



**2019 UNITED STATES YOUTH FUTSAL
South Jersey Championship
South Jersey
March 2, 2019
RULES**



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

TOURNAMENT HEADQUARTERS AND STAFF

All mail should be sent to:

South Jersey Futsal Championship Tournament
P.O Box 723
Turnersville, NJ. 08012

TOURNAMENT STAFF

Tournament Directors:

Don D'Ambra (267)688-4130 | ddambra@sjelite.com
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TOURNAMENT VENUES

Total Turf Experience (614 Lambs Rd, Pitman, NJ. 08071) - 5 Courts
The playing surfaces are hardwood and SportCourt. All courts are marked accordingly to the Laws of the Game.

SCHEDULES AND STANDINGS

- Additional Information to come.

Roster Size - 14 Players

Coed rosters are NOT allowed – Girls can not play on boys teams.

AGEDIVISIONS

Boys and Girls U8 to U19

TEAM ELIGIBILITY

USYF Tournaments shall be 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.

PLAYER ELIGIBILITY

All teams are required to present their United States Soccer Federation affiliated cards for each of their players/coaches at team check in. These are the cards issued by their governing association used for identifications purposes to play outdoor leagues and tournaments. These cards are issued by USYS, AYSO, USSSA, US Club Soccer, etc. Player/coach cards must be verified, photo attached and laminated. If your association does not allow lamination, cards must be encased in plastic sleeves. If you are not sure of a player's eligibility ask, in writing, to the Tournament Director. If the player does not have a card issued from their association, see **Team Check-in** below for alternative identification. **USYF CARDS ISSUED BY YOUR LOCAL LEAGUES OR OTHER FUTSAL ASSOCIATION CARDS ARE NOT VALID FOR TEAM CHECK IN AS THESE CARDS ARE NOT AGE-VERIFIED. PLAYERS AND COACHES ALREADY REGISTERED WITH USYF DO NOT HAVE TO PAY A REGISTRATION FEE**

TEAM, COACH AND PLAYER REGISTRATION

Each manager, coach or assistant must present a valid coach's pass and be listed on the Official Tournament Roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant. Each team is limited to three coaches on the bench all of which must be on the Official Tournament Roster. **It is strongly suggested** that all teams should register a coach **and** an assistant coach or administrator in the event that the coach is removed from the game.

TEAM CHECK-IN

Check in is at least one hour before your first game. Coaches and/or managers only. Players do not need to be present at this check-in. Please see below for items needed for Team Check in.

Player and Coach Identification Needed at Team Check-in.

1. Player/Coach cards for each player as discussed in **PLAYER ELIGIBILITY** above
OR
2. Birth certificate **and** a photo of the player
OR
3. Valid driver's license

Tournament staff will conduct credential checks and compare the printed roster to the player identification presented.

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 are at www.usyouthfutsal.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.

The uniform of the goalkeeper must be a distinctly different 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:

One (1) twenty-five (25) minute game

One 60-second Time Out per game

No Overtime in pool play

Referees will keep official time for all matches

HOUSE RULES OF THE GAME

Goalkeepers are not allowed to punt or drop kick the ball.

Unlimited substitutions

Abandoned matches will not be replayed

Coin toss may be used at beginning of game to determine kick-off

Each team scheduled to play three games.

Players may not play for more than one team in the same age group **excluding** goalkeepers. The double-rostered players counts as one of the 14 players max roster size for each team.

HOME TEAM

The team listed first on the schedule is the Home team. The Home team is to wear white/lighter color jerseys. If home team complies and there is a conflict, visiting team must change jerseys. If home team does not comply and there is a color conflict, then home team must change colors.

GAME BALLS – Provided by the Tournament

U8-U12 will use a size 3

U13 and older will use a size 4

SCORE TABLE

Each score table will be comprised of 2 individuals:

1 – Volunteer from the home team will keep the score sheet

1 – Volunteer from the visiting team will run the clock and score machine

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 USYF 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.

Artificial noise making devices are prohibited.

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 division or pool 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 division or pool 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

POOL PLAY AND PLAYOFFS - NUMBER OF GAMES

Division play and playoffs are determined by the number of teams and pools in a division. Depending upon the division configuration, a team could play as many as 3 games in one day.

Divisions with 4 teams – 1 pool - Each team plays each other once. The 1st and 2nd place teams advance to the finals.

Divisions with 5 teams – 1 pool - Each team plays each other once. The team with the most points is the winner.

Divisions with 6 teams - 2 pools of 3 teams - Each team plays the teams within their pool. After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team. The third place teams of Pool A and Pool B will play each other in a consolation game, completing their third and final game and are eliminated from the tournament. Using the temporary standing generated from the two pool games, the Team with most points from Pool A vs. Team with 2nd most points from Pool B. Team with most points from Pool B vs. Team with 2nd most points from Pool A. These games are semifinals with winners advancing to the Finals.

Divisions with 8 teams - 2 pools of 4 teams – Each team plays the teams within their pool. The 1st place teams of Pool A and B advance to the finals.

Playoff Games ending in ties at regulation

If at the end of a semi-final or final game match, the score is tied, the referees will go directly to penalty kicks to determine winner of the match. Three (3) PKs will be taken by each team and if the score is still tied at the end of that phase, then one for one, sudden death PKs are taken. For full explanation, go to

http://www.fifa.com/mm/document/footballdevelopment/refereeing/51/44/50/lawssofthegamefutsal2014_15_e_neutral.pdf

and refer to section **Procedures to Determine the Winner of a 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 that 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 or field conditions, USYF 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. Teams should proceed as quickly as possible to this area after their final match. Medals will be given to Champions only.