



Ignite Futsal Fury Tournament

U8-U16

4v4 + GK (5 total players on the court per team)

30 Minute Games (2x 15 minute halves)

Each team will play 3 league games, with a 4th game for either a consolation or championship match.

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 6-8 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. **Team Size:** 5 player per team (4 outfield players and 1 goalkeeper)
2. **Goalkeeper Rules:**
 - The Goalkeeper (GK) can use their hands within the penalty area but have a 4-second possession limit.
 - After making a save the GK is allowed to drop the ball and play with their feet. The goalkeeper must release the ball (either by passing, dribbling, or kicking) within four seconds while in their own half of the pitch.
 - 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).
 - There's no restriction about passing back to the GKs feet or how long the GK can have the ball at their feet (to encourage passing back to the GK)
3. **Ball:** A smaller, low-bounce futsal ball (size 3 or 4 depending on age group)
4. **Substitutions:** Unlimited, using rolling subs; players must exit before a new player can enter.
5. **Fouls and misconduct:**
 - **Indirect Free Kicks** - When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with their hands, goalkeeper takes more than 4 seconds to release the ball when in possession in their



own half, or commits any offense for which play is stopped to caution or eject a player, an indirect free kick is awarded.

- **Direct Free Kicks:** When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a direct free kick is awarded. We do not track accumulated fouls or award DFKSAFs. (Burden on the referee and rarely relevant)
- 6. **Kick ins:** Replace throw-ins for out of bounds; players have 4 seconds to restart. Opposition players must be 3 yards away from the ball. You cannot score directly from a kick in.
- 7. **Kick-offs** - A goal may be scored directly against the opponent from the kick-off.
- 8. **No offside:** There is no offside rule in futsal.
- 9. **Timeouts** - There are no timeouts
- 10. **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.
- 11. **Goal Scoring-** a goal can be scored anywhere from open play.
- 12. **Restarts:** For all restarts the opposing players must be at least 3 yards away from the ball.

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 the 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. You Can shoot and score directly from kickoff without another player touching the ball.

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

RULE 13: 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 14: Three Yard Rule – Defending players must be at least 3 yards away from the ball on restarts.



RULE 15: 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 16: Offside – There is no offside in futsal.

RULE 17: 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 18: 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 19: Game Balls – The tournament will provide futsal balls for each game.

RULE 20: 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 21: 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 22: Forfeits – Be ready for kick off at the scheduled start time +5 min. or risk a forfeit.

RULE 23: Sportsmanship – Coaches will be held responsible for the good behavior of their players and supporters.

RULE 24: 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 25: 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 the opposing



team (regardless of the score at the time of the incident). **If player(s) is (are) issued a 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 26: 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 27: 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. **Any abuse toward referees from parents or coaches will result in a one-point deduction** from your team’s standings. This will be strictly enforced.

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) Golden goal PK shootout.

RULE 29: Tiebreakers in playoffs/consolation games – Playoff/consolation games cannot end in a tie and there is no time in the schedule for overtime. Therefore in the event of a tie, a Golden Goal Shootout will be held: Players from opposing teams will alternate in a sudden death penalty kick format until one team scores unanswered.

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 31: Uniforms – All teams must have matching dark and light shirts. The home team = Dark Shirts and the away team = Light shirts. Goalkeepers must wear an alternative color or pinnie. 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 32: Shin Guards – All players must wear shin guards.



RULE 33: 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.