

Midstate Futsal 4v4 Tournament Rules (2024)



PLAYER REGISTRATION: All players must be registered on their teams' registration form before the league begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

ROSTERS: All rosters are final upon beginning of the team's first game.

NUMBER OF PLAYERS: Eight is the maximum number of players on a team roster; four field players (3 outfield players & 1 goalkeeper) at one time. Players may only play on one team per division.

HOME/AWAY:

Team listed first is the home team and should take the bench listed as home to the LEFT of the scorer table. Away team will sit on the bench to the RIGHT of the scorer table & listed as away.

GOALKEEPERS: Must wear a different color shirt than the team. The goalkeeper is free to move anywhere on the pitch but can only handle the ball inside their own penalty area. The goalkeeper cannot punt or drop kick the ball. The goalkeeper can roll, throw or pass the ball from the ground and also dribble the ball. The goalkeeper can play the ball over the halfway line as long as the ball touches the ground or a player on the goalkeeper's half of the court. Goalkeeper can score goals as long as the shot comes from the attacking half.

U8/U9/U10 DIVISIONS (2016/2015/2014 teams in these divisions) BUILD OUT LINE: To encourage build out play, opposing teams will retreat to the half court line every time the goalkeeper collects the ball in hands (whether from a shot saved or the ball goes out for a goal clearance). Goalies do not need to wait until the opponent has retreated to half to play the ball.

SUBSTITUTIONS: 'Flying Substitutions' – all players (excluding the goalkeeper) can enter and leave as they please in front of the team bench. If a player entering the field touches the ball before the player leaving has not left the field an indirect free kick will be given to the opposing team. Goalkeeper substitutions can take place when the ball is out of play and with the referee's consent.

GENDER: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

EQUIPMENT: All players must wear shin guards with the exception of adult divisions. Any player without shin guards will not be allowed to play. Midstate will provide game balls for each field. These will be regulation futsal size 5 balls.

FIELD DIMENSIONS: Approximately 30x20yds to Futsal goals.

GAME DURATION: The game shall consist of two 12 minute halves separated by a two minute halftime period. If the score reaches a 10 goal differential that score is final but the game will still resume (No goals will be counted on the scoreboard once there is a 10 goal differential). Games tied after regulation play shall end in a tie. Except Playoffs, this will be a 3 minute golden goal period followed by a shootout.

GOAL SCORING: A goal may be scored from a touch on the offensive half of the playing area. The ball must clear the entire goal line, between the posts and under the crossbar (except by illegal means) to be considered a goal. Goals cannot be scored directly from a kick in, corner kick or kick off.

SCORING (IN POOL PLAY): Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

TIEBREAKERS In the event of a tie in deciding group positions, the following criteria will be used to break the tie:

Round Robin group of 4 or group of 6 with cross schedule

1. Head to head competition (if more than 2 teams tied, go to tie breaker 2)
2. Most points (after taking out non-common opponent results)
3. Goal Differential within common opponents (max 5 per game)
4. Fewest goals allowed within common opponents

5. Most goals scored within common opponents (max 5 per game)
6. Shut outs with common opponents
7. Penalty kicks -3 kicks from the spot- most goals win. Then immediately into sudden death format. Shootout shots are against a goalkeeper from the designated penalty spot. Any 3 players can be assigned to kick, but if contest goes to "sudden death" the shots taken will move through the whole roster including the goalkeeper, before coming back to the 1st taker.
8. NB: If 3 teams are tied in a group of 6 & some have non common opponents, the 2 teams in the same group that had common opponents will be separated first by the methods listed above. If still tied, they will contest a penalty shoot-out. The winner will face the other team in the opposing group that had no common opponents in a penalty shoot out to determine the winner.

NO OFFSIDES IN 4-V4 SOCCER AND NO SLIDE TACKLING IN 4-V-4 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball.

KICK-INS & CORNER KICKS: The ball shall be kicked into play from the sideline instead of throw in. Goals CANNOT be scored directly from a kick in or corner kick.

FREE KICKS: All free kicks are INDIRECT. The ball must be stopped before the ball is played. The free kick needs to be taken 4 seconds after it has been placed. The ball is in play when it has traveled its own circumference.

GOAL CLEARANCE: (*Replaces goal kick*) Is taken when the ball has cleared the goal line completely after a touch from the attacking team. A goalkeeper after retrieving the ball should roll, bounce or throw from anywhere inside the penalty area to outside the penalty area. The ball is in play when the ball leaves the penalty area. The goalkeeper can also pass or dribble out with their feet. Again, the ball is in play when it leaves the penalty area. No opposing can tackle the goalkeeper until they have left the penalty box. If the keeper takes too long and is judged to be time-wasting then an indirect free kick is awarded to the opposing team.

KICK OFF: May be taken in any direction & is indirect

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a player has caused an infraction inside the penalty area. It is a direct kick taken from the top of penalty area or the designated mark. All other players must be out of the penalty area. The referee will signal when the penalty shall be taken. Goalkeeper may move side to side on the line but not forward until the ball is touched.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. YELLOW CARD= as per fifa rules. SECOND YELLOW in same game=RED CARD= suspension for rest of game. RED CARD suspension = Rest of game PLUS next game. Tournament coordinator may eject player for rest of tournament or future tournaments. Teams still play with 4 players total on the field.

FORFEITS: A forfeit shall be scored as 5-0.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

HEADING: There will be NO heading of the ball by the U8 -U12 (2016-2012) age groups. If a player heads the ball intentionally or unintentionally it will result in an indirect free kick for the opposing team. Encourage all teams to play the ball on the ground as often as possible. Any u12 team playing in u13 division will adhere to the heading rules for u13.

BACK PASS: If a player is in the attacking half & plays the ball back into their defensive half resulting in an own goal it will be counted as a goal for the opposing team.