



Ignite Futsal League

U8-U15

5v5 + GK

400.00 per team

30 Minute Games (2x 15 minute halves)

TEAM REGISTRATION Teams must register and pay the registration fee to participate in the league or tournament. Teams should register into a division based upon players age and competitiveness level. The league directors attempt to form divisions with the best and most even competition possible.

TEAM CHECK-IN & ROSTER: Please check in with an Ignite staff member at a check in desk before your first game. The recommended roster size is 5-8 players, but there is no limit. Players may only play on one team per division, but can play in multiple divisions. League officials have the right to request proof of age for any player.

NOTABLE VARIATIONS FROM FIFA: In general, we want our futsal leagues and tournaments to follow FIFA and US Futsal Laws of the Game. Here are a few notable exceptions, which are elaborated on below:

1. The goalkeeper (GK) must always distribute with their hands to another player (roll or throw), including after a save. (To prevent damage to spectators and ceilings.)
2. There's no restriction about passing back to the GK's feet or how long the GK can have the ball at their feet. (To encourage passing to the GK.)
3. All restarts, except PKs, are indirect, players have 4 seconds to put the ball back in play, and opponents must be at least 3 yards away. (Faster restarts and fewer defensive walls.)
4. There are no timeouts.
5. We do not track accumulated fouls or award DFKSAFs. (Burden on the referee and rarely relevant).
6. A penalty kick should be awarded for a foul that denies a clear goal scoring opportunity, regardless of where the foul occurred. (Punishment fits the crime.)



Number of Players — A team may have up to 5 players and must have at least 3 players on the court to start a game. One player must be clearly distinguishable as the goalie. Each team defends the goal nearest their bench area.

Game Duration & Timekeeping — The game shall consist of two, fifteen (15) minute halves (1 minute halftime break) with time and score kept on the scoreboard. There are no team timeouts and the game clock does not stop for official timeouts. Must have 3 players to start game. After 3 minutes a goal will be added if a team does not have 3 players.

Kick Off – The referee determines which team kicks off with a coin toss or other method. The kick off is considered an indirect kick and may be taken in any direction.

Restarts – All restarts are indirect, except penalty kicks. The ball must be stopped at least momentarily with a hand or sole, at which point the team in possession has 4 seconds to put the ball back in play or the ball is turned over. If a free kick is awarded within the opposing penalty area, the ball will be moved back to the penalty area line.

Kick Ins – For balls crossing the touchline, the ball shall be placed on the line and kicked back into play. Failure to stop the ball on the line or put it into play results in a turnover.

RULE 6: Goal Clearance replaces what would be a Goal Kick in soccer. Play restarts with the goalkeeper with the ball in their hands, and it must be thrown or rolled from within the penalty area to another player. It cannot be punted, drop-kicked, or put down and passed or dribbled.

RULE 7: Penalty Kicks – PKs shall be awarded if a clear scoring opportunity is nullified by a foul, anywhere on the court. Similarly, a minor infraction inside the penalty area should not result in an Indirect Kick rather than a PK. PKs are direct kicks taken from the free throw line with only the kicker and the goalkeeper allowed inside the penalty area.

RULE 8: Goal Scoring – A goal can be scored from anywhere, but all restarts are indirect.

RULE 9: Three Yard Rule – Defending players must be at least 3 yards away from the ball on restarts.

RULE 10: Substitutions — Players must exit the court near the team's bench area and the replacement may only enter once the player has crossed the touchline. There is no sub limit.



RULE 11: Goalkeepers — The GK may use their hands only inside the penalty area. After a save or for a goal clearance, the GK must distribute by throwing or rolling the ball to another player. The goalkeeper cannot punt, drop kick, or put the ball down and play with their feet. There is no restriction on how far the goalie can throw, but a goalie throw is indirect. The goalkeeper can use their feet on any pass back (just like in outdoor soccer).

RULE 12: Offside – There is no offside in futsal.

RULE 13: Slide Tackling – Slide tackling is permitted, but if a player slides and makes contact with an opponent, a free kick shall be awarded. A player may also slide to save a ball from going out-of-bounds or to block a shot.

RULE 14: Handling – Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity (at the discretion of the referee) will result in a penalty-kick and may include a yellow or red card given to the player committing the hand ball.

RULE 15: Protests of Rules – Protests will not be accepted. You are welcome to complain in your car on the way home as much as you like.

RULE 16: Game Balls – The tournament will provide futsal balls for each game.

RULE 17: Field Dimensions – The playing field shall be approximately 84 feet long by 50 feet wide. The goals are 2 meters high and 3 meters wide.

RULE 18: Penalty Area – The penalty area is the basketball 3 point arc and represents the area where the goalkeeper can use their hands. An indirect kick awarded inside the penalty area would be placed on the penalty area line directly back from where the offense occurred.

RULE 19: Delay of Game – A player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as by delaying an opponent's restart or taking more than 4 seconds to restart.

RULE 20: Forfeits – Be ready for kick off at the scheduled start time +5 min. or risk a forfeit.

RULE 21: Sportsmanship – Coaches will be held responsible for the good behavior of their players and supporters.



RULE 22: Yellow Cards – Yellow cards may be shown to a player for a single offense or for persistent infringement. Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game.

RULE 23: Red Cards – Refs have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. If the player receiving the red card was on the field of play, the team must complete the remainder of the game a player short. The player receiving the red card will automatically be suspended for their next game. Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident). **If player(s) is (are) issued red card(s) for fighting, player(s) will be ejected from the tournament and are subject to removal from the facility for the duration of the event.

RULE 25: Contact with Basketball Hoop or Ceiling if a ball hits the basketball hoop, it should be treated as if it crossed the end line, resulting in a Goal Clearance or a Corner Kick. If a ball hits the ceiling, it should result in a Kick In from the touchline nearest where it hit.

RULE 26: Coach/Parent Ejection – Refs have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents who are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will

RULE 28: Standings and Tiebreakers in Qualifying (bracket) Play – Games will be scored according to the following: 3 points for a win, 1 point for a tie, and 0 points for a loss. Ties in standings between two or more teams will be broken by: 1) Head to head results between tied teams; 2) Goal differential (max of 10 per game); 3) Fewest goals conceded; 4) Most goals scored (max 10 per game); 5) Tournament Director decision.

RULE 29: Tiebreakers in playoffs (quarter and semi final) – Playoff games cannot end in a tie and there is not time in the schedule for overtime. Therefore in the event of a tie, the team scoring first will be declared the winner (exception: a Final, see next rule). If the teams tie 0-0, the team with the higher seed will be declared the winner (e.g., the 1 seed wins if it's 0-0). An un-seeded 0-0 tie should use Rock-Paper-Scissors, best of 3.

RULE 30: Tiebreakers in Finals – Final games that end regulation in a tie proceed to a 3-minute Golden Goal Overtime Period (the first team to score in overtime wins). If the game remains tied, it proceeds to a Golden Goal Shootout: Players from opposing teams will alternate in a sudden death penalty kick format until one team scores unanswered.



RULE 32: Uniforms – All players must wear matching colored shirts. In the event of a conflict, the team that changes will be based on a) mutual agreement by coaches; b) rock, paper, scissors; or c) coin toss. Pinnies can be worn to resolve a uniform conflict. Numbers are encouraged but not required.

RULE 33: Shin Guards – All players must wear shin guards.

RULE 34: Shoes – Players may wear futsal shoes, indoor soccer flats, or gym shoes. No cleats.

The League Directors will have final say on all disputes and interpretations of Tournament Rules.