

# OCEAN CITY RECREATION AND PARKS

## OC FUTSAL CLASSIC 2024 RULES AND REGULATIONS

### Eligibility and Team Composition

- Teams are divided into age division based on the birth year. Players must play within their birth year or may play up a division as a younger player. If there are not enough teams in a specific birth year division the divisions may be combined under the discretion of the tournament director.
- Players may only play on one team per division.
- Coaches must have proof of age for all players and must present proper identification to verify ages for each player at tournament check-in. Proper forms of identification include birth certificates, passports, and approved soccer cards from leagues or the US Soccer Federation that include birth certificates. The tournament directors shall immediately rule upon any age eligibility protest announced before, during, or after a game.
- Rosters are limited to 10 players and 2 coaches. Only these players and coaches may be in the bench area. Ejected players or coaches may not be in the bench area and may be asked to leave the facility if deemed necessary by tournament staff.
- A final **complete** roster is due at check-in at least 30 minutes prior to playing. Any player that is not on the final roster is considered an illegal player.

### Safety

- Referees are responsible for ensuring that the playing field and environment is safe before the games starts. If this results in a delay of the start of the game, the time required to ensure the safety is deducted from the playing time.
- Spectators must be behind the Plexiglass in the West Gym.
- Spectators may not stand in front of the people in the bleachers.
- Teams may only be in the playing area during their scheduled game time.
- All jewelry must be removed.
- All players including the goalie **must** wear shin-guards.
- Only indoor flats or running sneakers are allowed. Any studs on the bottom of the shoe will not be permitted.
- Referees are to stop the game at any time, until the safe environment can be restored. The game clock **DOES NOT STOP!**
- Ocean City reserves the right to implement additional rules and mandates based on the local and state Health Department protocols.

### Basic Equipment

- A jersey or shirt, shorts, socks and shin-guards.
- Bring two (2) different jersey colors and numbers are recommended.
- Team that is listed first on schedule is the home team.
- Away team must change jerseys if there is a color conflict.
- Footwear – **NO** cleats allowed, only running sneakers or indoor shoes will be allowed. **NO** studs at all will be permitted!
- Goalkeeper is permitted to wear long trousers and must wear shin-guards.
- The goalkeeper's jersey must be a different color from his own team or that of his opponent.

### Substitution Procedure

- The number of substitutions made during a game is unlimited and may be made when the ball is in or out of play.
- A player who has been replaced may return to the playing court as a substitute for another player.
- The player leaving the court must do so at his own substitution zone (Bench).
- The player entering the playing court must also do so at his own substitution zone but not until the player leaving the playing court has passed completely over the touchline.
- A substitute is subject to the authority and jurisdiction of the referees.
- The substitution is completed when the substitute enters the playing court, from which moment he becomes a player and the player whom he is replacing ceases to be a player.
- A goalkeeper may change places with any other player with approval from the referee. This substitution must be done on a dead ball situation. Both players must be properly attired for their new positions.

### The Game

- All teams are guaranteed a minimum of **five (5)** games.
- A game is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper. Teams must have 5 players to start the game, but can play with three players during the game if required due to a player injury or a player receiving penalty time.
- The game lasts 24 minutes, two (2) 12-minute halves with a two (2) minute halftime.
- Each time has a one, 30 second timeout per game which can only be called when the team has possession and the ball is out of bounds, a dead ball situation, after a goal scored on your team, or when the ball is in your goalkeeper's possession.
- The official time-keeping and score will be kept on the individual court by a scorekeeper. **Game time is forfeit time**, it is important to have your team ready to play 15 minutes prior to your scheduled game time and enter the field as soon as the previous game is finished.
- The duration of the game may be prolonged to enable a penalty kick to be taken.

- Seeding for playoffs will be decided through a point system as follows:  
**Win = 3 points**  
**Tie = 1 point**  
**Loss = 0 points**
- Tie breakers for seeding will be determined by the following procedure:
  1. **Head to Head competition (In the event of a 3-way tie, head-to-head will be thrown out and options 2 through 5 will be used in order);**
  2. **Goal Differential (Max of 5 each game);**
  3. **Least goals conceded;**
  4. **Most goals scored;**
  5. **Coin Toss.**

### The Playoffs

- Playoff brackets will be single elimination. Depending on the amount of games played in the preliminary rounds all teams may not be playoff eligible.
- Games that end in a tie will have 4 minute overtime period. This overtime period will be 2 Field players and 1 goalie for each team. (3v3)
- If the score remains tied after the 4 minute overtime, we will go to a 3 minute overtime period. This overtime period will be one field player and 1 goalie for each team. (2v2)
- We will continue with these 3 minute overtime periods with one field player and 1 goalie for each team. (2v2) until a winner is determined.

### The Start and Restart of Play

- At the start of each half, the kick-off will come from the east end of the court. Teams will trade ends at half-time. A goal cannot be scored directly on a kick-off.
- All players must start on their own half of the field prior to kick-off.
- Opposing players must be outside the center arc until ball is in play.
- Kick-off does not have to go forward first.
- After a team scores a goal, the kick-off is taken by the other team at the center of the court.
- If the kicker touches the ball a second time before it has touched another player; a direct free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offense is committed by a player in his opponent's penalty area, the direct free kick shall be taken from the penalty area line nearest to where the infringement occurred. For any other infringement of the kick-off procedure, the kick-off is retaken.

### **Ball In and Out of Play**

- The ball is **out of play** when it has wholly crossed the goal line or touch line, whether on the ground or in the air, play has been stopped by the referee, or the ball hits the ceiling or another structure (i.e. basketball backboard).
- The ball is **in play** when the ball rebounds from a goal post or the crossbar onto the playing court, or when the ball rebounds from either of the referees when they are on the playing court.
- When ball hits the ceiling, the game is restarted by a kick-in, awarded to the opposing team to the one which last touched the ball.
- The kick-in is taken from a point on the nearest touch line to the intersection between either touch line or the imaginary line that runs parallel to the goal line and the place below where the ball hit the ceiling. If the kick-in does not enter the field of play, the ball is awarded to the opposing team.
- The ball must be outside the goal area.

### **Fouls and Misconduct**

A direct free kick is awarded to the opposing team for the following offenses:

- The GK touches or controls the ball with his/her hands after it has been deliberately kicked to him by a teammate.
- The GK touches or controls the ball with his/her hands after he has received it directly from a kick-in taken by a teammate.
- The GK touches or controls the ball with his/her hands for more than four (4) seconds.
- Heading the ball by players who are 2013 birth year or younger.
- Playing in a dangerous manner.
- A player deliberately impeded the progress of an opponent when the ball is not being played.
- A player prevents the goalkeeper from releasing the ball from his/her hands.
- Kicking or attempting to kick an opponent.
- Tripping or attempting to trip an opponent.
- Jumping on an opponent.
- Charges an opponent.
- Strikes or attempts to strike an opponent.
- Pushing an opponent.
- Holding an opponent.
- Spits at an opponent.
- Slide tackles-except for the goalie sliding within their own penalty area, in order to protect the goal.
- Handles the ball deliberately (except for the goalkeeper in his/her own penalty area.)
- A player commits any other offense, not previously mentioned above for which play is stopped to caution or dismiss a player.

The direct free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the free kick is taken from the penalty area line at the place closest to where the infringement occurred. Four (4) yards of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more than four (4) seconds to take the kick, it becomes the opposition's direct free kick.

## Cards

- A player receiving a blue card must sit out two (2) minutes or until the opponent scores. The team must play down a man.
- A second blue card infraction by a player will be a yellow card. A yellow card is five (5) minute non-releasable foul. The team with play down a man for the entire five (5) minutes even if the opponent scores.
- A player receiving a red card may not re-enter the game, nor may he/she sit on the substitutions' bench. A substitute player may enter five (5) minutes after a teammate has been sent off. The full five (5) minutes must be served a man down even if the opponent scores.
- An ejection (red card) results in the offender being ineligible to participate in the current game and at least one subsequent game. The tournament directors will make a ruling on the exact penalties after discussions with the game referees, scorekeepers, and team personnel.
- Dissent against a referee will result in a non-releasable two-minute (blue card) penalty. The team will play down a player regardless of an opponent score.
- A field player shall serve penalty time charged to the goalkeeper unless the referee rules the foul be flagrant in nature or dissent against the referee. In this case, the goalkeeper shall serve his/her penalty time.
- Unsportsmanlike conduct from the coach/bench shall result in a non-releasable two-minute penalty. The team will play down a player regardless of an opponent score.

## The Penalty Kick

- A penalty kick is awarded against a team which commits any of the offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.
- A goal may be scored directly from a penalty kick.
- Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.
- The ball is placed on the penalty mark.
- The defending goalkeeper remains on his goal line, facing the kicker, between the goalpost, until the ball has been kicked.
- In a penalty kick, all players other than the player taking the kick must be four (4) yards behind the ball.
- The player taking the penalty kicks the ball forward (the player CAN take steps.)
- They may not play the ball a second time until it has touched another player and/or the goalkeeper.
- The ball is in play when it is kicked and moves forward.
- Any foul committed within the penalty area that warrants a card will result in a penalty kick.

### **The Kick-In**

- A ball kicked out over the touch line (sideline) by one team becomes the other team's ball.
- The team kicking in has four (4) seconds to get the ball back in play from the time the ball is set or it becomes the opponent's kick-in. Defense must give four (4) yards distance.
- The referee will give a visual count with his hand.
- Players taking kick-in, cannot step into the field while kicking ball back into play.
- Goals cannot be scored from kick-ins.
- If the ball hits the ceiling, a kick-in is taken at the closest point on the nearest touchline, running parallel to the goal line.

### **The Goalkeeper Restart**

- When the offensive team puts the ball over the end line, the other team gets the ball for a goal clearance. The goalkeeper distribution will restart play with his/her hands and must do so within four (4) seconds.
- The four (4) second count is at the discretion of the referee and begins when the goalkeeper has clear possession of the ball.
- The ball is not in play until it leaves the penalty area.
- Opposing team must stay out of penalty area during a goal clearance.
- If any player touches ball before it leaves penalty area, goalkeeper retakes the throw.
- The goalkeeper cannot touch ball again until another player touches it.
- The goalkeeper cannot throw the ball over half field without the ball bouncing at least once in their own half. Infraction will result in the opponent's free kick outside the goalkeeper's penalty area.
- A goal may not be scored directly from a goalkeeper distribution.
- Drop kicks and/or punts by the goalie are NOT allowed. A direct foul will be awarded to the opposing team, and the ball will be placed outside the goalkeeper's penalty area.