



2018 SRFC Adult Futsal Rules & Regulations

1.0 Refunds: There will be no refunds after the application deadline, unless your team is not accepted in to the League.

2.0 Protests/Disputes: NO PROTESTS/DISPUTES WILL BE ALLOWED. Game conduct is under the jurisdiction of the referee and the League will not overrule a referee's decision.

3.0 League Check-in: Prior to the start of the first game, a team representative should present, to the facility manager, the following items:

- 1) Signed Medical Release Form for all players.
- 2) Signed Participation Waiver Form for all players.

***The minimum age to play in the SRFC Adult Futsal League is 14-years old. All players under the age of 18-years old must have a waiver signed by one (1) of his/her parent(s) or guardian(s).

4.0 League Rosters: There is a minimum of eight (8) players to form a team and a maximum of twelve (12) players on any team roster for each division. A player cannot play on two (2) teams in the same division.

4.1 Ineligible Player(s): If a player is found ineligible to play in any match, the offending team will forfeit any match that particular player participated in. Furthermore, the forfeit fee of \$100 will apply.

5.0 Standings/Schedules: Official standings and schedules will be posted on the following site: www.sanramonfc.com/adultfutsal. Standings will be updated within twenty-four (24) hours of each game's completion. Initial schedules will post no later than ten (10) days prior to the first game. There will be a forty-eight (48) hour reschedule request window given. (PLEASE NOTE: Not all requests will be fulfilled, but we will do our best to accommodate). Final schedules will be posted no later than seven (7) days prior to the first game.

5.1 Reschedules: Reschedules will not be allowed after the two (2) day request window.

6.0 Game Check-In: Five (5) minutes prior to the start of each scheduled game, a team representative must present to the facility manager the following required credentials:

- 1) Valid US Futsal Player Card (must be laminated).
- 2) Full player name appears on team roster.

***The event director has the discretion to allow a player pass check-in to happen by no later than half time.

***IF A PLAYER DOES NOT HAVE THE PROPER CREDENTIALS THEY WILL NOT BE ALLOWED TO PLAY IN THAT MATCH

6.1 Game Procedures:

- 1) All games will start on time. **NO LATE STARTS.**
- 2) There is a minimum of three (3) players needed to start and/or to play a game. If a team does not have the minimum amount of players at the start of each game, they will forfeit the game. Please refer to forfeit section for attached penalties.

7.0 Rules of Play: FIFA & US Futsal Laws of the Game will apply except for the house rules listed below: [HERE](#) is the link to the FIFA & US Futsal Playing Rules.

7.1 Modified Rules of Play (House Rules):

- 1) There will be a five (5) minute halftime. No overtime or extra time.
- 2) Each team will get one (1) timeout not to exceed one (1) minute each half but can only use it when in possession of the ball...use or lose each half. Thus, you may not save the 1ST half timeout for the 2ND half.



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8.0 Player Equipment:

All players will perform a safety equipment check before each match. We will adhere to FIFA and US Futsal Player Equipment Rules:

- 1) Soft casts will be allowed for play at the referee's discretion.
- 2) Hard casts will not be allowed. Metal knee braces will not be allowed.
- 3) All players must wear appropriate court shoes (i.e. tennis shoes, athletic/cross training shoes, and/or futsal shoes). **PLEASE, NO BLACK SOLED SHOES.**

8.1 Jerseys: The home team will be the team that appears 1st on the game schedule. The home team shall wear the darker jerseys and the away team shall wear the lighter jerseys. If jersey colors are too similar, the home team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee.

9.0 Substitutions: Substitutions will be "on the fly" (all players, including the goalkeeper, enter and leave as they please through the substitution area (marked by their respective benches).

- 1) A player may enter a game only after the player they are replacing has left the court. Failure to do so in each instance results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped.
- 2) Maximum # of substitutions: Nine (9).
- 3) Substitution limit: None.

10.0 Cautions and Ejections: A player sent off for either two (2) cautions or a straight red card, will result in immediate expulsion from the match and the facility (will not return to the match) and a replacement will be provided after two minutes of running time or when the opposing team scores a goal.

THE EJECTED PLAYER/PERSON SHALL NOT BE ALLOWED TO REMAIN IN THE FACILITY AND WILL BE ASKED TO LEAVE THE PREMISES IMMEDIATELY. IF SAID PLAYER/PERSON REFUSES TO DEPART, THE LIKELIHOOD FOR AN EXTENDED SUSPENSION AND/OR EXPULSION IS HIGHLY PROBABLE.

10.1 Send-Off Suspensions:

- 1) Two (2) caution send off: One (1) game suspension subject to more if situation in 9.0 is violated.
- 2) Straight red card for vulgar decent (poor behavior), serious misconduct and/or foul play: A minimum three (3) game suspension will apply. Additional suspension will be applied if level of poor behavior or misconduct/foul play becomes excessive.
- 3) Straight Red Card for Fighting: Remainder of Season, subject to long-term suspension or total ban from the facility. We will NOT allow or accept fighting.

10.1 Suspended and Terminated Games: If, in the opinion of the referee officiating the match, a game must be suspended (for any reason), every effort will be made for the game to be resumed. If the match cannot resume, the game will be considered terminated. If a game is terminated, the result will be considered final at time of termination.



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11.0 League Divisions and Champion Determined:

Division with 4 teams- Each team will play round-robin schedule with each team playing each other three times and one team a fourth time. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 5 teams – Each team will play round-robin schedule with each team playing each other twice and two teams a third time. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 6 teams – Each team will play round-robin schedule with each team playing each other twice. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 7 teams—Each team will play round-robin schedule with each team playing each other once and four teams twice. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 8 teams – Each team will play round-robin schedule with each team playing each other once and three teams twice. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 9 teams – Each team will play round-robin schedule with each team playing each other once and two teams twice. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 10 teams – Each team will play round-robin schedule with each team playing each other once and one team twice. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 11 teams – Each team will play round-robin schedule with each team playing each other once. Top team with the most points, at the conclusion of the season/session, will be considered champions.

Division with 12 teams – Each team will play round-robin schedule with each team playing each other once. There will be one team you will not play based on random selection process. Top team with the most points, at the conclusion of the season/session, will be considered champions.

11.1 Points:

1. Three (3) points for a win.
2. One (1) point for a tie.
3. Zero (0) points for a loss.

11.2 Tie-breaker Formula:

1. Head to Head.
2. Goal Differential.
3. Goals For
4. Goals Against
5. Still Tied, Coin Flip.

11.3 Forfeits: All teams who forfeit will have the game scored as a 0 – 3 loss. The winner will be awarded three (3) points. Teams failing to report ready to play five (5) minutes prior to the scheduled kick off time will forfeit. If a team forfeits a game, there will be a forfeit fee of \$100 that must be played before the team is allow to play another game. **NO EXCEPTIONS.**