

## 2020 DIXIE DEFROST<sup>SM</sup> TOURNAMENT RULES

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### COST:

- **Team:** Cost varies by team age/division:
  - **8U thru 11U** → \$295 per team
  - **12U thru 14U** → \$345 per team
  - **15U thru 18U** → \$395 per team
  - **Bolero div. (8 & 9U)** → \$295 per team
  - **Disco div. (10 & 11U)** → \$295 per team
  - **Lindy div. (12-14U)** → \$345 per team
  - **Samba div. (15-18U)** → \$395 per team
  - **Adult div's** → \$395 per team
  - Discounts for early registration may be offered and announced separately.
  - The Tournament Committee may divide an age group into "A Flight", "B Flight", etc. to achieve better competitive balance within the tournament. It also reserves the right to combine adjacent age groups in forming viable competitive divisions.
  - Team Cost is Non-refundable. Payment means commitment to participate. The only refunds will be to teams in divisions that did not have enough other teams to register to be viable divisions.
- **Performance Bond:** The same amount will be posted by each team:
  - **8U thru 18U, Bolero, Disco, Lindy, Samba, and Adult** → \$75 cash or money order unless a performance bond has been posted with North Alabama *FUTSAL* in the winter futsal season and has not been used without being replenished.
  - Performance Bonds are refunded at the end of the tournament if not used.
  - Uses: (1) Team not appearing for a game or not appearing within the grace period, (2) team present refusing to enter or re-enter the court to start or re-start the game, and (3) team stopping/walking off in middle of a game.
- **Coach:** USFF Registration Fee: \$20.
  - Coaches must register with USFF before defining their teams online.

### GENERAL RULES:

- **Fixed Rosters:** Teams must check-in with the Tournament Director(s) at least 45 minutes before their first match of the tournament. Tournament team rosters will be provided at check-in. Only players listed on Team Rosters provided by the Tournament Director(s) at check-in and having Player Passes are permitted to compete in any of the matches.
- **Game Schedule:** Once team registration completes, the game schedule will be posted on the Schedule page on the North Alabama *FUTSAL* website.
- **Home Team:** 1st team listed on each game in the official tournament schedule/bracket. The home team will kick-off the game.
- **Visiting Team:** 2nd team listed on each game in the official tournament schedule/bracket
- **Bench Locations:** The Home Team's Bench for the first half will be the Bench closest to the main entrance to the gym. The visiting team will occupy the other bench. Teams shall swap benches during half-time.
- **Defensive Ends of the Court:** Teams shall defend goals directly in front of their respective benches.
- **Rosters and Passes:** Teams shall have on hand at all tournament games a portfolio containing the following:
  - Team Rosters – original, signed by the league registrar, and copies for the referees
  - Player Passes – one per player, signed by the league registrar
  - USFF Player Registration Forms – one per player, signed by parent or legal guardian
- Ten minutes prior to the start of each match, a copy of the Team Roster and original Player Passes should be presented to the Referee by each coach. .
- At the conclusion of each match, each coach should verify the final score.

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## TEAM SCORING SYSTEM AND TIEBREAKERS USED THROUGHOUT THE TOURNAMENT:

### **10 point Scoring System for Standings:**

- 6 points for a win
- 3 points for a tie
- 1 point for each goal scored, up to 3 points maximum
- 1 point for a shutout

### **Tie breakers are as follows:**

- 1 - Head to head result
- 2 - Least goals against
- 3 - Highest Goal Differential
- 4 - Highest Goals For
- 5 - Least Red cards
- 6 - Least Yellow cards
- 7 - Coin toss

### **No Shows, Late Teams and Walk-offs:**

In the event of a team not showing up at the scheduled time for their match (a 5 minute grace period will be allowed for late teams) or showing up but refusing to enter the court to play, a game forfeiture to that team will be issued and their performance bond will be forfeited. In the event a team stopping/walking off during a game or refusing to re-enter the court to resume play, likewise a game forfeiture to that team will be issued and performance bond forfeited. A total of eight (8) points will be awarded to the team present (i.e., the on-time team will be awarded a 1-0 win). To keep the end of tournament rankings fair when determining first and second place teams, 8 points (indicated as a 1-0 win) will be applied to all games played by the forfeiting team in their team bracket. A forfeited performance bond must be replenished to continue participating in the tournament.

### **Additional Penalties Associated with Cautions and Send-Offs:**

A deduction of 1 point will be made from a team's accumulative total points for each Caution (issuance of a Yellow Card to a player) and a deduction of 3 points for each Send-off (issuance of a Red Card to a player or a coach ejection).

### **Additional Penalties Associated with Abandoned Matches Due to Spectator Interference:**

In the event that the Referee has to abandon a match due to spectator interference or any problems in the spectator areas, the Tournament Director(s) most likely will decide that the team in question will be credited with a forfeiture of the match in question (regardless of the score at the time of abandonment). In addition, the Tournament Director(s) may apply further penalties that may preclude the associated team(s) from further participation in this tournament to include forfeiture of performance bond and possibly the relegation of this team to the lowest ranking within their bracket regardless of their accumulated points. If this situation occurs, it will be the responsibility of the coach or team captain of the team in question to provide an acceptable written mitigation plan to the Tournament Director(s) within one hour from the time the match was abandoned that will address how his/her team will resolve the spectator problem that resulted in the match being abandoned prior to their next match.

## SPECIFIC RULES FOR GAME PLAY

### **LAW ONE – THE PITCH (OR COURT)**

- Games will be played within the lines of the futsal court – no using the walls since this is futsal.
- The basketball court halfway line will be the futsal court halfway line. A center circle 8 feet wider than the basketball center circle will be used for futsal. (Bball center circle is 4 yds wide; futsal circle is 6 meters wide.)
- Penalty Areas are often defined by basketball 3-Point Arcs and Foul Lines extended to the 3-Point Arcs. The Penalty Mark is often on the Foul Line. In some gyms the Penalty Areas will be completely drawn separately and distinct from basketball lines with Penalty Marks at the front of the Penalty Areas.
- Team Benches at James Clemens High School will be located on the spectator side of the gym, a minimum of 1.5 meters from the touchline, will be 5 meters wide, and located 5 meters from the halfway line. Team Benches at

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Liberty Middle School and Providence Elementary School will be located across from the spectators, a minimum of 1.5 meters from the touchline, will be 5 meters wide, and located 5 meters from the halfway line.

- The Substitution Zone for each team is located in front of their respective Team Bench and is 5 meters wide.
- No players or coaches will be allowed to stand closer than 1.5 meters from the touchline in front of their Team Bench for more than a short time. Persistent infraction of this rule could result in a Caution being issued to a player or a send-off being issued to the coach for irresponsible behavior.

### LAW TWO – THE BALL

- The balls used throughout the tournament will be officially approved Futsal Balls.
- 8U through 11U teams play with size 3 balls; 12U through 18U, adult, Lindy and Samba division teams play with size 4 balls.

### LAW THREE – THE NUMBER OF PLAYERS

- A match is played by two teams, each consisting of no more than five players on the court, one of whom is the goalkeeper. Maximum team roster size is 12 players.
- Each player may play on only one team. Team rosters are frozen at team check-in immediately preceding the tournament.
- A match may not start if either team consists of fewer than three players. The match is abandoned if one of the teams drops to fewer than three players able to continue to play.
- The team with fewer than 3 players will be credited with a forfeit for that match.

### LAW FOUR - PLAYER EQUIPMENT & PLAYER SUBSTITUTION:

#### Player Equipment

- Footwear – smooth bottom shoes with soles of rubber or a similar material (i.e., no cleats and no turf shoes).
- Shin Guards, completely covered by socks, are required
- Matching/Numbered jerseys required for all players except the Goalkeeper. If a conflict in jersey colors occurs with opposing team, the home team will be responsible for changing. Pinnies will be acceptable if numbered or worn over numbered jersey.

#### Player Substitution

- Unlimited number of substitutions.
- Substitutions, including for goalkeepers, are made on the fly through the Substitution Zone in front of Team Area (defined in Law One).
- Substitutes shall remain seated except when about to substitute. Coaches shall also be seated or stand beside or behind their team benches, except for momentary assistance to substitutes about to go in.
- Players substituting out must exit the court through their Substitution Zone before the substitutes enter the court.
- **NOTE:** It is a **Yellow Card Offence** to enter the court before the substituted player exits.
- Goalkeeper *swapping* with a field player can only occur during stoppage of play. It is a **Yellow Card Offence** if this rule is not obeyed.
- Players sent off (issued a Red Card) may be substituted after two minutes or being scored on. (Refer to the Send-Off Procedure for additional details.)

### LAW FIVE – THE REFEREES (REFEREE AND SECOND REFEREE)

- Each 12U and older match will be officiated by a Referee and a Second Referee. 11U and younger matches may have only a single referee.
- The Referees will have full control of the match. Their decisions regarding the facts connected with play, including whether or not a goal is scored and the result of the match, are final and are not subject for protest or discussion.
- The Referee may suspend a match due to spectator interference or any problems in spectator areas. In the event of this occurrence with no immediate resolution, the match will be abandoned and referred to the Tournament Director(s) to determine the ultimate outcome of the match in question and to take further actions to mitigate the risk of future problems.

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### LAW SIX – THE ASSISTANT REFEREES (TIMEKEEPER AND THIRD REFEREE)

#### Timekeeper:

- The official time will be kept by the official Timekeeper and displayed on a visible countdown clock.
- The clock will run continuously except for the last minute of the second half when the ball goes out of play or play is stopped by the referee and except for uncommon situations, e.g. injuries, cautions, send-offs, spectator interference, or for some other unique situation identified by the Referee or Assistant Referees. Only then will the clock stop. After the clock is stopped, it will be restarted when players are able to restart the game or NLT when the game is restarted.
- In the event the official clock malfunctions, the official time will be kept by the Referee or the Timekeeper, if the Referee chooses to delegate this function to the Timekeeper.
- The referee may add or subtract time to the official clock as necessary after a clock malfunction or if time was improperly maintained by the Timekeeper.
- There may not be Third Referees used in this tournament.

### LAW SEVEN - DURATION OF PLAY:

- The game is comprised of two (2) equal halves. During Group Play, the durations are as follows:

Division	Half Length (minutes)	Game Time Slot Length (minutes)
8U thru 11U	15	45
12U thru 14U	20	55
15U thru 18U	25	65
Bolero, 8-9U	15	45
Disco, 10-11U	15	45
Lindy, 12-14U	20	55
Samba, 15-18U	25	65
Adults	25	65

- During Single Elimination games and Finals, the halves will be the same as during Group Play except the clock will stop & restart during the last minute of each half whenever the ball goes out of play thus increasing the Game Time Slot Lengths 5 minutes each as follows:

Division	Half Length (minutes)	Game Time Slot Length (minutes)
8U thru 11U	15	→ 50 ←
12U thru 14U	20	→ 60 ←
15U thru 18U	25	→ 70 ←
Bolero, 8-9U	15	→ 50 ←
Disco, 10-11U	15	→ 50 ←
Lindy, 12-14U	20	→ 60 ←
Samba, 15-18U	25	→ 70 ←
Adults	25	→ 70 ←

- Each team is allowed a single 1-minute timeout per half and can be taken only when the ball is out of play and the restart is to be taken by the team requesting the timeout. No timeouts during tiebreaking extra time.
- There will be a **4 minute** half-time period between halves.

### LAW EIGHT - START AND RESTART OF PLAY

#### Start of Game and Start of Second Half:

- Kick off from center of court.
- The Home Team will kick-off at the start of the 1<sup>st</sup> half.
- The Visiting Team will Kick-off at the start of the 2<sup>nd</sup> half.

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### **Kick-offs:**

- A Kick-off is a way of starting or re-starting play:
  1. At the start of the match
  2. After a goal has been scored
  3. At the start of the second half of the match
  4. At the start of each period of extra time, where applicable.
- A goal may NOT be scored directly from a kick-off
- Kick-off Procedure:
  1. All players must be in their own half.
  2. Defenders must be a minimum of 3 meters away from the ball, i.e., outside the futsal center circle.
  3. The ball must be positioned stationary in the center.
  4. The referee gives a signal (whistle). All kickoffs must wait on the referee's signal.
  5. The ball must go forward to be in play.

### **Drop Balls:**

- A Drop Ball will/can occur at the discretion of the Referees.

### **LAW NINE – THE BALL IN AND OUT OF PLAY**

- The ball is out of play when:
  1. It has wholly crossed the goal line or touch line whether on the floor or in the air
  2. Play has been stopped by the Referees
  3. It hit the basketball backboards (and associated support structure), ceiling, or equipment attached to ceiling
- If the ball hits the basketball backboards (and associated support structure), ceiling, or equipment attached to ceiling while in play, the game is restarted with a kick-in taken by the opponents of the team that last touched the ball. The Kick-in is taken from a point on the touch line nearest the place where the ball hit the ceiling or backboard.

### **LAW TEN – THE METHOD OF SCORING**

- A goal is scored when the whole of the ball passes over the goal line between the goalposts and under the crossbar, unless a member of the attacking team, including the goalkeeper, has deliberately carried, thrown or struck the ball with his/her hands or arms, and provided that the scoring team has not previously infringed the Laws of the Game.
- In futsal, if a shot had been taken before the horn sounded to end a period, the referees must wait to officially end the playing period until they are certain a goal won't result directly from the shot that was taken before the horn started. If this flighted ball "touches" any other player, other than the defending goalkeeper, before going into the net, the period ends at the point it touches that player. The flighted ball may touch part of the goal structure and enter to count, if it did not also touch another player except the defending goalkeeper.
- A goal is disallowed if the goalkeeper of the attacking team throws or hits the ball intentionally with his/her hand or arm from inside his/her own Penalty Area and is the last player to touch or play the ball. The match is restarted with a Goal Clearance to the opposing team.

### **LAW ELEVEN - OFFSIDE**

- There is no offside in futsal.

### **LAW TWELVE – FOULS AND MISCONDUCT**

#### **Fouls Penalized With a Direct Free Kick (DFK):**

All outdoor soccer direct free kick fouls apply in futsal. Additional futsal fouls are noted below.

- Charging of any kind is to be considered a direct free kick foul with one exception. Unavoidable shoulder to shoulder contact is allowed provided, in the opinion of the referees:
  - Both are simply playing for the ball and the contact is because of that fact, not because of one intending to initiate the contact with the other.
  - The contact is not reckless, careless or uses excessive force.
- The direct free kick shall be taken from the place where the offense occurred.

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- Direct free kick fouls accumulate per team per half and into extra time, if played. Direct free kicks fouls are also called Accumulated Fouls. After 5 Accumulated Fouls, i.e. starting with the 6<sup>th</sup> Accumulated Foul, the free kick is taken from the second penalty mark without an opposing wall. Only the defending goalkeeper may defend the kick. Goalkeepers may position themselves as close as 5 meters from the ball. The kick must be directed to score, i.e. no passing.
- Fouls penalized with a penalty kick:  
A penalty kick is awarded if any of the above 10 offenses is committed by a player inside his/her own Penalty Area, irrespective of the position of the ball, provided that it is in play.
- NOTE: Due to the increased dangers of the wooden playing surface over an outdoor grass playing surface, the Referees will typically call a tighter game (when considering Direct Kick fouls) than what is normally called during an outdoor soccer match.

### **Fouls Penalized With an Indirect Free Kick (IFK):**

All outdoor soccer indirect free kick fouls apply in futsal, except one. The goalkeeper, following a “save”, may place the ball on the court and pick it back up with his/her hands. This is allowed but becomes moot because of the additional four-second restriction on the goalkeeper listed below.

Additional indirect free kick fouls unique to futsal are noted below.

- An indirect free kick shall be awarded to the opposing team if a goalkeeper commits any of the following offenses:
  1. Controls the ball with his/her hands or feet in his/her own half of the court for more than four (4) seconds.
  2. (for 13U and younger goalkeepers and for Lindy division goalkeepers only) throws or punts the ball over the halfway line without previously touching the floor or a player, in which case the indirect free kick will be award to the opposing team at the spot where the ball crossed the halfway line.
  3. After playing the ball, he/she touches it again with any part of his/her body in his/her defensive half of the court after it has been deliberately kicked to him/her by a team-mate without an opponent playing or touching it or it having exited the court.
- Generally, the indirect free kick is taken from the place where the infringement occurred unless in the Penalty Area, in which case the restart is on the Penalty Area line closest to where the infringement occurred.

### **Slide Tackles:**

- In 13U and younger divisions and in the Lindy division, if a player slide tackles the ball away from an opponent who has possession of the ball and does so with or without contacting the opponent, **DFK** for the opponent as if it were kicking or attempting to kick and possibly misconduct.
- In 14U and older divisions, in the Samba division and in the Adult division, if a player slide tackles the ball away from an opponent who has possession of the ball and does so **WITHOUT** contacting the opponent, i.e. tackles the ball “cleanly”, **IFK** for the opponent as if it were Dangerous Play. Like younger divisions, if a player slide tackles the ball away from an opponent who has possession of the ball and does so **WITH** contact with the opponent, **DFK** for the opponent as if it were kicking or attempting to kick and possibly misconduct.
- In any division, if a player slide tackles the ball near no one or without anyone in possession of the ball, no foul nor misconduct.

### **Cautionable and Send-off Offences:**

All outdoor soccer misconduct applies in futsal.

### **Send-Off Procedure:**

- In the event that a send-off occurs, the player involved will not be able to re-enter the game nor will he/she be eligible to participate in the next subsequent game of this tournament. High School-aged or Adult Divisions, a player, substitute or substituted player who has been sent off must leave the vicinity of the futsal court and the technical area. For the younger-aged, youth divisions, the sent-off player may stay with his/her team in the Team’s Technical Area.

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- The team of the player being sent off will be required to play short for a period of two minutes or until the opposing team scores (whichever occurs first). Once the 2 minutes are up or the opposing team scores, the team playing short may replace the player that was sent off with a substitute.
- If this send-off occurs during the last two minutes of either half, then the only means for the team of the sent off player to replace him/her will be after the opposing team scores during that particular half.
- The Timekeeper will record the time remaining on the game clock (at the time the ball is put back into play by the referee immediately following this incidence) to determine the 2 minute penalty period and will indicate to the appropriate team and the Referee on his side of the court when they can replace their sent-off player.
- If for any reason the player count for either team falls below 3, the game will be terminated by the referee and the team with less than 3 players will forfeit that particular match.

### LAW THIRTEEN – FREE KICKS

- For both direct and indirect free kicks, the ball must be positioned stationary for the kick to be taken.
- Direct and Indirect Free Kicks may be opposed with a wall. All defenders/opponents must be at least 5 meters from the ball (in all directions) at the time of the kick.
- Direct and Indirect Free Kicks are taken from the place where the infringement occurred or from the position of the ball when the infringement occurred (according to the infringement) unless in the Penalty Area. See table below for positions of free kicks in Penalty Areas:

Type of Free Kick	By Whom	Position of the Kick
DFK	Attackers	Penalty Mark (this is a Penalty Kick)
DFK	Defenders	Any point within the Penalty Area
IFK	Attackers	On the Penalty Area boundary line closest to where the infringement occurred
IFK	Defenders	Any point within the Penalty Area

- Free Kicks must be taken within 4 seconds of player readiness to play the ball and/or referee signal. If not, an Indirect Free Kick is awarded to the other team.
- Teams cannot score on themselves:
  1. If a DFK goes directly into the team's own goal, a corner kick is awarded to the opposing team.
  2. If a DFK goes directly into the opponents' goal, a goal is awarded
- Teams may not score directly on an Indirect Free Kick:
  1. A goal can be scored only if the ball subsequently touches another player before it enters the goal.
  2. If an IFK goes directly into the opponents' goal, a Goal Clearance is awarded.
  3. If an IFK goes directly into the team's own goal, a corner kick is awarded to the opposing team.

### LAW FOURTEEN – PENALTY KICK (PK)

- A Penalty Kick is awarded if any of the Direct Free Kick offenses (see Law 12 – Fouls & Misconduct) is committed by a player inside his/her own Penalty Area, irrespective of the position of the ball, provided that it is in play.
- Additional time is allowed for a PK to be taken at the end of each half or at the end of each period of extra time.
- Penalty Kick (PK) Procedure:
  1. Ball placement on the penalty mark (approximately 6 meters from the goal line and centered in front of the goal).
  2. The player taking the PK must be properly identified.
  3. The player taking the PK must kick the ball forward.

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4. The defending goalkeeper must remain on his/her goal line, facing the kicker, between the goal post until the ball has been kicked.
5. The players other than the kicker must be located on the court, outside the Penalty Area, behind the penalty mark, and at least 5 meters from the penalty mark until after the ball has been kicked.

### LAW FIFTEEN – THE KICK-IN

#### **Restart for Balls Out of Bounds along the Touch Line:**

- Kick-ins must be taken on the Touchline at the point where the ball crossed the line or outside the court no more than 25 cm (10 inches) from the touchline – about the width of the ball.
- While the ball is allowed to be placed no more than 25cm from the touch line, the ball once kicked is defined to be in play regardless if the ball immediately goes away from the court and farther out of play. If kicked farther out, the kick-in is awarded to the opposing team.
- Opponents must be 5 meters away from the ball during Kick-ins.
- The kicker must have his/her plant foot on or behind the touchline when striking the ball. If the plant foot is wholly on the court, play will be stopped and the kick-in will be given to the other team.
- The ball may be played to the goalkeeper, but he/she may not play it with the hands.
- Kick-ins are like Indirect free kicks i.e., cannot score directly from a Kick-in.
- Kick-ins must be taken within 4 seconds of player readiness to play the ball and/or referee signal. If not, the kick-in is given to the other team.

### LAW SIXTEEN – THE GOAL CLEARANCE

- A Goal Clearance, a.k.a. Keeper Throw, is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team. (**NOTE:** In futsal, Goal Clearances replace Goal Kicks)
- A goal cannot be scored directly from a Goal Clearance (i.e., Must touch a player/goalkeeper prior to entering the goal).
- The ball is thrown or somehow propelled using only hands from any point inside the Penalty Area by the goalkeeper of the defending team. This is the reason for the alias "Keeper Throw".
- The opponents must be on the court and outside the Penalty Area of the team taking the Goal Clearance until the ball is in play.
- The goalkeeper of the defending team takes the Goal Clearance within 4 seconds of being ready to do so.
- The ball is in play when it is thrown or somehow propelled using only hands directly out of the Penalty Area by the goalkeeper of the defending team.
- **Goal Clearance Infringements and sanctions:**
  1. If the ball is not thrown directly out of the Penalty Area from a Goal Clearance the clearance is retaken, but the four-second count is not reset and continues once the goalkeeper is ready to retake it.
  2. If the Goal Clearance is not taken within 4 seconds an indirect free kick is awarded to the opposing team, to be taken from the Penalty Area line nearest to where the infringement occurred (see Law 13 – Position of free kick)
  3. If the Goal Clearance is taken with attacking players inside the Penalty Area the clearance is retaken if any of the attacking players touch the ball or prevent the clearance from being taken properly.
  4. If the Goalkeeper throws or punts the ball over the halfway line without previously touching the floor or a player, an indirect free kick will be award to the opposing team at the spot where the ball crossed the halfway line (for 13U and younger goalkeepers and for Lindy division goalkeepers only).
  5. In the event of any other infringement of this Law the Goal Clearance is retaken. If the infringement has been committed by the team taking the clearance, the four-second count is not reset and continues once the goalkeeper is ready to retake the clearance.

### LAW SEVENTEEN – THE CORNER KICK

#### **Corner Kicks (Restart for Balls over Goal Line last touched by the Defensive Team):**

- A Corner Kick will be taken by attacking team.
- Ball is to be placed on the corner or inside the corner arc, which is only about the width of the ball.
- Goal can be scored directly from a corner kick.



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- Opponents must be 5 meters away from ball when Corner Kicks are taken.
- Corner Kicks must be taken within 4 seconds of player readiness to play the ball and/or referee signal. If not, a Goal Clearance is awarded to the other team.

### PROCEDURE TO DETERMINE THE WINNER OF A MATCH:

Only Kicks from the Penalty Mark will be used to determine the winner in a match in which there must be a winner. Kicks from the Penalty Mark will be conducted as defined in the futsal LOTG.

### CONDUCT:

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit and the letter of the law. Displays of temper or dissent are cause for ejection from the game and the gymnasium. The team coach may be held responsible for the behavior of his team, the team's officials and the team's spectators.
- B. Players, coaches, team officials and spectators ejected from a game by the referee will be ineligible for the next scheduled game. Any team violating this provision shall forfeit its match for using an illegal player or coach.
- C. Artificial noise-making devices are prohibited.

### PROTESTS:

Protests will only be considered for player or team eligibility. **NO PROTEST WILL BE HEARD WHEN THE DISPUTE INVOLVES THE JUDGMENT OF THE REFEREE.** A protest, which may only be filed by the coach, must be submitted in writing, legible and within 1 hour after the completion of the competition. The protest fee is \$100. The protest should be filed with the Tournament Director(s). The Tournament Director(s) will resolve all protests based on what is best for completing the tournament within context of fairness as judged by the Tournament Director(s). All resolutions by the Tournament Director(s) are final. If a protest is upheld, the fee will be returned.

### ADDITIONAL GENERAL RULES:

- A. Under no circumstances whatsoever will the Tournament Committee, the North Alabama *FUTSAL* League or USFF be responsible for any expenses (including tournament fees) incurred by any team. This includes a situation where the Tournament or any game is canceled in whole or part.
- B. The Referees' and Tournament Director's interpretation of the rules will be final.
- C. The Tournament Committee reserves the right to decide on all matters pertaining to the Dixie Defrost<sup>SM</sup> Futsal Tournament.
- D. The order of precedence among this and other governing documents is:
- a. Tournament Rules (this document)
  - b. North Alabama *FUTSAL* League Rules
  - c. USFF Rules
  - d. FIFA Futsal LOTG

### Revision History

Rev	Action	Date	Author	Description of Changes	Approval
1.0	Created	12 Sep 2017	Darrell Schmidt	Original	Not Required
1.1	Updated	3 Jan 2018	Darrell Schmidt	Refined descriptions of Penalty Areas; changed the name of a school gym used; corrected some grammar related to Accumulated Fouls; removed requirement for youth goalkeepers to stand on their goal lines for kicks from second penalty marks; updated	Not Required

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				parenthetical statement about Rules of the Game Summary.	
1.2	Updated	23 Nov 2018	Darrell Schmidt	Changed labels of youth divisions from the U99 format to the 99U format throughout; Updated team costs to play in tournament; Revised tie breakers to be more consistent with regular season league rules; Changed location of team benches at LMS.	Not Required
1.3	Updated	14 September 2019	Darrell Schmidt	Changed to new division names Bolero, Disco, Lindy and Samba; Added freezing of rosters at check-in; Updated tiebreakers; Updated clock management and associated tables; Clarified offence of ball tossed over half line	Not Required