



SWMO RUSH BRANSON SHOOTOUT FUTSAL TOURNAMENT RULES

The Branson Shootout Futsal tournament will follow [FIFA futsal rules](#) except as modified by the Tournament Committee.

Modifications to the LAWS for this tournament are as follows:

LAW 4: Players' Equipment

- Player equipment must conform to FIFA rules.
- All players will wear shin-guards (under the socks).
- Players wearing a permanent orthopedic cast shall not be eligible to participate in any game. However, soft braces can be worn as long as they are properly wrapped. The safety of all players and final decision on safety is at the discretion of tournament administrators and match officials.
- Casts, metal barrettes, earrings and other jewelry are prohibited.
- Only the goalkeeper may wear pants.
- Teams must wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt.
- No two players may have identical uniform numbers.
- The first team listed on the schedule is considered the Home team.
- In the event of a color conflict, the home team must change uniform shirts. □ All shirts must have sleeves.
- The uniform of the goalkeeper must be a distinctly different color from the basic colors of the competing teams and the referee.

LAW 5: The Referee

- Referees will complete and sign an official game report to the Tournament staff including a Red Card report containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

LAW 7: The Duration of the Match

- The duration of the game will be:
- Two (2) twenty-minute halves
- One two-minute half-time
- One one-minute time-out per half per team
- There will be a continuous clock except in cases of injury or disciplinary action at the referees' discretion
- No overtime except for finals
- If a final is tied at the end of regulation
 - One 5-minute overtime period will be played
 - No "Golden Goal"

- If the match remains tied, the outcome will be determined by penalty kicks □ The time on the scoreboard will be considered the official time.

- Referees will keep a back-up time in case of scoreboard failure

RULES OF THE GAME

- Goalkeepers are not allowed to punt or drop kick the ball.

GAME BALLS

- Game futsal balls will be provided by the tournament.

COACH EJECTION

- If a coach is ejected, an assistant may conduct the team.
- If the assistant is also ejected, or there is no assistant, the game will be forfeited.
- In no case will a team be allowed to participate without a properly registered coach or assistant.
- Each team is limited to two (2) coaches on the bench both of which must be on the Official Tournament Roster.

TOURNAMENT COMMITTEE

- Tournament Director: John Markey
- Tournament Registrar: Alf Bilbao
- Director of Officials: Shane Kennard
- AGE DIVISIONS
- Boys and Girls U7 to U19 with ages defined by MYSA

TEAM ROSTERS/PLAYER REGISTRATION FORMS

- The maximum roster limit is 10 players per team.
- Girls may play on a boy's team, but a boy cannot play on a girl's team. Mixed teams will play in the boys division of their respective age division.
- A player can play on more than one team in the tournament, but only on one team in each division with the exception of Goalkeepers. Goalkeepers are allowed to dual roster, even within the same division.
- Eligibility of any player participating in a game may be challenged by the coach of the opposing team by approaching the tournament score table prior to the end of the 1st half.
- Each team must have proof of player age, in the form of a current, state issued, laminated player pass with picture, copy of birth certificate, state issued driver's license or a passport with them for all games.
- **Any team using an ineligible player will forfeit all matches played with the ineligible player and may be eliminated from the tournament.**
- Players not certified by the tournament staff will not be allowed to participate and are deemed as ineligible players.
- Any roster changes after the start of the tournament must be approved at the check-in table prior to the player participating. There can be no roster additions for Semi-finals or Final games.
- Rosters cannot exceed 10 players at any time.

CHECK IN PROCEDURES

- A final team roster must be completed online in GotSoccer by 1/5/2022 for boys, and 1/12/2022 for girls.
- Game day check-in is required 30 minutes prior to the first game. Check in is to verify that your team is present and ready to play. Check-in may be completed by a coach, team manager or parent and players are not required to be present.

- Each team must have proof of player age, in the form of a current, state issued, laminated player pass with picture, copy of birth certificate, driver's license or a passport for all players with them for all games but is not required at check-in..

SIDELINE CONDUCT

- Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game".
- The Tournament Staff has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority.
- In addition to good manners, the following rules will apply:
- Tournament staff will designate a sideline to be for the sole use of the players listed on the game roster and a maximum total of two coaches from each team, with teams occupying opposite halves.
- At halftime, teams will switch benches so as to substitute from their defending area.
- While the game is in progress, coaches and players must remain in their respective bench area and may not roam the sidelines.
 - Players and coaches on the sideline must not interfere with play or the match officials and remain in the designated technical area
- Tournament staff will designate the opposite sideline for spectators.
- Artificial noise making devices are prohibited.
- **The coach will be responsible for the behavior of their fans.**
- **The referees have the authority to warn and/or expel any coach or fans who behave in an abusive or disruptive manner.**

POST-GAME PROCEDURES

- As a mutual courtesy, and according to Covid-19 safety guidelines, both teams may congratulate each of the opposing team members for a game well played, at a distance without physical contact.
- Coaches of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

DISCIPLINE

- A player, manager or coach who is ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- Depending upon the severity of the unacceptable conduct, a suspension of up to the duration of the tournament may occur.
- If a Red Card is given to a player/coach and they are sent off, a report shall be filed with Tournament Staff.
- The Official Tournament Roster will be placed with the red card report and turned in to the administrative desk to be marked with the next game information.
- The offending player/coach must serve his/her game suspension during the next scheduled match.
- This will be noted on the roster card.
- A Red card suspension can only be served with the team with which the suspension was earned in games played by that team.

- **Red Cards issued for violent conduct (e.g. fighting, spitting at an opponent, using a racial slur, etc.) carry a minimum three-game suspension or the entire tournament, as determined by the Tournament Director and Director of Officials.**

DETERMINATION OF POOL PLAY WINNERS

- In pool play there will be no overtime. Standings in a division or pool will be determined by:
 - 3 points for a win
 - 1 point for a draw
 - 0 points for a loss
 - **A point will be subtracted from the team total for each red card earned by a player on that team.**
 - For the purposes of the tie-breaker, a maximum of a 5-goal differential will be recorded for any game to discourage teams from running up the score on a weaker opponent.
 - If two teams tie in points, the division or pool winner will be determined by:
 1. Head to head result; if no clear winner, (i.e. 3-way tie)
 2. Net goal differential, if no clear winner,
 3. Fewest goals allowed, if no clear winner,
 4. Kicks from the penalty mark, or if time does not permit, a coin toss.

POOL PLAY AND PLAYOFFS - NUMBER OF GAMES

- Division play and playoffs are determined by the number of teams and pools in a division.
- The guidelines are:
 - Divisions with 4 teams – 1 pool - Each team plays each other once. Total points will determine the division winner.
 - Divisions with 5 teams – 1 pool - Each team plays each other once (4 games each). Total points earned will determine the division winner
 - Divisions with 6 teams - 2 pools of 3 teams - Each team plays the teams within their pool SemiFinals: (1st A vs. 2nd B, 1st B vs. 2nd A) 3rd place in each bracket will play a consolation game. Finals: Winner of Semi 1 vs. Winner Semi 2.

PLAYOFF PROCEDURES

- Overtime rules for semis or finals if game ends in a tie
 - If overtime ends in a tie, will go to PK's to decide.
 - Coin toss to determine who starts PK's.
 - 4 rostered players to take PK's.
 - Alternate kickers to sudden death. All players on roster shoot once before a player can take a second shot.

FORFEITED GAMES / CANCELLED GAMES / PROTESTS

- A minimum of four (4) players constitutes a team. Games will start at the given time. In case a team does not have five (4) players present, there will be a maximum of a 5-minute grace period while the clock runs before awarding the game to the opponent. A forfeit will be scored 3-0.

PROTESTS

- **There will be NO PROTESTS. Tournament Staff decisions are final.**