

SOUTH DAKOTA FUTSAL LAWS OF THE GAME SPEARFISH TOURNAMENT POLICIES & RULES

LAW 1 - FIELD OF PLAY

- Length greater than width
- Penalty spot – 7 yards (21 feet)
- Designated team areas for coaches and subs only
- Only players on the game roster may sit on the bench (no exceptions)
- Spectators are located opposite side from bench areas when possible

SPEARFISH TOURNAMENT POLICY

- No drinks other than water are allowed near the playing surfaces.
- No spectators are allowed between fields.
- No warming up outside the main playing arena.

LAW 2 - THE BALL

- The game ball shall be a size four (4) with low bounce (futsal ball recommended)

SPEARFISH TOURNAMENT POLICY

- Each team can bring one ball for warm-ups. The tournament will not be responsible for balls brought to the tournament.

LAW 3 - NUMBER OF PLAYERS

- Maximum number of players on the field is five (5) - one of whom is a goalkeeper
- Minimum number of players to start and finish a match is three (3) - one of whom is a goalkeeper (overtime may drop down to two (2) players)
- Substitution limit – none
- Substitution method – “Flying Substitution”: All players but the goalkeeper enter and leave at the center line. Goalkeeper substitutions only made when ball is out of play and with referee's consent. There is to be no advantage gained during simultaneous substitution. Improper substitution shall result in a caution for the player not complying with Law and restart is an indirect free kick (IFK) from spot of improper substitution.

SPEARFISH TOURNAMENT POLICY:

- Maximum number of players a team can roster is ten (10).
- Each player may only play for one team; no exceptions.
- Players must participate in a minimum of two (2) games in pool play to be eligible for championship round play.
- The roster is locked and players may not be added once a team has played their first game.
- All players must be present for check in and must carry the team stamp throughout the tournament.
- Current player passes and state certified rosters, liability waivers are required for all teams.
- All players participating in the tournament must be listed on a team's state certified roster.

LAW 4 - PLAYERS' EQUIPMENT

- The basic player equipment shall include a numbered shirt or a jersey, shorts, socks, shin guards and court shoes.
- Goalkeepers will wear colored jersey to distinguish themselves from the other players on the field.
- No jewelry is allowed.
- If not identified on the schedule, the home team will be listed first and will wear a dark color jersey. The visitor will wear a light-colored jersey.
- If there is a color conflict, the home team will be required to use their alternate jersey.

LAW 5 - REFEREE

- Each match is controlled by a USSF Certified Futsal Official(s) whose responsibility is to enforce the Laws of the Game.
- A Game Report will be submitted to competition tournament committee after the completion of each game.

LAW 6 - ASSISTANT REFEREE

- Assistant referees are not required for U8-U15 matches, but may be chosen for specific games to meet the needs of the tournament.
- Assistant referees are responsible for enforcing the Laws of the Game.
- Position can be changed to meet the needs of the tournament facility.

TIME KEEPER

- Tournament Committee will provide time keeper for each game.
- Time keeper starts master game clock and notes end of half and end of game with a buzzer.

LAW 7 - DURATION OF THE MATCH

- Length of play will be two (2) equal 16-minute halves with a two (2) minute half-time
- Games times will not be extended for injury, indirect free kicks, or balls out of play. They will only be extended for a penalty kick or accumulated foul penalty kick.
- Time outs are not allowed.
- Teams that are more than 10 minutes late from the scheduled start time will forfeit the game.

LAW 8 - START AND RESTART OF PLAY

- Kick off – the ball is deemed in play once it has been kicked and moved. The kicker shall not touch ball before someone else touches it.
- A goal may NOT be scored directly from a kick-off.
- Kickoff can only take place after referee signals with whistle.
- The kick-off will be taken by the visiting team in the first half and the home team in the second half.
- Restarts are considered indirect free kicks (IFK), therefore a goal may not be scored directly from a restart, except for penalty kicks and corner kicks, which are direct and a goal may be scored.
- Restarts begin with a kick from a stationary ball, which is defined as a ball placed on the playing field with the hand on top of the ball.

- The opposing team must give the player two (2) yards from the spot of the ball.
- The player must put the ball into play within four (4) seconds from time ball is determined ready to play.

LAW 9 - BALL IN AND OUT OF PLAY

- The ball is out of play
 - when it has wholly crossed the goal line or touchline
 - when the game is stopped by a referee
 - when the ball hits the ceiling, light fixture, support beam, etc. If the ball hits an object above the floor, an indirect free kick will be awarded to the opposing team at the point directly below where the contact was made. If inside the penalty area, the ball shall be moved outside the penalty area.

LAW 10 - METHOD OF SCORING

- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar provided that no infringement of the Laws of the Game has been committed.
- The team with the greatest number of goals is the winner of the match. Equal number of goals results in a draw.

SPEARFISH TOURNAMENT POLICY

- Tournament scoring will be 3 (three) points for a win, 1 (one) point for a tie, 0 (zero) points for a loss.
- If a red card is issued to a registered player – or – if anyone on the bench or in the technical area is ejected (including the coach), the team will be penalized one (1) point for each infraction.
- Forfeits will be recorded with a 3-0 score.
- Teams with a forfeit may not advance to semi or final round.
- Tie-breakers for bracket advancement to semifinals or finals will first be based on the following:
 1. Head to head competition. *
 2. Goal differential up to four (4) goals per game, (for example: if a team wins 7 to 1, their goal differential would be +4 for that game.)
 3. Fewest goals scored against.
 4. Goals scored (maximum of 6/game).
 5. If a tie still remains, a coin toss will determine the game.
 - a. *If more than two teams are tied, the above sequence is followed beginning with the 2nd tie-breaker.
- Semi-final play will be predetermined by the tournament scheduler.
- Ties in a semi-final or final game will be decided by golden goal in overtime.

Golden Goal Overtime

- One overtime period will be played until a goal is scored. Each team will begin overtime with a full team minus 1 (one) player. Unless a red card has been issued, teams would start 4 v 4.
- Kick off will be decided by coin toss.
- If no goal is scored after the first two (2) minutes of overtime, each team will remove one player (3 v 3).

- If no goal is scored after four (4) minutes of overtime, another player will be removed (2 v 2).
- If no goal is scored after six (6) minutes, the result will go to penalty kicks.

Penalty Kick Shootout

- Each team will select three eligible players to shoot, and a goalkeeper to defend. Names must be given to the referee.
- If still tied after three kicks, teams will alternate shooters using remaining eligible players on a sudden death basis.
- Any eligible player may switch places with the goal keeper.
- Players will remain on opposite half of pitch.

LAW 11 - OFFSIDE

- There is no offside offense.

LAW 12 - FOULS AND MISCONDUCT

- An Indirect free direct (IFK) will be awarded for the following infringements; unless the infringement occurs in the penalty area then a direct free kick (penalty kick) will be awarded. These infringements will also count towards accumulated fouls:
 - Kicking or attempting to kick an opponent
 - Tripping or attempting to trip an opponent
 - Jumping at an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind
 - Striking or attempting to strike an opponent
 - Spitting at an opponent
 - Holding an opponent
 - Pushing an opponent
 - Sliding at an opponent (except goalkeeper in his/her penalty area)
 - Handling the ball (except goalkeeper in his/her penalty area)
- Indirect free kick (IFK) is awarded when any of these offenses are committed but will not count as accumulated fouls:
 - Dangerous play
 - Impedance
 - Charging the goalkeeper in the penalty area
 - Preventing the goalkeeper from releasing the ball
 - Goalkeeper picks up or touches the ball with his hands after a pass from a teammate
 - Goalkeeper picks up or touches the ball with his hands after a kick-in from a teammate
 - Goalkeeper picks up or touches the ball with his hands after he has released it from his hands and before it touches another player
 - Goalkeeper controls the ball with his hands for more than four (4) seconds
- Players shall be cautioned (shown a yellow card) for infractions as outlined in the Laws of the Game.
- Players shall be sent off the field (shown a red card) for infractions as outlined in the Laws of the Game.

- Rules of expulsion
 - Player sent off the field is out for the remainder of the game and is not allowed on or in the bench area, and may not participate in the next game for that team
 - The team will play down the one ejected player for the remainder of game
 - Red card player cannot be replaced

LAW 13 - FREE KICKS

- All kicks will be considered IFK except penalty kicks awarded in the goal area, and corner kicks.
- Player cannot score directly from an IFK.
- At the time of an IFK, an opponent must give a player two (2) yards, or six (6) feet, space immediately until ball is in play.
- The player must put the ball into play within four (4) seconds from the time ball is determined ready to play. Failure to do so may result in a yellow card. The restart will remain the same as before the four (4) second violation.
- Ball is in play after it has been kicked or moved.
- Kicker cannot touch the ball a second time until the ball has been touched by another player.

Accumulated Fouls

- Accumulated fouls refer only to the fouls mentioned in Law 12.
- Accumulated fouls will be tracked by the referee.
- If a team has accumulated five (5) fouls in one half, beginning with the sixth foul and continuing with all subsequent fouls in that same half period, a direct free kick (penalty kick) will be awarded from the penalty spot.
- Accumulated foul counts reset at half-time.
- If the referee applies “advantage”, and does not stop the play for a foul, the foul still counts towards the accumulated foul total

Accumulated Foul Free Kick Procedure

- Until ball is in play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line
- Goalkeeper shall remain on the goal line at least seven (7) yards (21 feet) from the ball (penalty spot)
- Kicker must aim at the goal with the intention of scoring
- No other player may touch the ball until it has been touched by the goalkeeper, or rebounded from the goal post or crossbar.

LAW 14 - PENALTY KICK

- A penalty kick is a direct free kick awarded when a foul occurs in the penalty area. For details, see Law 12 – Fouls and Misconduct
- Penalty kick is taken from the penalty mark by a properly identified kicker
- Kicker is to aim at the goal with the intention of scoring
- All players must be out of the penalty area, behind the ball, and all players must be two (2) yards from the penalty spot
- Kicker cannot play the ball second time until it has been touched by another player

LAW 15 - KICK-IN (THROW IN)

- Kick-in is taken in place of the throw-in and is considered an IFK (cannot score directly from a kick-in)
- Ball is placed on the touch line
- Two (2) yards must be given immediately
- The player must kick the ball into play within four (4) seconds from time ball is determined ready to play
- Player cannot play the ball second time until it has been touched by another player

LAW 16 - GOAL CLEARANCE (GOAL KICK)

- Goal clearance is taken in place of a goal kick.
- May be taken from anywhere inside the goal box and must be put into play by the keeper throwing the ball.
- The goalkeeper has 4 (four) seconds to put the ball into play from the time the ball is determined ready to play.
- Violation of the 4 (four) second rule will result in an IFK from the penalty mark.
- **(U14 and below)** The thrown ball must touch the floor or a player on the goalkeeper's side of the field before passing over the half line. Violation will result in an IFK from the spot crossing the half line.
- **(U15 and above)** The goalkeeper may throw the ball over half, but the ball must touch the floor or a player outside of the opponent's penalty area. If the ball enters the opposing team's goal area without touching the floor or a player, an IFK will be awarded to the opposing team.
- The goal keeper cannot score directly from a throw.
- The thrown ball must clear the goal area. Once it leaves the goalkeeper's hands it may not be touched again by the goalkeeper unless it is touched by another player. This would be a "double touch".

Build Out Line

At the U8-U10 age groups, a "build out" line will be introduced. This line will be used to promote building out of the back in an unpressured setting.

- When the goalkeeper has the ball, either during play (from the opponent) or from a goal clearance, the opposing team must move behind the build out line.
- The goalkeeper can then pass, throw, or roll the ball to a teammate (no drop kicks or punting).
- Play will resume after the ball is released by the goalkeeper. If the goalkeeper releases the ball prior to their opponents reaching the buildout line, play will resume.
- The half line is the build out line for all Spearfish Indoor Tournaments.

LAW 17 - CORNER KICK

- The ball is placed on the corner of the touch and goal line.
- Players from the opposing team must be at least two (2) yards from the corner.
- The player must put the ball into play within 4 (four) seconds from time ball is determined ready to play.

- Kicker cannot play the ball a second time until it has been touched by another player.
- A goal may be scored directly from a corner kick.

GOALKEEPER (IN THE RUN OF PLAY)

- The keeper may handle the ball in the goal area.
- The keeper may NOT handle the ball from a kick in or a ball intentionally played to the keeper from the foot of a teammate.
- The keeper has 4 (four) seconds to release the ball. Failure to do so will result in an IFK to the opponent from the corner.
- **(U14 and below)** A thrown ball or kicked ball must touch the floor outside the penalty area on goalkeeper side of the field before being played over the half. Violation will result in an IFK from the spot crossing the half line.
- **(U15 and above)** The goalkeeper may throw the ball over half, but the ball must touch the floor or a player outside of the opponent's penalty area. If the ball enters the opposing team's goal area without touching the floor or a player, an IFK will be awarded to the opposing team.
- Goalkeepers are not allowed to punt or drop-kick the ball after receiving possession. The goalkeeper may throw the ball out using their hands or place the ball on the ground and use his/her feet to distribute the ball into play. Once the ball is placed onto the ground, it is considered a "live" ball.

FIFA FUTSAL RULES

- All FIFA Futsal rules are in effect except where noted above.
- All decisions by the referee are final.

OTHER

HEADING

- Intentional Heading of the ball **is NOT allowed** in the U8-U12 age divisions.
- Intentional Heading of the ball **is allowed** in the U13 and older age divisions.

CONCUSSION PROTOCOL

- This event will follow the US Soccer recommended concussion protocol. During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a healthcare professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tried to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.

PROTESTS

- Teams may file a protest regarding a player's eligibility only. Protests will not be accepted regarding referee decisions. Should a team wish to protest over eligibility, the protest must be made no later than one hour after the completion of the game in question.

Should a team have a reasonable problem with a referee, it should be reported to the Tournament Director, in writing, along with witness statements or videos for review. The outcome of the review will not affect final game standings.

SPEARFISH REFUND POLICY

- Spearfish will do its best to schedule a minimum of three (3) games. However, we cannot guarantee a team will not drop from the tournament or forfeit a game. No credit or partial refund will be given in this situation.
- A team may withdraw from the tournament and a full refund will be issued (minus a \$25 administrative fee) if the team cancels prior to the registration deadline. After the registration deadline, a 50% refund will only be issued if the schedule has not been posted – or – if the tournament director is able to find a replacement team. If the tournament director is unable to find a replacement after the schedule is posted, a refund will not be issued. Once the tournament begins, no refunds will be issued.

SPEARFISH INCLEMENT WEATHER POLICY

- If a team is unable to attend the tournament due to poor travel conditions or road closures, 50% of the registration fee will be refunded if the tournament director is notified prior to the start of the tournament. If a team has checked in but elects to leave early, no refund will be given. If the tournament is cancelled prior to the start of the tournament due to poor weather conditions, the tournament committee will refund a percentage of the registration based on expenses. After the tournament begins, no refunds will be issued if the tournament is cancelled.

SPEARFISH CANCELLATION POLICY

- The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/ or other acts of nature and circumstances beyond the control of the tournament or soccer club. In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses.

All rules and regulations not addressed in this document will be governed using the following:

1. South Dakota State Soccer Association Rules and Policies
2. United States Soccer Federation Rules
3. FIFA Laws of the Game

The Tournament Committee reserves the right to make modifications or decisions regarding these playing rules as necessary. Those decisions will be considered final.