

## 808FUTSAL HOUSE RULES

### 1. Games will be conducted under FIFA LOTG 2014-15 as modified:

a. Equipment - Players on same team must wear same color uniforms (shirts, shorts, and socks), shinguards, and footwear with flat soles (no turf shoes or cleats allowed). The uniform of the goalkeeper must be a distinctly different color from that of his/her team, the opposing team, and the referee(s). Home team changes color in case of conflicting colors. All players, including goalkeepers, must wear numbered jerseys, and no two players on a team may have identical uniform numbers.

b. All teams will use an 808Futsal game ball. 12U and below will use a size 3 ball. When implemented, 13U and above will use a size 4 ball. Adults will use a size 4 ball.

c. Games will have 20 minutes halves with running clock. In the absence of a third referee or assigned timekeeper, the referee will be the sole timekeeper. Normally the clock will not be stopped. However, if the clock must be stopped for one of the exceptions listed below, the timekeeper will not stop the clock unless directed to do so by the referee. If the clock is stopped, the timekeeper will restart the clock when the ball is properly put into play after the stoppage, or when directed by the referee.

#### EXCEPTIONS:

- An unusual event, e.g., a lengthy injury stoppage. Continue the game if time permits and will not impact the next scheduled game on that pitch. Otherwise, the house and/or the league will determine how to proceed (game complete/resumed at a later opportunity/will be rescheduled).
- Timeouts: For HYSA-affiliated games, each team is allowed one timeout per half. For all other games, timeouts are allowed only when a timekeeper is present.
- If a penalty kick, kick from the second penalty mark, direct free kick without a wall, direct free kick, or indirect free kick has to be taken or retaken, the period in question is extended until the kick has been taken. In this case the period will end IAW Law 7.
- If, in the last minute of the game, a team leading by one goal suffers an injury that prevents the game from immediately continuing, the clock will be stopped.
- If, in the last minute of a tied game, either team suffers an injury that prevents the game from immediately continuing, the clock will be stopped.
- If, in the last minute of the game, a team leading by one goal earns a caution, or is suspected of time-wasting, the clock will be stopped. Repeatedly kicking the ball out of play is NOT considered time-wasting.

- If, in the last minute of a tied game, either team earns a caution, or is suspected of time-wasting, the clock will be stopped. Repeatedly kicking the ball out of play is NOT considered time-wasting.
- If, at any time, the team in the lead earns a send off/dismissal, or if the game is tied, and either team earns a send off/dismissal, the clock will be stopped. The clock WILL NOT be stopped if the losing team earns a send off/dismissal.

d. The half time interval shall not exceed 5 minutes.

e. Slide tackling or shoulder charging is NOT allowed, and will be considered, at a minimum, as careless fouls. Restart is a direct free kick/penalty kick for the opposing team. The goalkeeper may slide to block the ball in his own penalty area. Allow goalkeeper slides where the slide begins in the penalty area, but momentum carries the goalkeeper out of the penalty area and no other offense (e.g., handling, tripping, etc.) occurs.

f. In case of a tie during playoff games, the game will go straight to kicks from the penalty mark (best of 3/1-and-1). For special occasions/tournaments, the House may decide to implement overtime periods, and the rules of the competition will clearly describe tie resolution procedures.

g. Gum chewing is not allowed. Referees will ensure that anyone found to be chewing gum leaves until the gum is disposed of.

h. Special rules for youth games:

- 1) Cards should not be shown to players/substitutes in 10U and younger divisions, and offenses are not required to be included on the game report. For cardable offenses in those divisions, see table below:

| Offense                    | Player  | Substitute   |
|----------------------------|---|--|
| VC, OIAL                   | Offender is removed from the pitch and the bench; team plays short for 2 minutes or until opponents score a power play goal | Offender is removed from the pitch and the bench; team does not play short   |
| DOGSO by a sub             | N/A   | Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team plays short for 2 minutes or until opponents score a power play goal |
| Any other send off offense | Offender is removed from the pitch and may not re-enter until at least two  | Offender is removed from the pitch and may not re-enter until at least two minutes   |

|                               |   |  |
|-------------------------------|---|--|
|                               | minutes have elapsed;<br>team plays short for 2<br>minutes or until<br>opponents score a power<br>play goal | have elapsed; team does not<br>play short                                  |
| Any<br>cautionable<br>offense | Offender is removed from<br>the pitch and may not re-<br>enter until after play<br>has been restarted       | Offender may not enter the<br>pitch until after play has<br>been restarted |

2) 12U and above divisions will play on a full pitch. 11U and below will play on a half pitch.

3) On a half pitch game:

- Opponents must remain at least 3 yards away from any kicking restart.
- Free kicks, including penalty kicks, which would normally be taken from the penalty area line, will be taken from a spot 1 yard outside the penalty area line, perpendicular to the penalty area line.
- Kicks from the second penalty mark will be taken from the marked spot.
- Kick offs will take place from a spot formed by the intersection of imaginary lines between the half court second penalty marks and the full court penalty and second penalty marks, NOT from the full court second penalty mark (white dot).
- Substitution zones will be marked with plastic/rubber markers or cones.

4) Deliberately heading the ball is not allowed for players in 12U and below divisions. If a player deliberately heads the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense (moved out to the penalty area line if committed in the team's own penalty area). This does not apply to 12U and younger players playing up in a 13U or older division. Inadvertent headers will not be penalized.

**2. Items IAW LOTG, but provided for added emphasis:**

- a. A match may not start if either team has fewer than 3 players, or continue if either team drops below 3 eligible players who are able to play.
- b. Kick-ins and kick-offs are indirect. In addition, goals against an opponent may not be scored directly by a ball thrown or hit intentionally with a goalkeeper's hand or arm from inside their own penalty area, including on a goal clearance (i.e., a goalkeeper may not score a goal by throwing the ball directly into an opponent's goal).

- c. Players have 4 seconds to put ball into play on all restarts, except kick-offs and penalty kicks, once the team is in possession of the ball and play is ready to be restarted ("within four seconds of being ready to do so"). Holding the ball off the floor DOES NOT delay the start of the 4 second count. Opponents must be at least 5 yards from the ball on all restarts, including kick-ins, except a kick-off or 10U and below (3 yards) and a drop ball.
- d. Referees will visually display the 4 second count for all kick-ins, corner kicks, goal clearances, and goalkeeper possessions. The count will not be displayed for kickoffs, penalty kicks, direct free kicks without a wall, direct free kicks, and indirect free kicks.
- e. A goal clearance MUST be thrown out of the penalty area by the goalkeeper. It MAY NOT be kicked. On all other possessions by the goalkeeper in the penalty area, he/she may roll, throw, punt, drop kick, or place the ball on the pitch and kick/dribble, subject to the four second limitation. The goalkeeper may throw the ball over the halfway line.
- f. An indirect free kick is awarded to the opposing team if a goalkeeper commits the following offences:
  - 1) Controls the ball with their hands or feet in their own half of the pitch for more than four seconds. Shielding is considered to be control.
  - 2) After playing the ball, touches it again in their own half of the pitch after it has been deliberately played to them by a teammate without an opponent playing or touching it. A one-touch save should not be considered "playing the ball" for this purpose.
- g. If the ball hits the ceiling it will be placed on the touch line nearest to the place on the ground above which the ball hit the ceiling. The restart is a kick-in by the opponents of the player who last touches the ball.
- h. Substitutions must be done in the substitution zone and the substitute may not enter until substituted player is completely off the pitch. Failure to do so will result a yellow card to the offending player. If play is stopped for a substitution offense, the restart is an indirect kick for the opposing team from where the ball was when play is stopped.
- i. Starting with the 6<sup>th</sup> direct free kick foul (accumulated foul) committed by a team in each half, the opposing team will be awarded a direct free kick without a wall from the 2<sup>nd</sup> penalty mark (if the foul is committed in the area between the 2<sup>nd</sup> penalty mark and the penalty area, the kicking team may choose to take the kick from the spot of the foul). The kick MUST be a shot on goal and not a pass. Accumulated fouls reset at the second half.

- j. Red card rule: A red card to a player results in a two minute "power play" for the opposing team. A substitute may replace a sent-off player and enter the pitch after two minutes of playing time have elapsed since the restart after the sending-off, or after the team with the greater number of players scores a goal, provided that they have the permission of the referee. See youth rules, above, for 10U and below procedures.
- k. In games where timeouts are allowed, only the coach may call a timeout, and it may only be called when their team is in possession of the ball, and the ball is not in play. For adult games where a coach is not designated, only the captain may call a timeout. The clock will be stopped during the timeout. The referee will announce the beginning and end of the 1-minute time out period. No substitutions may be made until the timeout is over.
- l. Procedures during kicks from the penalty mark: Any eligible player may participate, including subs. Teams must have equal number of eligible participants, otherwise the team with higher number must assign participants that will not be taking the penalty kicks and inform the referee of the name and number of each participant excluded. Goalkeepers may be excluded as kickers, but still participate as goalkeepers.

### **3. 808Futsal administrative requirements:**

- a. Leagues/tournaments will not alter the House Rules, nor publish their own Rules of the Competition, without the approval of the House. Failure to obtain House approval will render the altered rules null and void.
- b. All games should start at their scheduled time. The grace period shall be ten (10) minutes after the scheduled game time. The players must be on the pitch ready to play at the end of the grace period or forfeit the game. Delaying the start into the grace period is only allowed for a team who does not have the required minimum number of players (3), or for the arrival of a required coach, player passes, or roster. If all of these requirements have been met, a team will not be allowed to delay the start a game past the scheduled start time simply because they don't have five (5) players.
- c. It shall be the responsibility of the referee to start the game on time and he/she shall be the judge of the tardiness of teams which will be determined by the referee's watch.
- d. No more than four team officials are allowed in the technical area.

- e. Referees will obtain a game report form containing both teams' rosters from 808FUTSAL, and individual team rosters with players' pictures (when implemented) before the match. {If not implemented, e.g., High School AYSO League, use only the game report form.} For HYSA-affiliated games, use HYSA check in procedures. During player check in, confirm all players and team officials are on both the game report and team roster. NO ONE not on the team roster may participate in the game or be in the technical area. Injured players who will not play must be listed in order to remain in the technical area, and are subject to misconduct disciplinary actions (i.e., are cardable).
- f. Roster size will be will be limited to no more than 12 players.
- g. Players' and coaches' names may be written onto the 808FUTSAL game report form if they are listed on the individual team roster, or with the approval of the House. If the individual team roster displays a pass, but does not have a player's picture, he/she must show a picture ID. Follow HYSA procedures for HYSA-affiliated games.
- h. Late arriving players/team officials MUST report in to the timekeeper/third referee. If no timekeeper/third referee, report to the referee. The clock will not be stopped while late arriving personnel are checked in.
- i. Referees are required to complete/sign a game report form indicating the final score, as well as any game incidents involving players or substitutes (red and yellow cards), team officials, spectator misconduct, or serious injuries. For HYSA-affiliated games, follow HYSA procedures.
- j. When marking carded players, referees will use USSF's letter code for offenses:
  - CAUTIONS: Unsporting behavior (UB), Dissent (DT), Persistent offenses (PO), Delaying the restart of play (DR), Failure to respect the required distance (FRD), Entering, re-entering, or deliberately leaving the field without the referee's permission (ERL).
  - SEND OFFS: Serious foul play (SFP), Violent conduct (VC), Spitting at an opponent or any other person (S), DOGSO-Handling (DGH), DOGSO-Foul (DGF), Offensive, insulting or abusive language and/or gestures (AL), Receiving a 2nd caution (2CT).
- k. 808Futsal game report forms will be turned in to the timekeeper/front desk or to the director after the match. Ensure the House is notified of any sent off players/substitutes and dismissed team officials.
- l. Adults receiving a red card/dismissal must completely leave the facility. Youth players receiving a red card should be removed

to the lobby or completely leave the facility if someone from the team (team official, parent, etc.) can provide supervision. If no one is available to provide supervision, the player may remain on the bench after removing his/her player jersey, providing they do not interfere with the match. Should they interfere, the match will be terminated.

m. Suspensions

- 1) Individuals receiving a red card/dismissal will sit out at least one additional match. The suspension will be served at the next match(es) of the team involved in the send off incident, or, if the player involved is a "club pass" player, with his/her primary team.
- 2) In the adult league(s), a player who receives three yellow cards, or receives two yellow cards in separate games in the same day (e.g., playing as a "club pass" player in one game, and with his/her primary team in another), will be suspended for one match, to be served at the next match of the player's primary team.
- 3) A player who qualifies for multiple suspensions resulting from yellow cards (e.g., earns his/her third yellow card, and second of the day, and receives a red card for having received two yellow cards in the same match), shall serve all suspensions concurrently, resulting in only the longest suspension being served. A player who qualifies for a yellow card suspension AND a red card suspension (other than 2YC), shall serve the suspensions consecutively.
- 4) Any additional suspension may be determined by the House and/or association/league/club/team. See 808Futsal Code of Conduct.
- 5) Individuals sent off/dismissed in an adult game may not participate in ANY adult match for ANY adult team in ANY capacity until the suspension has been served (i.e., they may still coach at the youth level).
- 6) Youth players who earn send offs may not participate in ANY match for ANY team in ANY capacity until the suspension has been served.
- 7) Players/team officials serving suspensions may not remain in the technical area or inside the netting during the game, to include the halftime interval.
- 8) All suspensions are effective immediately upon issue.
- 9) In the event of a suspension being appealed, the suspension must still be served until the appeal is resolved.
- 10) In the event that a game, for which a player or coach was suspended, is postponed or re-scheduled, that game will not count towards the suspension, and the full suspension must still be served.
- 11) Suspensions earned during the season will carry over into Play-Offs.
- 12) Suspensions not fully served by the end of the season will carry into the next season.

- 13) In the event that a suspended player or team official is released from the roster, or if the team disbands, the suspension will pause until he/she resumes registration with an 808Futsal team. If the suspended player/team official is unable to serve their suspension because they are no longer affiliated with the team with which the suspension must be served, and they are affiliated with other team(s), the House will decide how the suspension should otherwise be served
- n. For USSF-affiliated games only, any red card send off/team official dismissal must be submitted to the SRA and the 808Futsal Director via a USSF Supplemental Game Report.
- o. Protests are not allowed. If a team believes an opponent used an ineligible player or team official, they may report that to the House and/or league for action.
- p. There is no guaranteed warm up time on the pitch before the start of the game. Teams should enter the pitch as soon as the previous game is complete, warmed up and ready to play.
- q. No spectators are allowed in the area between pitches 1 and 2 during games on either pitch.
- r. Teams will switch benches and substitution zones between periods.
- s. If two teams tie in points, the division or pool winner or placement will be determined by goal differential, head to head result, fewest goals allowed, coin toss, in that order. For HYSA-affiliated games, use HYSA procedures.
- t. Referees are responsible for ensuring the ball in use at the end of the game is returned to the ball bin or to 808Futsal employees.
- u. There are several incorrect markings on the 808Futsal pitches. Referees should use the following procedures:
- The penalty area extends more than 6 yards along the goal line from the goal posts. Play as marked.
  - The substitution zones are less than 5 yards wide. Play as marked.
  - The hash marks on the goal line are less than 5 yards from the corner arc. Enforce the proper distance on corner kicks (5 yards).
- v. Referees will not change games without assignor or mentor approval. They should stay on their assigned pitch if teams are changed or do not match the Arbiter schedule. EXCEPTION: If there is no game on their assigned pitch and another game is short of referee(s), the referee may change games to the short game. Report all changes to the assignor.

**4. HYSA-specific Rules:**

- a. Each team is allowed one 1-minute timeout per half.
- b. Use HYSA check in procedures (each team provides an Affinity game report form containing both teams' players, and player/coach passes displayed on a cell phone). Coaches must wear their passes on a lanyard around the neck.
- c. Players' names may NOT be written onto the game report form. Team officials' names may be written NOT onto the game report form. If more than four team officials are listed on the game report form, all but a maximum of four MUST be lined out before the game, and those lined out will be ineligible to be in the technical area.
- d. Coaches will enter player numbers on the game report form before giving their form to the referee.
- e. Head coaches/acting head coaches must sign the game report form next to their name before the match.
- f. When checking in players/team officials, the referee should place a check mark to the right of the individuals' names and line out those not present.
- g. After the match, referees will enter the final score, mark goal scorers and carded players/warned or dismissed team officials, and then obtain coaches' initials on the game report form. After entering referee info, referees will turn in completed game report forms to the appropriate HYSA/Oahu League representative.