

March Mayhem Futsal Rules



General Rules

- U8-U10: 5v5 + GK
- U11+: 4v4 + GK
- There is no overtime, injury time or stoppage time.
- 20-minute games running time. No half time.
- The goalkeeper must wear a different color jersey than the outfield players.
- There are no offsides in futsal.
- Cleats are not allowed. Please wear appropriate shoes for gym usage.

Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for substitutions.
- All substitutions must take place in the technical area (in front of the team bench) or at the half-way line.

Players

- Players cannot play on more than 1 team per age group.
- **Goalkeepers for one team may play on their 2nd team if it's split in half**

Goalkeepers

- The GK may use their hands only inside the penalty area.
- On goal clearance the GK must distribute by throwing or rolling the ball to another player. NO PUNTING, NO DROP KICKS.
- Ball must be released in 6 seconds.
- Throw must not cross the centerline.
- GK can use their feet on any pass back.

Restarts/Penalties

- Indirect, except penalty kicks.
- Ball must be stopped momentarily with a hand or sole, team in possession has 4 seconds to put the ball in play or the ball is turned over.
- Ceiling: If the ball hits the ceiling or other object (basketball hoop), the team that did not touch the ball last restarts play with a kick in from the nearest point on the touchline.
- PK's shall be awarded if a clearing scoring opportunity inside the goal area is nullified by a foul

- The penalty area is the arc and represents the area where the goalkeeper can use their hands.
- If card is issued:
 - All cards result in indirect kick.
 - Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.
 - Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- Teams will lose 1 point per any goal differential greater than 8.

Scoring

- Win = 3 points
- Tie = 1 point
- Loss = 0 points
- Shutout = 1 point (0-0 scores do not receive a shutout point)
- Maximum of 5 goals per game for goal differential in tiebreakers
- -1 Point for every goal over an 8 goal differential
- **Tie-Breaker**
 1. **Head to head**
 2. **Goal differential (max of 5 per game)**
 3. **Fewest goals conceded**
 4. **Most goals scored (max 5 per game)**
 5. **Rock, Paper, Scissors–best of 1**

Tie-Breaker in Finals

- OT will be 5 minutes
- After each minute teams will remove a player until only the GK and 1 player are left
- Golden Goal wins
- No substitutions

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