**London FA**

**Youth Futsal Cup 2018-19**

**Competition Rules**

**Sunday 24th February**

**11:00-15:00**

**Leyton Score Centre,** **E10 5JY**

**The competition will run solely for the U14s boy’s category.**

**Format: 8 teams, with 2 groups of 4. The top 2 teams of both groups will progress to the semi-finals of the main cup. The bottom 2 teams of both groups will progress to the semi-finals of the plate competition.**

**Pitch -** Futsal is played on a marked pitch and the ball can go out of play.

**Head Height -** There are no height restrictions.

**Ball -** A Futsal ball will be supplied.

**Equipment** - all players must wear shin pads and trainers. Any player without the correct equipment will not be allowed to play.

**Eligibility and Number of Players -** It is crucial that you adhere to the following eligibility criteria as any teams that qualify for the National festival but do not meet the criteria will be removed from the festival:

* All categories are open to ESFA affiliated school teams or football clubs affiliated to County FA only.
* Any player that is registered with an Academy, Centre of Excellence or FA Female Regional Talent Club or has been during the 2018/19 or Representative sides will not be permitted to play.
* Teams should enter the tournament in the age group they play in during season 2018/2019.

Player age qualification is as follows:

|  |  |
| --- | --- |
| **Category** | **School Years** |
| Under 10’s | 4 & 5 |
| Under 12’s | 6 & 7 |
| Under 14’s | 8 & 9 |
| Under 16’s | 10 & 11 |

All sections will play 5v5 - one player shall be the Goalkeeper. A squad of up to 10 players may be used.

**Substitutions -** up to 10 players can be used in one match and there is no limit on how long a player must stay on or off the pitch. Players must enter and leave the field of play from in front of their respectiveteam’s bench.

**Kick In -** In order to restart the game, the ball is kicked back into play from the touchline and from corners. The ball must be placed stationary on the touchline.

**Four Second Rule -** For kick ins, free kicks, goal clearances and corner kicks; the player in possession of the ball hasfour seconds to restart play, which the referee will count with their fingers in the air. If play isn’t restarted within four seconds an indirect free kick will be awarded to the opposing team. Thegoalkeeper is not allowed to control the ball for more than four seconds in their own half.

**Three Metre Rule -** Players are required to keep 3m from the player in possession of the ball on free kicks, corners,goal clearances, kick ins and penalties.

**Goalkeepers -** Goalkeepers are allowed to come out of and players are allowed to go into the penalty area.

**Goal Kicks and Back Passes -** A goal clearance must be thrown out and the goalkeeper cannot touch the ball again, a member of the opposition has touched the ball or the goalkeeper is in the opponents half.

**Sliding Tackles -** are permitted

**Accumulated Fouls -** Each team will be allowed to give away three direct free kicks in each game, then on the fourth foul (and all subsequent direct fouls in that half) a direct kick will be awarded to the opposing team and the defending team is not allowed to position any players (other than the goalkeeper) between the ball and the goal. The kick may be taken from the 10m mark or, if the foul was committed closer to the goal than the 10m mark, then the kick may be taken from the position where the foul took place.

**Duration of Game for Festival -** All matches will be played with a running clock whereby the clock will not be stopped whenever the ball out of play. The duration of the match will be determined by the competition organiser of each heat.

**Determining Places -** 3 points for a win, 1 points for a draw and 0 points for a loss. In the event of two teams having the same number of points then goal scored shall count, then goals difference, and finally the result of matches between the teams. If there is still a tie the winner shall be determined by kicks from the Penalty Mark.