



TSE Futsal/5v5 Soccer Tour Rules

** FIFA rules apply if not modified within ** The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the TSE Futsal/5v5 Soccer Event. Any questions concerning these rules should be directed to TSE Futsal/ 5v5 Event Staff.

Master Scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Scoreboard. Schedule for any changes after each tournament game (you will not be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule. When a change does occur, TSE will attempt to notify teams, and will strive to not change any game times or locations before the first game; but teams are responsible for checking for updates to the Master Scoreboard after each game.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.

Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register into divisions based upon age, gender and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level could be dismissed from the tournament. Teams that span more than one age group must register in the division of the oldest player on the team. Teams are responsible for registering in the appropriate division. In the situation where teams place themselves in the wrong division, TSE will attempt to rectify the error, but cannot guarantee proper placement. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

Skill Level: Teams must register into the correct division based on their players' competitive experience when applicable.

Official Team Roster Form, Player Registration & Proof of Age Requirements:

📄 **OFFICIAL TEAM ROSTER:** Each team must complete the Official Team Roster Form and Waiver, and submit the form to the TSE Futsal/ 5v5 Event Staff during Team Check-In, or PRIOR TO THEIR FIRST GAME or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game.

All Adult Coed Division teams shall have a minimum of three (3) female players included on each team roster

📄 **Division Breakdown/PROOF OF AGE:** Youth division age groups are based on USYSA 2023-2024 seasonal year, as follows:

Division	Born In		
2018	2018	2011	2011
2017	2017	2010	2010
2016	2016	2009	2009
2015	2015	2008	2008
2014	2014	2007	2007
2013	2013	2006	2006
2012	2012	Adult	2005

Girls may play in Boys Divisions, but Boys cannot play in Girls Divisions. Players may play UP in age group, but no team can include a player playing DOWN in age.

Tournament officials have the right to demand **Proof of Age** for any player included on the roster. Players are required to carry Proof of Age with them at all times during the event.

🏠 **NUMBER OF PLAYERS PER TEAM:** 8(eight) is the maximum number of players on each team's roster (4 field players and 1 goalkeeper constitute maximum on field participants): Teams are allowed less than 8(eight) players if they choose. (A team must have a minimum of 3 players). Players may only play on one team per division – this includes situations such as smaller tournaments, where divisions are combined.

🏠 **FALSIFYING AGES OR SKILL LEVEL:** The TSE Futsal/5v5 Tournament Director / Event Director may dismiss any team from the event – and potentially future events - any player(s) or coach(es) determined by the Tournament Staff to have falsified age, identity, or skill level where applicable. This act of non-sportsmanship will not be tolerated by TSE Futsal/5v5.

🏠 **PROTESTS OF TEAM ROSTERS:** Any team wishing to Protest the roster of players on a roster may do so by submitting a non refundable \$50 Roster Protest Fee and completing a Roster Protest Form to TSE Futsal/5v5 Staff Headquarters. After receiving the non refundable \$50 Roster Protest Fee and Roster Protest Form, and when available, a TSE Staff member will verify each player on the team by confirming the Official Team Roster, and each player's Proof of Age documentation. A game in progress will not necessarily be interrupted for this process. Any team found violating the requirements for the Official Team Roster Form, Player Registration, and / or Proof of Age when protested will be disqualified from the event, and all games played will be forfeited.

Coed Rules (Adult Teams Only): An Adult Coed team consists of a combination of male and female players. During play, there must be at least 2(two) female players on the field at all times. All Adult Coed Division teams shall have a minimum of three (3) female players included on each team roster, two (2) of whom shall be on the field at all times during the match. If only one female is available due to injury, the team must play down a player. If there are no females available, the team must play down two (2) players. All Coed Division teams shall have a maximum of 3 male players on the field at any time. Adult Coed teams are allowed to play in Male Divisions, in this case the standard coed rules do not apply.

BRACKETING: Rankings, Seeding, and Tie Breakers:

Rankings and Pool Play Seeding: TSE Futsal/5v5 Rankings will be developed and adopted beginning the inaugural 2014 season. Bracketing efforts will be made to separate teams from the same club/organization, and from the same state and region where possible for all events.

Championship Bracket Round Seeding: Championship Bracket seeding for each division will be determined by Win/Loss record for each team. A forfeited game is scored as a 3-0 win for the team that is present. **Referees will provide the winning coach a scorecard, which must be turned into the Headquarters Tent immediately following the game.** For games where the score-card is not turned into the Headquarters Tent, a verbally communicated score will be accepted until the score-card can be produced.

Seeding Tie-Breakers: *For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official).*

Bracket standings to determine quarter finalist, semi finalists, and finalists will be based on the following:

WIN - 3 PTS TIE - 1 PT LOSS - 0 PTS

Total points ties will be resolved by the following tie-breakers, in order:

Head to Head of two teams tied (disregard if more than two teams tied).

1. Team with highest total goal differential per game (up to 4 per game max).
2. Least goals allowed.
3. Total goals scored (up to maximum of 8).
4. If still tied, both teams will proceed to an available field at Tournament Director discretion and determine the winner by penalty kicks (see format below).

Tournament Overtime

Ties in preliminary games will remain a tie.

For quarter-final, semi-final, and final games, ties will be resolved in the following manner:

1. One 3-minute "golden goal" overtime period. The winner shall be the first team to score a goal. If the score is tied at the end of the period, the teams shall take kicks from the penalty mark.
2. Kicks from the Penalty Mark. The first round consists of 5 players from each team. Any player on the team roster may participate. A minimum of 2 female players must kick in the first round of all Adult Coed divisions. If tied after the first round, kicks shall be taken one for one. Players cannot repeat until all eligible players have kicked. A team with a greater number of players than their opponent will 'reduce to equate' in order to use the same number of eligible kickers.

Weather Related Issues: The TSE Futsal/5v5 Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. Every effort possible will be made to play the games. Where possible, and if game/pool/division winners are discernable, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernable. Team entry fees are non-refundable.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see the red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions). **After a team has committed its 6th foul of the match, a Penalty kick will be awarded to the opposing team from the center circle. Penalty kick takers will be allowed to dribble once the referee has blown the whistle. Player Ejection (Red Card):** Referee's have the right to issue a Red Card and eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at the Tournament Director's discretion). 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 may 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) may be ejected from the tournament and is (are) subject to removal from the facility for the duration of the event.*

Coach/Parent Ejection: Referees 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 may be forfeited in favor of the opposing team.

RULES DURING PLAY:

Game Duration: The game shall consist of two equal 20-minute periods separated by a two minute break and a 3 minute "BONUS" period (in the BONUS period, ALL goals are worth 2 (two) points). A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie, Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime (see Overtime Rules for Playoffs / Championship Rounds listed above). There are no timeouts and the Game Clock does not stop in 5v5 games with exception to serious injury. In the event that a field is behind schedule, the referee may shorten the break periods, or limit warm-up time prior to game (the referee should communicate any shortened time to each team). The Referee has the official time on the field.

Substitution: Substitutions may be made during any dead-ball situation, regardless of possession. Teams must gain the referee's attention and the player(s) being subbed MUST be completely off the field of play before the player(s) may enter. Play will restart only with the referee's whistle. **Substitutions may NOT be made on the fly!**

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks: KICK OFF: May be kicked in any direction. You cannot score directly from a kick off. The kick off is an indirect kick. **KICK-INS:** The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick. **DIRECT & INDIRECT KICKS:** All kick-ins/goal kicks, kick-offs, pass back to keeper, and drop balls are indirect kicks. All fouls, handballs, corner kicks, cautions, ejections, 3 line infractions, and penalty kicks are DIRECT kicks. A 3 line infraction is taken from the midfield line and is DIRECT. Indirect kicks must only change position before the ball will be considered in play. Any infraction in the penalty area will result in a penalty kick(with exception to 3 line pass and pass back to keeper) **GOAL KICKS:** May be taken from any point on the end line. All Goal Kicks are indirect kicks. **PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the center of the penalty area with all players (on both teams) 5 yards away and behind the penalty area line. Penalty kicks are live after the ball has been struck.

Five Yard Rule/Five Second Restart Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. All free kicks and restarts must be taken within 5 seconds of when the ball has been placed for said restart. Infringement of the 5 second restart will result in a "turnover" to the opposition.

Goal Scoring: A goal shall be scored when the ball entirely crosses over the goal line in the air or on the ground between the goal posts and under the crossbar provided no infringement of the Laws of the Game has been committed by the team scoring the goal. 1 point will be awarded for goals on the attacking side/half (a touch by any player in the attacking half of the field). 2 points will be awarded for goals scored from the defensive side/half of the field (ie: behind the midline). ALL GOALS IN THE BONUS PERIOD WILL BE AWARDED 2 POINTS.

Goalkeepers / Off-sides / Slide Tackling / Handball Clarification/Advantage: When the goalkeeper makes a save or catches the ball with their hands, they have 5 seconds to distribute/play the ball. Infringement will result in a direct free kick from the midfield line. Goalkeepers may NOT punt the ball, infringement will result in a direct free kick from the midline. Goalkeepers may kick the ball after it has bounced at least once after the goalkeeper has received the ball in their hands. **No Off-sides in TSE Futsal/5v5 Soccer! No Slide Tackling in TSE Futsal/5v5 Soccer:** If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a direct free kick shall be awarded at the spot (if in the defending penalty area, then a penalty kick will be awarded) and subject to an immediate card. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds or block a shot, so long as no contact is made with an opposing player. A "slip" and a slide are NOT the same (referee discretion). **Handball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee). **Advantage: ADVANTAGE may be given in certain instances by the referee in TSE Futsal/5v5:** Unlike 11-a-side soccer, whenever a foul occurs the referee shall blow the whistle and stop the game unless there is a clear goal-scoring opportunity (the ball going into the goal or an attacker has the ball with no defenders between him and the goal).

Protests of Rules: NO PROTESTS WILL BE CONSIDERED OR ALLOWED.

Field Dimensions, Penalty Line/Goalkeepers Box, Player Uniforms, Game Balls, etc.

Field Dimensions: The playing field may vary between 30 and 45 yards long by 20 and 35 yards wide for ALL divisions. The goals are approximately 6 feet high and 12 feet wide for ALL divisions.

The Penalty Line/Goalkeepers Box: The penalty line/goalkeepers box is 20 feet in diameter from the end line. The penalty spot is directly in front of the goal, 20 feet from the goal line.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear **shin guards**, or will not be allowed to play. All players must wear **jerseys**/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In the playoffs, the higher seed will have the option. Players wearing **protective casts** must receive written approval by the TSE Tournament Director and/or Referee Assignor, and will be required to check in prior to each game with the on-field referee to be permitted to play. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until The Tournament Director, Athletic trainer, and/or Referee Assignor re-approve the wearing of the protective cast in writing. No **jewelry** will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Game Balls / Sizes: TSE Futsal/5v5 will supply all game balls – futsal style balls will be used.

OTHER: Delay of Game, Forfeits:

Delay of Game: The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee. **All forfeits must be approved by the TSE Futsal/5v5 Soccer Tournament Director before the game is considered an official forfeit.** The TSE Tournament Director has the option to replay a forfeited game if deemed necessary. A team forfeiting three games during pool play may be removed from the tournament. A team forfeiting one game during the playoffs may be removed from the tournament.

**** The TSE Futsal/5v5 Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****