



Bermuda Futsal Federation (BFF)

Youth Futsal Cup Competition Rules

- **Location** – Teams/players must arrive at least 15 minutes prior to the start of their game. **Games will take place on Saturdays between 7 and 28 June 2014 at Dellwood Middle School Gym starting at 9:00 am.**
- **Age Groups** – There are three age groups – U14, U12 and U10. A player's age is determined as of 1 January, 2014. There is no restriction of having a player play in their age group as well as an older age group (e.g. U10 can play in U10 + U12 age group). However, they cannot play in a younger age group. Players younger than 7 years old will not be able to participate unless specifically approved by the BFF.
- **Team Size** – Each Team must have a minimum of 8 registered players on their roster and can consist of both male and female players.
- **Uniforms**– Players must wear regular sneakers or indoor futsal shoes. Players should also wear shin pads and long socks completely covering the pads. Uniforms are not mandatory but may simply be matching t-shirts and shorts if you do not have a club uniform. Each team should also maintain a contrasting shirt for use by the team's goalkeeper. Teams not having a uniform will be provided with a bib.
- **Player responsibility** – Players play at their own risk. BFF and its representatives or officials accept no responsibility for any injury that a player might receive in the course of a game. By participating, team officials, coaches, players and their parents/guardians unconditionally agree to accept and abide by this condition.

- **Substitutions** – There is unlimited substitutions and players can re-enter the game (unless they have received a red card or have been sent out of the game for cooling off) at any time. Players must enter and leave the court via the 'substitution zone' that is marked on the court in front of the team's benches.

- **Kick-ins** – In order to restart the game after a ball has gone out of play the ball is kicked back into play from the touchline and from corners. The ball must be placed stationary on the touchline. A goal cannot be scored directly from a kick-in.

- **The 4 Second Rule** – For kick-ins, free kicks, goal clearances and corner kicks the player in possession of the ball has 4 seconds to restart play. If play isn't restarted within four seconds an indirect free kick will be awarded to the opposing team. The goalkeeper is not allowed to control the ball in the goal area with his hands for more than 4 seconds in his own half.

- **The 5m Rule** – Players are required to keep 5m from the player in possession of the ball on free kicks, corners, goal clearances, kick-ins and penalties.

- **Goalkeepers** – Goalkeepers are allowed to come out of and players are allowed to go into the penalty area. A goal clearance must be thrown out and the goalkeeper cannot touch/receive the ball once again from a team mate in their own half, unless an opponent has touched the ball.

- **Accumulated Fouls** – Each team will be allowed to give away 5 direct free kicks in each half, then on the sixth foul a direct kick is awarded to the opposing team and the defending team is not allowed to position any players (other than the goal keeper) between the ball and the goal. The kick may be taken from the 10m mark or, if the foul was committed closer to the goal than the 10m mark, then the kick may be taken from the position where the foul took place.

- **Duration of Games** – The games will vary in duration based upon the age group playing. The clock only stops when there is a time out or when the referee stops play due to an injury to a player.

- **Time Outs** – Each team is allowed a one-minute time out in each half.

- **Sliding Tackles** – The goalkeeper is the only player who may slide in order to save the ball (providing they are in the goal area and do not use excessive force). For other players, tackles against an opposing player are not allowed, but players are allowed to slide on the court, for example to stop the ball from going out of play. For a player sliding to be considered an offence, the tackler's opponent must have possession of the ball. Referees will not give a foul for a slide if the opponent does not have possession of the ball.

- **Cooling Off** – If a player becomes too aggressive on the court, at the referee's discretion and in lieu of a red or yellow card, the player may be sent from the court for a cooling off period of 5 minutes after which they may play again. The player may be substituted.

- **Red Cards** – If a player is sent off then the team to which the player belongs must remain with 4 players until either two minutes have passed, or the opposition has scored a goal.

- **Fair Play Policy** – BFF enforces a zero tolerance on fighting. Any abuse, gross misconduct or inappropriate contact by players, coaches or team officials, directed at referees, coaches or other players will result in EXCLUSION FROM THE GAMES.

- **Game Tied after Normal Time** – If a game is tied after normal time, penalties will be taken to decide the winner. The referee will determine which goal will be used and a minimum of 5 penalties for each team will be taken. If the teams are still tied then one additional penalty for each team is taken until one team has won. A player cannot take a second penalty until all of his team mates have taken a penalty kick.

The above rules are not meant to cover every situation or circumstance that may occur or develop. BFF Officials will make decisions before, during or after games as they determine in their sole discretion. There can be no appeal by any team official, coach, parent or player of any decisions made by the BFF.