



# Manchester FA - National Youth Futsal Festival

## In partnership with Manchester Futsal Club



### Competition Rules

**Pitch** - Futsal is played on a marked pitch and the ball can go out of play.

**Head Height** - There are no height restrictions.

**Ball** - A Futsal ball will be supplied.

**Equipment** - all players must wear shin pads and non-marking, flat trainers (AstroTurf/studded trainers or boots are not suitable). Any player without the correct equipment will not be allowed to play.

**Eligibility & Number of Players** - It is crucial that you adhere to the following eligibility criteria as any teams that qualify for the National festival but do not meet the criteria will be removed from the festival:

- All categories are open to Manchester FA Member Clubs only.
- Any player that is registered with an Academy, Centre of Excellence or FA Female Regional Talent Club or has been during the 2017/18 or Representative sides will not be permitted to play.
- Teams should enter the festival in the age group they play in during season 2017/2018.

Player age qualification is as follows:

Category	School Years
Under 10's	4 & 5
Under 12's	6 & 7
Under 14's	8 & 9
Under 16's	10 & 11

All sections will play 5v5 - one player shall be the Goalkeeper. A squad of up to 12 players may be used.





**Substitutions** - Up to 12 players can be used in one match and there is no limit on how long a player must stay on or off the pitch. Players must enter and leave the field of play from in from the substitution gates.

**Kick In** - 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 and the feet of the player taking the kick-in must not cross the line.

**The Four 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 which the referee will count with their fingers in the air. If play isn't restarted within four seconds possession is surrendered to the opposing team. The goalkeeper is not allowed to control the ball for more than 4 seconds in his/ her own half.

**The Five Metre 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 restart from the goalkeeper must be thrown out, but the goalkeeper can use their feet to distribute the ball from open play.

**Back Passes** - Once the goalkeeper has played the ball he/she cannot touch the ball again unless an opposition player has touched the ball or if the goalkeeper receives the ball in the opponents half.

**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 have scored a goal. The player receiving the red card will not be able to participate further in the game, and any subsequent suspension will be decided by the competition organiser.

**Accumulated Fouls** - Each team will be allowed to give away 3 direct free kicks in each game, then on the fourth foul a direct kick will be awarded to the opposing team and the defending team is not allowed to position any players (other than the goalkeeper) 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 Game for Festival** - All matches will be played with a running clock whereby the clock will not be stopped whenever the ball out of play. The duration of the match will be determined by the competition organiser of each heat. There will be no timeouts permitted in this competition.

**Determining Places** - 3 points for a win, 1 point for a draw and 0 points for a loss. In the event of two teams having the same number of points then goal difference shall count then goals scored, and finally the result of matches between the teams. If there is still a tie the winner shall be determined by kicks from the Penalty Mark.

