponent
 - Striking or attempting to strike an opponent
 - Pushing an opponent
2. A direct free kick shall also be awarded to the opposing team if a player commits any of the following five infringements:
 - Holding an opponent
 - Spitting at an opponent
 - Sliding in an attempt to play the ball while an opponent is playing it or is about to play it (sliding tackle), except for the goalkeepers in their own penalty area, provided they don't endanger the safety of the opponent.
 - Touching the opponent before the ball when attempting to win possession
 - Carrying, striking or throwing the ball with one's hands/arms, except for the goalkeepers in their own penalty area
3. The direct free kick shall be taken from the place where the infringement occurred, unless the infringement occurs in a penalty area:
 - If the free kick has been awarded to the defending team in its own penalty area, the free kick may be taken from any place in that penalty area.
 - If the free kick has been awarded to the offensive team in the opposing team's penalty area, the free kick will be a penalty kick for the offensive team.
4. An indirect kick shall be awarded to the opposing team if:
 - The goalkeeper touches/controls the ball with his/her hands after it has been deliberately kicked to him/her by a teammate
 - A player plays in a dangerous manner
 - A player deliberately obstructs an opponent
 - A player prevents the goalkeeper from throwing the ball with his hands
5. A player or substitute shall be cautioned for the following offenses:
 - Unsporting behavior
 - Dissent by word or action
 - Persistent infringement of the Laws of the Game
 - Delaying the restart of play
 - Failure to respect the required distance for restarts
 - Infringement of the substitution procedure
6. A player or substitute shall be sent off for the following offenses:
 - 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 (with the exception of a goalkeeper inside his own penalty area)
 - Denying an opponent moving towards the player's goal an obvious goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick
 - Using offensive, insulting or abusive language or gestures
 - Receiving a second caution in the same match

Penalty Kicks

1. Any direct kick awarded to a team in the opposing team's penalty area will result in a penalty kick from the first penalty marker.
 - No players may enter the penalty area (except the opposing goal keeper) until the ball is kicked by the designated player, and all opposing players must be at least five (5) yards distance from the penalty marker.

BEAT THE HEAT FUTSAL TOURNAMENT

RULES

- The goal keeper must be positioned on the goal line in between the goal posts until the ball is touched by the designated kicker.
 - The designated kicker may not touch the ball a second time until another player touches the ball.
 - The ball is in play once the ball is kicked and moves forward.
2. Infractions of these procedures are the same as in the Laws of the Game as determined by FIFA.

Penalty Kick Match

1. A Penalty Kick Match will be utilized to determine a winner of a match that remains tied after regulation and extra-time periods.
2. Main referee decides which goal should be used.
3. The following procedures shall determine the winner of the match:
 - The kicking order of the team is decided by a coin toss.
 - Five (5) players are selected from each team, and each player will perform one penalty kick.
 - Team captain must let the referee know who the five (5) players are, before the PK Match starts.
 - If the game is tied after the 5th penalty kick, sudden death formula is used.
 - Players that are ordered to leave during a game are not allowed to participate in the PK Match.
 - Qualified players are able to change position with the goalkeeper, prior to the start of the PK Match.
 - During the PK Match, other players must stay on the opposite side of the pitch.

TOURNAMENT COMPETITION

Determining Winners

1. In group rounds matches, teams will be awarded points on the following basis:
 - Three (3) points for each Win
 - One (1) points for each Tie
 - Zero (0) points for each Loss
 - In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:
 - a. Head-to-head competition (if a three-way tie exists in points, tie-breaker #1 is skipped)
 - b. Goal difference in overall competition (games played in pool)
 - c. Highest gross goals scored in overall competition (games played in pool)
 - d. If a tie still exists after steps 1 through 4, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarter-Final or Semi-Final game.
 - e. If ties exist in the determination of a wild card team, criteria 1 through 4 will be applied.
2. In knock-out round matches, teams will participate in two (2) extra time periods if the match is tied at the end of regulation. If the match remains tied after the extra time periods, FIFA Penalty Kicks will determine the winning team.

Forfeits and Byes

1. All teams who forfeit will have the game(s) scored a 0-3 loss. The winner will be awarded a 3-0 win. Teams failing to report ready to play at the scheduled kick off time will forfeit.

Protestests

1. **NO PROTESTS WILL BE ALLOWED.**

Disputes

1. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes settled by the Tournament Director or his designee will be final.