



TITAN SPORTS

& PERFORMANCE CENTER

2019 Winter Futsal Session

Dates: 11/01/19 – 12/22/2019

Registration per team: \$350

Ref fee: \$10/team/game

Game days: Friday

Make up days: Sunday Afternoon

Age divisions:

Girls Competitive – U8
Girls Competitive – U10
Girls Competitive – U12
Girls Competitive – U14
Girls Competitive – High School

Boys Competitive – U8
Boys Competitive – U10
Boys Competitive – U12
Boys Competitive – U14
Boys Competitive – High School

Girls Recreational – U8
Girls Recreational – U10
Girls Recreational – U12
Girls Recreational – U14
Girls Recreational – High School

Boys Recreational – U8
Boys Recreational – U10
Boys Recreational – U12
Boys Recreational – U14
Boys Recreational – High School

1. Fee Deadline

- In order to provide better service to the participants of the Youth Futsal League, all registration deadlines will be strictly enforced. All fees must be paid before league play begins. If your team does not make payment in full by the publicized registration deadline, your team placement in the league is not guaranteed. Partial fee payments will not be accepted.
- Referee Fees must be paid prior to each game to each ref.

2. Roster/Players

- A completed official team roster is due at the front desk at the time of registration or prior to the first game. Failure to submit a completed roster prior to the first game will result in a forfeit loss of the first game of the season. It is recommended that teams carry a full roster to allow for injuries and players that may be out of town. Note: during tournament play, every player will only be on one roster. That player may not play on another team once your name is on the roster, that is the only team you can play on.
- You will not be allowed to add/drop players during the season and during tournament play.

3. Player eligibility

- All players must meet the minimum age group requirements as dictated by US Soccer eligible birth rules based on which age division that fits your child's date of birth.

4. Refund Policy

- Refunds for Titan Sports League fees will NOT be available once the schedules for that particular league have been generated and printed. Any team that is removed from any league will not be refunded any portion for their league fee. Refunds for Titan Sports League fees will be processed only if the league has been cancelled.

Futsal Rules – Based on US Youth Futsal Guidelines

General Rules

- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- There is no overtime, injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offsides in futsal.

Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.

- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench) -- *not* at the half-way line.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

Restarts:

- **Kickoffs:** are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.
- **Kick-ins:** are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team.)
- **Goal Clearances:** are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.
- **Corner Kicks:** are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.
- **Free Kicks:** may be indirect or direct. The ball must be stopped completely before the kick may be taken.
- **Penalty Kicks:** are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.
- **Distance:** For all of the above, except goal clearances, opponents may not be closer to the ball than 16 feet.
- **Ceiling:** If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

Fouls and Misconduct:

- **Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with his/her hands or commits any offence for which play is stopped to caution or eject a player.
- **Direct Free Kicks:** When a player kicks or attempts to kick an opponent, slide-tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.
- **Yellow Card / Caution:** The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.
- **Red Card / Ejection:** The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- **Accumulated Fouls / AFPK:** All penal fouls are recorded on the scoresheet and on the scoreboard. If red fouls blue a sixth time in one half, for that sixth penal foul and all subsequent penal fouls in that half, blue is awarded an accumulated fouls penalty kick. If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If

the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. All AFPK's must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper may be off her line, but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half.

- **Second Penalty Spot:** 30 feet from the center of the goal
- **Penalty Spot:** 20 feet from the center of the goal
- **Advantage:** Advantage will be applied in futsal, with penal fouls still counting as accumulated fouls. If the referee shouts, "play on" and gestures with both arms, the foul was a penal foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and thus does not count toward the total.

The Goalkeeper

- Must wear a different color shirt. May wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kickin directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than four seconds in his/her own half.
- May throw the ball directly across the half-way line. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.
- May only touch/receive the ball once per team possession.

Futsal Court

The field shall be rectangular. The length of the touch line shall be greater than the length of the goal line.

U.S. Matches

Length:

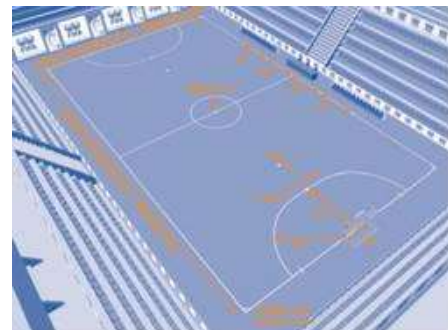
Minimum 25m (82 feet)

Maximum 42m (137.8 feet)

Width:

Minimum 15m (49.2 feet)

Maximum 25m (82 feet)



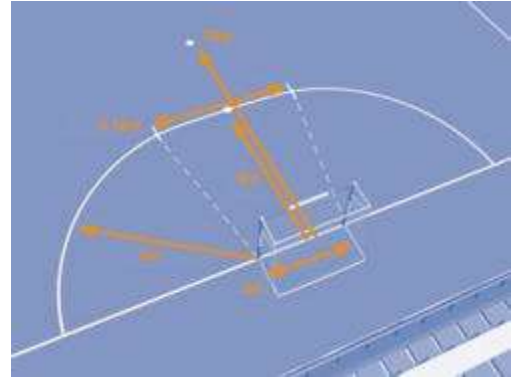
The pitch shall be marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called **touch lines**. The two shorter lines are called **goal lines**.

All lines shall be 8 cm wide. The pitch shall be divided into two halves by the halfway line. The center

mark shall be indicated at the midpoint of the halfway line. A circle with a radius of 3m (9.8 feet) shall be marked around it.

The Penalty Area

Shall be marked out at each end of the pitch as follows: Quarter circles, with a 6m (18 feet) radius, shall be drawn centred on the outside of each goal post. The quarter circles shall be drawn from the goal line to meet two imaginary lines 6m (19.6 feet) in length drawn at right angles to the goal line from the outside of the goalpost. The upper part of each quarter circle shall be joined by a 3.16-m (10.3 feet) line running parallel to the goal line between the goalposts. The curved line marking the outer limit of the penalty area is known as the penalty area line.

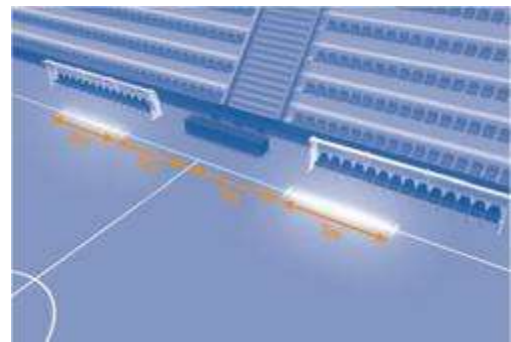


The Penalty Mark

A mark shall be drawn 6m (19.6 feet) from the midpoint between the goalposts and equidistant from them.

The Second Penalty Mark

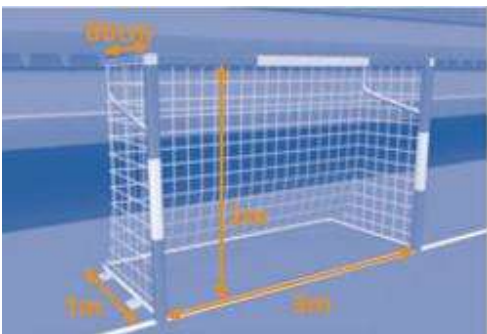
A second mark shall be drawn on the pitch 10m (32.8 feet) from the midpoint between the goalposts and equidistant from them.



The Substitution Zones

The areas on the touch line in front of the team benches that the players shall use to enter and leave the pitch.

The substitution zones are situated in front of the team benches and are 5m (16.4 feet) in length. They shall be marked at each end with a line 8 cm wide and 80 cm in length, 40 cm of which is drawn on the pitch and 40 cm off the pitch the area in front of the timekeeper's table 5m (16.4 feet) to either side of the halfway line shall be kept clear.



The Goals shall be placed in the middle of each goal line. They shall consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts shall be 3m (9.8 feet) and the distance from the lower edge of the crossbar to the ground shall be 2m (6.5 feet).

The goalposts and the crossbar shall have the same width and depth, 8 cm. The goal lines shall be the same width as the goalposts and the crossbar. Nets, made of hemp, jute or nylon, shall be attached to the back of the goalposts and crossbar. The lower part of the nets shall be attached to curved tubing or another suitable means of support.

The depth of the goal, i.e. the distance between the inside edge of the goalposts and the back of the net, shall be at least 80 cm at the top and 100 cm at ground level.

Futsal Ball

- The futsal ball is a low-bounce ball that is smaller than a normal outdoor soccer ball.
- The futsal ball's properties are specifically designed to develop skills. This builds great confidence in tight spaces when rapid passes are being issued repeatedly. Interestingly, that same property which makes the ball easy to receive makes it more difficult to strike. A futsal ball gradually eliminates the 'lazy pass'. Repeated touches on the ball eventually produce a motion which, when transplanted outdoors with a high bounce ball, translates into a firmer and proportionately longer pass appropriate for the big field.
- Many programs around the world also claim that smaller size encourages more precise striking of the 'sweet spot' of the ball. If one works during the offseason on striking a futsal ball, then a larger bouncier ball is struck with greater confidence and authority in the outdoor game.

