

TOURNAMENT RULES

RULES OF THE GIRLS FUTSAL CHALLENGE CUP

1.Competition Format

1.1 This Competition is called Girls Futsal Challenge Cup and is sanctioned by the Hertfordshire County FA

1.2. The competition is by open invitation. Applications will only be considered upon receipt of a fully completed entry form and cleared payment. Entries will be confirmed by the Tournament Organiser at least seven days prior to the tournament.

2.Age Groups, Squads & Player Qualification

2.1. Age groups will relate to the U12 (2021/22) season.

2.2. Each team shall register a squad of players on the day of the competition.

2.3. Each team may register a squad of up to 10 players.

2.4. Each registered player shall only play for one team throughout the duration of the tournament.

2.5. Each team shall appoint a manager. The manager shall be responsible for their team being registered on arrival and being available to play on the correct pitch at the correct time. The manager is also responsible for adherence to the tournament rules and communication of the rules to their squads' players and supporters.

2.6. All players must wear shin pads and appropriate footwear.

3.Duration of Matches & Balls

3.1. All matches will be 20 minutes in duration (straight through), except Plate

Play Offs, which will be 10 minutes (straight through)

3.2. No Half time

3.3. All teams are responsible for considering players' playing time does not exceed the FA's guidelines on maximum playing time for children.

3.4. The organisers will provide an appropriate quality and correct sized match ball.

3.5. In the event of a clash of colours, the second named team should provide alternative shirts / bibs.

4. Scores & Results

4.1. The competition shall be played on an initial league basis for all age groups. Three points for a win, one for a draw.

The team finishing first and second in their group will qualify for the knockout stage*. If two or more teams finish with the same number of points, then the highest placed team will be determined by:

- the result of their head-to-head match,
- then goal difference.

- then the team that has scored the most goals.

- kicks from the penalty mark in accordance with the Laws of the Game. Teams finishing in 3rd and below from both groups will compete in a plate play off. If two or more teams finish with the same number of points, then the highest placed team will be determined by:

- the result of their head-to-head match,
- then goal difference.

- then the team that has scored the most goals.

-kicks from the penalty mark in accordance with the Laws of the Game
4.2 All knockout matches will be decided by the teams scoring the most goals during normal time. If the score is equal after normal time, kicks from the penalty mark will decide the winner in accordance with IFAB procedures.

5. Playing Rules

5.1. . All matches shall be played in accordance with the FIFA Futsal Laws of the Game laid down and published by FIFA with the following exclusions:

- a) The clock shall run continuously throughout the entire game and shall not be stopped when the ball is out of play.
- b) No time outs will be permitted.
- c) 5 accumulated fouls for (20 minute games). Three accumulated fouls per game in plate play off (10 minute games)

5.2. Up to 10 players can be used in one match. A maximum of 5 players per team must be on the court at any time. Substitutions must occur in front of the respective team's bench. Substitutes can occur during play and does not need to be authorised by the referee.

6. Players, Officials and Supporters Conduct

6.1. This competition uses the yellow and red card system.

6.2. An accumulation of two yellow cards on a single day in the competition will result in the player being suspended from the next match.

6.3. Two yellow cards in one match equals a red card and the player will be sent off.

6.4. If a player is sent off then the team to which the player belongs must remain with one less player until either two minutes have passed, or the opposition have scored a goal. The Player sent off must not return.

6.5. A player who receives a red card (either straight red or for two yellow cards in the same match) will not be permitted to take any further part in the competition.

6.6. All cautions and red cards will be dealt with on the day of the match.

6.7. Any misconduct from the tournament will be reported to County FA by the referee as normal.

7. Reporting Results

7.1. The referee / winning team shall be responsible for reporting the result of the game to the result co-ordinator at the conclusion of each game.

8. Protests and Appeals

8.1. All questions of eligibility, qualification of players or interpretation of Rules shall be referred to the Tournament Committee, but no objection relative to the dimensions of the playing area or other appurtenances thereon shall be entertained by the Committee unless a protest is lodged with the referee before the commencement of the game.

9. Referees

9.1. Referees shall be appointed by the Competition.

10. Medals and trophies

10.1 The following will receive a medal: Winners, Runners-up, Plate Winners .

11. Tournament Futsal Rules

Kick Off

At the start of a half, or after a goal, the match is started / restarted with a kick off. The ball must be kicked with opposition players 3m away. A goal may not be scored directly from kick off.

Head Height

There are no height restrictions. If the ball hits the ceiling, the game is restarted with a kick in to the opposition.

Kick In

In order to restart the game after a ball has gone out of play at the touch line, the ball is kicked back into play. The ball must be placed stationary on the line and the feet of the player taking the kick-in must not cross the line. Goals can't be scored directly from a kick in.

The Four Second Rule

For kick-ins, free kicks, goal clearances and corner kicks the player in possession of the ball has 4 seconds to restart play. If play isn't restarted within four seconds possession is surrendered to the opposing team. The goalkeeper is not allowed to control the ball for more than 4 seconds in his/ her own half.

The 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. A goal clearance (goal kick in traditional football) must be thrown or rolled out. A goalkeeper can use their feet to distribute the ball from open play.

Back Passes

Once the goalkeeper has played the ball he/she cannot touch the ball again unless an opposition player has touched the ball, or if the goalkeeper is in the opponents half.

Accumulated Fouls

After a team gives away 5 direct free kicks/penalty kicks during the game, every direct free kick after will result in a second penalty, from the 10m penalty spot. Note this is reduced to 3 for 10 minute plate games.

During a second penalty 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.