



## **Futsal Rules**

### **Championship Programme**

Day 1: arrival of the teams and technical meeting

Day 2: group matches

Day 3: interim round

Day 4: finals and closing ceremony

Day 5: departure of the teams

The opening ceremony will be held either on day 1 or day 2.

The excursion will be no more than half a day and will be held at the discretion of the organisers during the USIC championships.

### **Composition of the Delegations**

Each delegation will consist of a maximum number of 13 (14) participants:

Players	10
Masseur, Physio **	1
Trainer	1
Head of Delegation	<u>1</u>
Participants	13
Interpreter *	1

\* *for delegations who speak no English (only if required)*

\*\* *it is left up to the delegation to arrive with a Masseur, Physio*

### **Pitch/Goals/Balls**

The pitch shall be of the following dimensions: length: 38m – 42m; breath: 18m – 22m

The goal posts shall be of the following dimensions: breath: 3m; height: 2m

In any case, the match will be played without bands, i.e. with touch lines and goal lines. Balls no.4 with subdued bound.

### **Number of Players**

Each team consists of four players and one goalkeeper. The number of ‘rotating’ substitutions that may be made during a match is unlimited; however, the goalkeeper may only be substituted when the ball is not in play

### **Strip**

Every team shall bring along two different coloured strips. The players’ jerseys shall be marked with numbers.

### **Drawing of Lots and Tournament Schedule**

The principles of the drawing of lots and the tournament schedule are described in the General Rules and its annex.

### **Duration and Evaluation**

- The match consists of two halves of 15 minutes each (gross time, the last 2 min each match in Net-Time)
- The winner will be awarded 3 points.
- Teams will be awarded one point for a draw \*

\* A draw in any of the group matches will be followed by a penalty 'shoot-out' to determine the final result:

- a. Each team will take five penalties
- b. If both teams have scored no goals or the same number of goals after five penalties, the penalty 'shoot-out' shall be continued in the same order and for as long as it takes for one team to have scored one extra goal after the same number of penalties.

Only those players who were on the field at the end of the match may take part in a) and b).

In the event of a draw during ranking matches during normal playing time the winner shall be determined as follows:

- a) Extra time of 2 x 5 minutes
- b) In the event of another draw, each team will take five penalties
- c) If both teams have scored no goals or the same number of goals after five penalties, the penalty 'shoot-out' shall be continued in the same order and for as long as it takes for one team to have scored one extra goal after the same number of penalties.

### **Yellow and Red Cards**

- A yellow card is used to caution players
- Two yellow cards within the tournament mean a ban from one match
- A yellow/red card means a ban from the match (where the team may be supplemented\*\*) and (a ban from one match)
- A red card means a ban from the match (where the team may be supplemented) and (a ban from two matches)

Any serious foul play or violent conduct against players, organisers, referees or spectators will be punished with exclusion from the tournament. The decision of the championship committee is final.

### **\*\*Decisions**

A banned player may not be used again. He may not sit on the players' bench, but he shall leave the vicinity of the pitch. Nor shall he be allowed to sit on the substitutes' bench.

Two actual minutes following his ban, a substitute may come on, subject to the time keeper's permission, unless a goal is scored during those two minutes, in which case the following rules shall apply:

- If the team with the higher number of players scores a goal, whilst there are 5 against 4 players on the pitch, the team with the lower number of players may immediately bring on a fifth player to supplement its team.
- If a goal is scored, whilst there are 4 against 4 players on the pitch, the number of players of both teams shall remain unchanged.
- If the team with the higher number of players scores a goal, whilst there are 5 against 3 or 4 against 3 players on the pitch, the team with the lower number of players may bring on one additional player only to supplement its team.
- If a goal is scored, whilst there are 3 against 3 players on the pitch, the number of players of both teams shall remain unchanged.

If the team with the lower number of players scores a goal, the match shall continue with the existing number of players