

TOWN & COUNTRY SPORTS COMPLEX FUTSAL GENERAL POLICIES & RULES

Revised: 5/16/2018



LOCATION

Games will be played at the T&C Athletic Center located at 106 Crossing Drive Wilder, KY 41076

DAYS OF PLAY

Age Group (Boys & Girls)	# of Players	Days of Play	Birth Year
Under 10	4+Keeper	Friday/Saturday	2009-2010
Under 12	4+Keeper	Saturday/Friday	2007-2008
Under 14	4+Keeper	Friday/Saturday	2005-2006

Home team must provide futsal game ball. U8-U12: size 3 & U14-U16: size 4

*Please do not bring outdoor soccer balls into the facility. They are not allowed for warm-up, only futsal balls are allowed.

FEES:

All league fees will be due upon online registration by the registration deadline. A completed team roster, signed by a parent and/or adult, must be on file prior to the second played game.

ALL T&C RULES ARE DESIGNED FOR THE SAFETY OF PLAYERS AND PATRONS

- No food or beverages are to be brought onto the premises
- Loitering is prohibited on the premises
- Fighting will not be tolerated (as well as abusive language and taunting) and may be cause for ejection or suspension
- Verbal and/or physical abuse of the game officials is prohibited
- Gum chewing, spitting, & tobacco products are prohibited on all playing surfaces
- Each team must provide one coach/parent 18 years or older at each game on the bench
- Any person caught damaging Town & Country property will be held responsible for the damage
- ALL LEAGUES – NO SLIDE-TACKLING (Keepers making saves can slide "In keepers Box")
- No heading
- Team registrations for the league also acknowledge that every coach and every parent have reviewed the Concussion information sheet (posted on T&C website). The referee/ or coach reserves the right to withhold a player from entering / re-entering the game if they believe a player needs treatment. Any player that has a concussion may not play in any soccer league at T&C until they have been fully released by a physician or medical doctor who practices medicine.
- Referee fees are not included in registration fee and are \$10.00 per game, per team

SCHEDULES

- Only one winter session
- Each team will play ten (10) league games
- Team Managers will receive first game time one week in advance
- Schedules will be posted online the day of your first game
Each game is 40 minutes, two 20 minute halves
- Teams should be ready to play when the previous game is completed. Warm-up time is not guaranteed.

ROSTERS

- A team may carry up to 10 players on a roster
- Players may play on more than one team but cannot play on more than 2 teams within the same division
- No changes are permitted after a team's second played game
- The completed and signed roster must be on file prior to the second played game
- This age restrictions are to promote safety and fair competition. Violations will be handled seriously and on an individual basis.
- Suspicion of illegal players must be expressed before the completion of the game. Any protest during the game will stop the game but not the clock. Player(s) in question must provide ID or birth certificate within 2 days of the

game in question. If the player in question is in violation and continues to illegally participate, the team will forfeit 1-8 games as determined by management.

EQUIPMENT & UNIFORMS:

IT IS THE COACH / MANAGERS RESPONSIBILITY THAT THEIR PLAYERS ARE PROPERLY EQUIPPED

- All players must wear a shirt (no sleeveless shirts), shorts, socks, and shin guards.
- All teams must have an alternate jersey in case of color conflicts. The home team is responsible to change their jersey in a conflict.
- All players must wear appropriate non-marking shoes. Molded cleats, turf shoes, marking running shoes are not allowed. Players may wear futsal shoes or non-marking running shoes.
- Jewelry may not be worn by players or by referees. Referees may request a player to remove jewelry before he/she starts play. Exception Medical Alert bracelet and or necklaces.
- All casts must be padded and approved by the referee. Foam must cover hard casts.
- All hard surfaced knee braces must be padded
- Home team must provide a game ball
- Size ball used by each age group: U12 and Under - size 3 or select "Jinga Jr" / U13 and older - size 4 or a select "Jinga"

Please do not bring outdoor soccer balls into the facility. They are not allowed for warm-up. Only futsal balls are allowed.

GENERAL FUTSAL RULES

- No offside
- No heading
- GK can only play the ball by feet or hands for 4 seconds in their own half. If they are in the opponents half, they have no playing restrictions.
- GK cannot drop kick or punt the ball, at any time
- GK cannot throw/pass the ball in the air into the opponents half. A free kick will be awarded to the opposing team at midfield.

SUBSTITUTIONS

- Free substitutions are made "on the fly". Players can only enter or leave the game in the substitution areas marked by their respective benches. A player may only enter a game after the player they are replacing has left the field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

KICK OFF

- Opposing players must give 5 yards until ball is in play

KICK IN

- A ball kicked out over the touch line (side line) by one team becomes the other team's ball. The team kicking in has 4 seconds to get the ball back in play or it becomes opponent's kick in. Defense must give 5 yards distance. The referee will give a visual count with his hand. Players taking kick in can not step into the field while kicking ball back into play. Goals cannot be scored from kick-ins.
- If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

GOAL CLEARANCE

- When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. The throw must leave the penalty area. Opposing team must stay out of penalty area during a goal clearance. If a player touches ball before it leaves penalty area, GK retakes the throw.

CORNER KICK

- To be taken inside the corner arc. If there is no arc, kick is taken at the point where goal line and touch line meet (at corner).

FOULS AND MISCONDUCT

- Futsal is a minimum contact sport. However, some contact may occur, as long as it is done in a legal manner. It cannot be done by play that is careless, reckless, or with excessive force.

SLIDE TACKLING

Is allowed in futsal under certain conditions, if in the opinion of the referee:

- No opponents are nearby, a player may slide to intercept or direct the ball. No foul results.
- The slide is dangerous to an opponent, but no contact is made. Dangerous play foul results in an IFK.
- Contact is made with an opponent in a careless, reckless or excessive force manner (or if referees believe that such contact could have resulted). An accumulated foul results in a direct free kick (DFK).

Exceptions:

- The GK is allowed to slide in an attempt to clear the ball, if in referees' judgment, the slide is an attempt only to make contact with the ball, not the opponent. If GK slide is at least careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a carded offense. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bound or an offensive player sliding to knock the ball into the goal where there is not other defensive player close to the play. Players and coaches should use this general rule, if you slide tackle near a player, assume a foul may be called.

FOULS RESULTING IN A DIRECT KICK (DFK)

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackling
- Holding an opponent
- Spits at an opponent
- Handling the ball, except the GK in their own penalty area

INDIRECT FREE KICK (IFK)

- 5 yards of distance from kicker to set up wall and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

FORFEITED GAMES

- If a team fails to show for a scheduled match, the referee shall allow a 5 minute grace period. After the 5 minutes, if the team has not yet arrived or does not have enough players to field a team (4), the game will be forfeited. The game will be tallied as a 3 to 0 loss for the forfeiting team and a 3 to 0 win for their opponent.
- Teams forfeiting a match will not receive a refund on their registration fee and opposing team will not receive a refund as well.
- When a team can't field a team the team manager should respect the opposing team and referees by calling T&C management and informing them that they can not field a team- at that point and time in advance.

REFEREE'S AUTHORITY:

The referee's authority begins when he/she enters the court of play. The referee is there to promote and enforce the following:

- The rules and regulations of the game
- To avoid whistling a foul if it takes advantage away from the attacking team
- Suspending any games for blatant and obvious infringement of rules
- Suspending any games for unruly spectators
- Stopping play for serious injuries
- To treat players, coaches, and managers with respect
- The referee will make mistakes just as all the players. Continuous dissent will be cause for ejection from the game.

Town and Country is committed to the safety, fairness and fun for all that participate at Town and Country.

EJECTIONS – RED CARDS

- If a player is ejected from a match, a referee's report of the incident shall be turned over to the T&C administrator by the referee.
- The minimum penalty for an ejection is that the player shall not be permitted to play in the immediate next match.

- The maximum penalty, after review by T&C management may result in the individual player/players a longer suspension or teams' expulsion from the competition.

COACH EJECTIONS

- If a coach is ejected from any match, a referee's report of the incident shall be turned over to the T&C administrator by the referee.
- The minimum penalty for an ejection is that the coach shall not be permitted to coach or remain on the player's bench in the immediate next match.
- The maximum penalty, after review by T&C management, may result in the individual coach or team's expulsion from the League.

POINT SYSTEM AND TIEBREAKERS

- The determination within the group standings is as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- Forfeited games are recorded as a 3 - 0 loss
- Tiebreakers
 1. Total Points
 2. Head-To-Head
 3. If still tied- both teams will be crowned league champs.

League Champs receive champ shirts.

Remember! The game is for the kids!