

2012 WYSA Futsal Flurry
Rules will be as follows:

1. TEAM ELIGIBILITY: Watertown Youth Soccer Association (WYSA) indoor tournament shall be open to all teams. Special tournament teams may be formed. Players may only play on one team. All teams must present an official signed state roster. Guest players will be allowed providing a guest form is submitted at check-in. **ALL PARTICIPANTS MUST SIGN THE WYSA RELEASE OF LIABILITY TO BE ELEGIBLE TO PLAY IN THE EVENT.**

2. PLAYER REGISTRATION & TEAM CHECK-IN: All teams are required to register 60 minutes prior to the first tournament game. All players must fill out and turn in all registration paperwork, prior to participating in any games.

3. NUMBER OF PLAYERS: U10 and up will consist of 4 field players and a Goalkeeper (5 v 5). The maximum team roster will be limited to 10 players for every age group. A designated goal keeper is required on each team. The goalkeeper must wear a different color jersey from field players.

4. GAME SCHEDULE: The schedule will be posted on the Watertown Youth Soccer Association's website; www.watertownsoccer.com. Any last minute schedule changes will also be posted on the website. Every effort will be made to contact any teams involved in any schedule changes. **It is the responsibility of the team coach and/or manager to double check the schedule one day prior to their first scheduled games.**

5. MATCH BALL: All games will be played with a low-bounce futsal ball. The futsal ball will be provided by WYSA. No other futsal ball will be allowed.

6. TOURNAMENT FORMAT: Three game minimum. The following will determine which teams advance after pool play:

- A. Divisions with 4 teams- Top two- point totals will advance to championship.
- B. Divisions with 5 teams- Each team will play against each other (Round Robin).
Team with highest point total will be declared champion.
- C. Divisions with 6 teams- Top two points total will advance to championship game. (teams could come from same bracket)
- D. Divisions with 8 teams- Top point for each bracket (4 teams) will advance to championship game.

If not enough teams have registered for a specific age bracket the Tournament reserves the right to combine age group brackets. Coaches/Team rep will be contacted for their approval

7. DELAY OF START: Any team, coach, player or substitute delaying the start of a scheduled game without authorization from the tournament director shall forfeit the game to the opponent. Forfeit will be recorded with a score of 3-0.

8. DELAY OF GAME: Failure by a team to put the ball in play within 5 seconds, as signaled by the referee, will result in a turnover for the other team.

9. **SUBSTITUTIONS:** Any team can substitute on the fly but only from the half line.
10. **FOULS AND MISCONDUCT:** Game referee will use discretion in penalizing teams in case of excessive force or unsportsmanlike conduct.
- A. **RED CARDS:** A player/coach who receives a red card and / or is ejected from a match must leave the field of play and the area of the field. The area of the field includes and is not limited to the team's bench area and spectator areas. A player/coach who receives a red card will be penalized by being ineligible to play/coach in his next team's match.
11. **PROTESTS:** There will be no protests. The Tournament Director will resolve all disputes immediately and any decisions will be final.
12. **SPECTATOR AREA:** The spectator viewing area is limited to bleachers. We encourage players/coaches to place their equipment bags away from any traffic area.
13. **WARM UPS AREA:** The "HOME" team (listed first on the schedule) will warm up on the East end of the field. The "VISITING" team (listed second on the schedule) will warm up on the West end of the field.
14. **SIDELINE CONDUCT AND CONTROL:** Players, reserve, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of the "LAWS OF THE GAME". The site directors have the authority and responsibility to remove any person(s) from the premises for any type of abusive language, misconduct in addition to any specific disciplinary action brought about by other authorities. **Coaching may only occur on the team's half of the sideline from the centerline.**
15. **REFUNDS POLICY:** If not enough teams sign up within a specific age bracket the Tournament Director shall notify the participants as soon as possible, and the participants will be given the option to play up or down OR receive a full refund. As we have limited time slots available for games, WYSA may have to limit the number of teams accepted. Paid applications will be considered first.
- The Watertown Youth Soccer Association tournament will do its best to schedule three (3) or more games for each team. However, at the Tournament Director's discretion, the number of games may be reduced. The tournament is not liable for any expenses and no refunds for the tournament application fees will be given except under the circumstances listed below:
- A. 0-1 games canceled, 50% of the registration fee returned.
 - B. 1-2 games canceled - no refund of the registration fee returned
 - C. If games are limited in time or format, any refund shall be discretionary based upon the decision of the Tournament Director and/or Tournament Committee.
 - D. Under no circumstances whatsoever will the Watertown Youth Soccer Association and/or any of its official representatives be responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes any situations whereby the Tournament or any game(s) are canceled in whole or part.

16. **CANCELLATION POLICY:** The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other acts of nature and circumstances beyond the control of the tournament or soccer club. In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses. In the event the tournament interruption or cancellation after the first scheduled tournament games begin, the tournament will have no obligation to refund any portion of the application fee. (Refer to Refund Policies in Item 15)

17. **EQUIPMENT:** All players must wear shin guards covered by soccer socks. No jewelry is allowed. Any type of food or drinks (except water) is not allowed on the premises. We encourage players to change into their playing footwear only inside the facility.

18. **CASTS/ORTHOPEDIC BRACES:** Casts and/or orthopedic braces may be used if, and only at the discretion of the referee, they are not considered dangerous to any of the players on the field. Exposed metal hinges and exposed Velcro will not be allowed under any circumstances.

19. **GOAL SIZE:** Approximately 6'-7" x9'-8".

20. **HOME AND VISITING TEAM DESIGNATIONS:** The HOME team (dark jersey) is the team listed first on the schedule and will have the kickoff at the start of the game. The VISITING team (light jersey) will be listed second on the schedule and will kickoff the second half. **Make sure to bring both jerseys to the tournament.**

21. **GAME DURATION:** Games will consist of two (2) halves of 16 minutes with a three (3) minute half time. Bracket games tied at the end of regulation will remain as a tie.

22. **CHAMPIONSHIP GAMES:** Championship games ending in a tie shall utilize one (1) five (5)-minute overtime . A coin toss will determine who takes the kick off. Teams will remain in the half of the field that they finished the game. If game is still tied, the game will be decided by SUDDEN DEATH kicks from the official's designated spot mark.

23. **GAME ADMINISTRATION:** All games and halves will be started and ended with a referee three whistle blast. A warning whistle signal will be sounded one (1) minute prior to the kick off of each half, signaling the teams to be ready on the field for the start of play. Games will be played on a running clock to make sure that they are started on time.

24. **SCOREKEEPING:** The official score will be kept by the referee assigned to each game.

25. POINT SYSTEM:

- A. 3 points for a win;
- B. 1 point for a tie;
- C. 0 point for a loss;
- D. Shut out- 1 point (Except 0-0 games will be considered a tie); and
- E. Red card- 1 point deducted for each red card and/or coach send-off.

26. **TIE-BREAKING PROCEDURES:** Within a division, if after the completion of the preliminary rounds, two or more teams are tied; the following will be used, sequentially, to determine which team advances to the semi final and championship round.

- A. Winner of head to head competition;
- B. Fewest goals allowed;
- C. Best goals differential (goals for minus goals against; maximum of 3 goals per game);
- D. Coin Flip.

27. **RESTARTS:** All dead ball restarts (kickoff, free kicks, and kick-ins) are indirect, except on corner kicks, which can be scored as a direct kick. All fouls are indirect except for the "Penalty Kick", which will be taken from the official's designated spot mark, one(1) yard behind the goal area in front of the goal. No free kicks shall be taken from inside the goal areas. Fouls from within the goal area will result in an indirect free kick with the ball placed on the goal area line nearest where the free kick was awarded except for the "Penalty Kick"

28. **SLIDE TACKLE:** Any type of slide tackle is prohibited. This action will result a yellow card.

29. **THROW INS:** Throw ins are not allowed. The restart for a ball crossing a sideline will be a kick-in for the opponent team last touching the ball. The ball will be placed on the ground and be stationary at the time of the kick-in from the spot where the ball left the field of play.

30. **DISTRIBUTION RULE:** All goalkeeper distributions must touch the field or a player (attacking or defending) in the area outside the goal area and before the midline of the attacking team's defensive half. "Goalkeeper Distributions" include goal kicks. In the case that the goalkeeper catches the ball firmly, and puts the ball down for a foot distribution, he/she will be considered as any field player, and the distribution rule *is not in effect*. Failure to follow this distribution rule will result in a free kick for the defending team at the point where the ball crossed over the midline. The only exception is if a defender passes the ball back to his own goalkeeper then the goalkeeper will be allowed to release the ball beyond the midline. "Drop kicks" are also considered under the no pass midline rule.

31. **GOAL KICKS:** Goal kicks may be taken from any point within the goal area. The goalkeeper may elect to distribute the ball from a goal kick with either his feet and/or his/her hands. In either case the "DISTRIBUTION RULE" applies.

32. **OFFSIDE:** The offside rule is "NOT" in effect.

33. **KICK OFFS:** The Home team will have the kick off. Kick offs may be taken in any direction. A minimum of 6 feet (2 yards) clearance must be observed by the opposing team.

34. **2 YARDS RULE:** In all dead ball situations, defending team must stand at least 2 yards away from the ball, until the attacking player releases the ball.

35. SEMI-FINALS AND CHAMPIONSHIP GAMES: Championship games ending in a tie shall utilize one (1) five (5)-minute overtime which may end with Golden Goal. The team with the highest point will be the home team and will take the kickoff. If game is still tied, the game will be decided by SUDDEN DEATH kicks from the official's designated spot mark, by the players who have finished the game.

36. AWARDS:

In the U10 divisions, all players will receive a participation award. No championship games shall be played. The U12-U19 divisions will advance into championship games and receive medals for first (1st) and second (2nd) place teams.