

FLORIDA INTERNATIONAL FUTSAL CUP
February 7-8, 2009
Rules



The rules of this tournament shall be in accordance with USYSA, FIFA, USSF and USSSA except as modified and approved herein.

TOURNAMENT HEADQUARTERS AND STAFF

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TOURNAMENT VENUE

Englewood Sports Complex
1300 S. River Road
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T: 941-474-8919

The playing surfaces will be rubber (basketball). Official futsal goals will be utilized. All courts are marked accordingly to the Laws of the Game. To download a copy of the most recent FIFA laws of the game, go to tournament website www.jogafutsalbonito.com, click on "Tournament Rules", and click on "Laws of the Game"

AGE DIVISIONS

Boys U11/12, Boys U13/14, Girls High School, and Boys High School

TEAM ELIGIBILITY

The Florida International Futsal Cup is open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided such team is in good standing with its youth association. The USYSA age group matrix will be used to determine tournament age groups. The oldest player on the roster dictates the age group the team will play.

| | |
|------|---------------------------------|
| U-18 | Players born 8/1/90 and younger |
| U-17 | Players born 8/1/91 and younger |
| U-16 | Players born 8/1/92 and younger |
| U-15 | Players born 8/1/93 and younger |
| U-14 | Players born 8/1/94 and younger |
| U-13 | Players born 8/1/95 and younger |
| U-12 | Players born 8/1/96 and younger |
| U-11 | Players born 8/1/97 and younger |

PLAYER ELIGIBILITY

All USSF Affiliated teams are required to present players cards for each of their players at team check in. The player cards are those issued by their governing association. Player cards must be verified, photo attached and laminated. If your association does not allow lamination, passes must be encased in plastic sleeves. If you are not sure of a players' eligibility ask, in writing, to the Tournament Director.

TEAM REGISTRATION

All teams are to register on-line at the tournament website. After registering their team on-line, each team manager will receive an e-mail confirmation of their acceptance to the tournament.

TEAM CHECK-IN

Team check-in will be held one (1) hour before a team's first game at the Englewood Sports Complex. Coaches and managers only. Players do not need to be present at this check-in.

Player and Coach Identification Needed at Team Check-in.

1. Team Rosters (2 copies)
2. Players identification (player cards, passport, valid drivers license)
3. Player Information and Release Form (in order, as the players are listed on the roster)

Players may not play for more than one team in the same age group. The exception to the rule is that the goalkeeper can also play for a registered sister team. If you are registering two teams, please register the sister teams under the same name with a differentiator such as color, number, etc.

PRE GAME CHECK IN

Pre-game check in procedures will begin 15 minutes prior to each match. ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES PLAYED and be eliminated from the tournament. Players not certified by the tournament staff will not be allowed to participate.

LAWS OF THE GAME

All games shall be accordance with the FIFA "Futsal Laws of the Game", except as modified below. Competition sanctioned by the association shall abide by the "Laws of the Game." The Laws of the Game can be found at www.jogafutsalbonito.com.

LAW 4: Players' Equipment

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks). Players wearing a permanent orthopedic cast shall not be eligible to participate in any game. However, soft braces can be worn as long as they are properly wrapped. The safety of all players and final decision on safety is at the discretion of the referee.

Teams must wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers while both players are playing on the field at the same time. The first team listed on the schedule is considered the Home team. The Home team is to wear light color uniform tops. If the Home team has on its light color kit and there is a discrepancy with the visiting team the visitor must change their uniforms.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

LAW 5: The Referee

Referees are required to sign and complete an official USSF or tournament specific game report to the Tournament staff as well as a Red Card report containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

LAW 7: The Duration of the Match:

The duration of the game will be:
Two (2) twenty-four (24) minute halves
One three (3) minute half time
One Time Out per half
No Overtime
Referees will keep time for all matches

HOUSE RULES OF THE GAME

Goalkeepers will not be allowed to punt or drop kick the ball.

If you have a sister team in the tournament you may use the same goalkeeper for both teams. Sister teams are defined as two or more teams that are formed from one outdoor team. The goalkeeper must only play in goal for both teams. If sister teams meet one another in a tournament game, the goalie can play for both teams. It is up to the coach to decide which team the goalie is played.

Players may be double-rostered on teams that are in DIFFERENT AGE DIVISIONS ONLY.

All teams should register a coach and an assistant coach or administrator in the event that the coach is removed from the game. Otherwise, if a coach is removed and no other adult is rostered on the team, the team will have to forfeit the match.

HOME TEAM

The team listed first on the schedule is the Home team. In case of a jersey color conflict, the Home team must change jerseys

GAME BALLS

U11-U12 will use a size 3 ball
U14 and older will use a size 4 ball

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". The Tournament Staff has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to Super F League Tournaments:

Tournament staff will designate a sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. At halftime teams will switch benches so as to substitute from their defending area. While the game is in progress coaches/managers/trainers/players must remain on their respective benches and may not roam the sidelines.

Tournament staff will designate the opposite sideline for spectators. The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach and the fans who behave in an abusive or disruptive manner.

POST GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each of the opposing team members for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

It is the responsibility of the coach/manager to retrieve their Official Tournament Roster card from the referee at the conclusion of the match.

DISCIPLINE

A player manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. All referees rulings stand.

Depending upon the severity of the unacceptable conduct, a suspension of up to the duration of the tournament may occur.

If a Red Card is given to a player/coach and they are sent off, a report shall be filed with Tournament Staff. The Official Tournament Roster will be placed with the red card report and turned in to the administrative desk to be marked with the next game information. The coach/administrator may pick up their roster card and take the card to their next match, but the offending player/coach must serve his/her game suspension during the scheduled match. This will be noted on the roster card. A Red card suspension can only be served with the team with which the suspension was earned in games played by their team.

DETERMINATION OF POOL PLAY WINNERS

In pool play there will be no overtimes given. Standings in a group will be determined by:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

If two teams tie in points, the group winner will be determined by:

- 1. Head to head result; if no clear winner,
- 2. Net goal differential, only a maximum of seven (7) goals differential per game will count, if no clear winner
- 3. Fewest goals allowed, if no clear winner
- 4. Coin toss

Wild Card Playoff determination – The wild card team will always play the team with the best record during pool play unless the two teams have previously played during the tournament. When this exception occurs the wild card will play the team with the second best record during first round playoffs.

POOL PLAY AND FINALS - NUMBER OF GAMES

Division play and finals are determined by the number of teams and pools in a division. The guidelines are

Bracket with 4 teams - Each team plays each other once. The 2 teams with the best records advance to the finals.

Bracket with 5 teams - Each team plays each other once. The team with the best record is the champion – no finals.

Bracket with 6 teams – Played as two groups of three. All cross-over games. Top two teams accumulating the most points advancing to the finals.

Bracket with 8 teams – Played as two groups of four. The winner of each round robin group will play in the finals.

If at the end of final game match, the score is tied, the referees will go directly to penalty kicks to determine winner of the match

FORFEITED GAMES / CANCELLED GAMES / PROTESTS

A minimum of five (5) players constitutes a game. Games will start at the given time. In case a team does not have five (5) players present, there will be a maximum of a 5 minute grace period while the clock runs before awarding the game to the opponent. A forfeit will be scored 3-0.

In no case should a team who forfeited a pool play match be declared a winner of wild card team. The team with the next best record will advance to semi-final or final play.

PROTESTS

There will be NO PROTESTS. Referee and Tournament Staff decisions are final.

EXTERNAL CONDITIONS/WEATHER, etc

We make every effort to accommodate all games due to space/court limitations. If a game or the entire tournament is cancelled due to acts of God or field conditions, no refunds will be given under any circumstances.

TERMINATED GAMES

If the referee terminates a match for reasons other than an act of God of field conditions, Super F League officials will decide the result of the match after hearing the official reason from the referee and both coaches.

CHAMPIONSHIP FINAL CEREMONIES

After each Championship Final Game an awards ceremony will take place in the Trophy Area. The winning team should proceed as quickly as possible to this area after their final match. Medals will be given to the Champions and a team trophy.

REFEREES

If you are interested in joining the referee pool for the Florida International Futsal Cup please contact the Tournament Director.