

Pa West State Cup 2025

Rules of Play

*Modified Laws of the Game, Specific to this event
(alphabetical)*

The PaWest Futsal State Cup is Governed by the current version of the Laws of the Game for Futsal as published by US Futsal Federation are the basis from which these modifications/interpretations are made and shall govern any item not specifically listed below. PaWest Soccer rules for competition including coach and spectator behavior will be enforced.

Accumulated Fouls

- Each team may accumulate up to five (5) DFK fouls before resulting in a direct free kick (DFK) from the 10M mark without a wall in each half of the game.
- When a team commits a sixth (6) foul and EVERY DFK foul thereafter in a single half, the opposing team is allowed a DFK on goal without any players between the ball or goal (other than the goalkeeper).
- For the 6th DFK foul and on, if **behind the 10-meter** (32.5 foot) mark, the DFK w/o a wall is taken from the 10-meter (32.5 foot) mark.
 - All goalkeepers must remain on the goal line with at least one foot on the line.
- For the 6th DFK and on foul committed **in the penalty area** the result is a penalty kick with all Goalkeepers starting with at least one foot on the Goal Line.
- For the 6th DFK foul and on, between the 10-meter mark and penalty area, the kick may be taken from the spot of the foul or at the 10-meter mark.
- All players must be five meters from the ball and even with or behind the ball, except the kicker.
- Goalkeeper's MUST start on endline until ball is kicked.
- Any players behind the kicker must also be behind the halfway line.
- The player taking the kick may not pass the ball to a teammate and must attempt to score directly with the kick.
- Ball is live again when kicked, but must be a shot directly on goal, or a goal clearance is awarded.

Age Groups and Divisions

- The tournament committee reserves the right to combine age groups based on the number of registrations received in each age group.

Ball

- U9-U12 teams will use a size three futsal ball.
- U13 and older teams will use a size four futsal ball.

Ball in and out of Play

- Ball out of play:
 - When it has crossed the goal line or touchline.
 - When the ball hits the ceiling (restart: kick-in at the place on the sideline closest to where the ball touched the ceiling).

THE PLAYERS' EQUIPMENT

- **Safety**
 - A player must not use or wear any equipment or other item that is dangerous.
 - All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed.

- **Using tape or band aids to cover jewelry is not permitted.**
- Exception
 - Religious and medical alert jewelry can be worn but must be taped down.
- **LAW 7 – THE DURATION OF THE MATCH**
- **Ending the periods of play.**
 - The referees whistle ends the period.
 - If a ball is struck during normal play/shot and the period ends then the ball enters the goal, a goal is **NOT** awarded as the period ended prior to the ball leaving the court over the goal line in between the goal posts.
 - If a direct free kick beginning with the 6th accumulated foul (DFKSAF) or a penalty kick is awarded when a period is about to end, whether taken from the 10M mark 6 m mark, or spot of foul is also without a defensive wall, the period will be considered to have ended once the kick has been completed.
 - Either kick is considered completed when, after the ball is in play, one of the following occurs:
 - The ball stops moving or goes out of play.
 - The ball has left the court outside of the goal posts, over the goal line, no goal.
 - The ball has left the court between the goal posts resulting in a legal goal.
 - The ball hits the ceiling or leaves the court over the ouch line.
 - The ball is played by any player (including the kicker) other than the defending goalkeeper.
 - The referees stop play for an offence by the kicker or a team-mate of the kicker.
 - If a defending-team player commits an offence before the kick is completed, the referees continue the game by ordering a retake or awarding a further DFKSAF or penalty kick as appropriate, in line with the Futsal Laws of the Game.
- **Half time**
 - Is 3 minutes.
- **Timeouts**
 - The teams are entitled to a one-minute timeout per game in pole play.
 - The teams are entitled to a one-minute timeout per half in elimination rounds.
 - The team official(s) can request the timeout when the ball is out of play (ball has left the court) and the restart is their possession.
 - The team official must hand the timeout card to the timekeeper.
 - If the team official(s) request comes when the restart is an IDK, DFK, or drop ball, the time out will not be awarded and can be honored on the very next out of play (ball has left the court) opportunity in which the team requesting the time out has the possession on the restart.
 - **During a timeout:**
 - The players may remain on or off the court.
 - The substitutes must stay off the pitch.
 - Substitutions may only be made after the acoustic signal or whistle has sounded to indicate the end of the timeout.
 - **During a timeout:**

- A team that does not request a timeout in the first period of the match is still only entitled to one timeout during the second period.
- If there is neither a third referee nor a timekeeper, a team official may ask the referees for a timeout.
- There are no timeouts allowed during extra time, if played.

Conduct

- Any actions, verbal or physical, that are detrimental to the health and safety of coaches, players, referees, spectators, or any individual are prohibited and can lead to ejection of an individual or team.
- These actions include but are not limited to verbal or physically threatening behaviors, entering the court of play without consent and other inappropriate actions.
- Coaches your behavior is a role model for your players who pattern their behavior based on your reactions to any calls/non-calls that occur during the match.
- Any non-call by the referees was either a conscious decision that a perceived foul was trifling (not yet rising to the level of careless, reckless or disproportionate force level of play) for the level of play for any particular match or was out of the field of view of the referees due to an obstructed sight line (only fouls actually observed can be called).
- By Law, dissent either verbal or non-verbal towards any action/inaction of the referees is defined as Misconduct punishable with either a yellow or red card.
- Any adult sanctioned with a Red Card shall immediately leave the vicinity of the court the game is being played on for the remainder of that game.
- The vicinity shall include any space within the venue closer to the court in use for this match than the far side of the goals on an adjacent court.
- Failure to leave the court or facility in a timely manner is subject to review and additional game suspensions and/or game forfeits may be assessed.
- Should fans behave in an unsportsmanlike manner or any other such manners that the site coordinator deems will jeopardize the safe and fair playing of the games, the committee reserves the right to eject the fans (by police if necessary).
- The club and the team will be reported to the Disciplinary Committee for action, which could include suspensions, and to declare the game a forfeit, which would result in the team being removed from the tournament this includes before and after scheduled games.

Divisions, Flights, and Playoff Format

- **4-team division**
 - Each team plays a round robin. *Top two teams based on points will play in the final.*
- **5-team division**
 - Top Seed receives a bye to the final.
 - Winners of quarter final play in the semi-final
 - Winner of semi-final plays the #1 seed in the final
- **6-team division**
 - Top four teams in each flight will play in the semi-finals. Winners advance to the finals.
- **11-team division**
 - Top six teams advance
 - 1st and 2nd seed first round bye.
 - Seed #3 plays seed #6; Seed #4 plays seed #5
 - Semifinals-lower advancing seed plays seed #1, higher advanced seed plays seed #2.
 - Winners advance to the finals.

Rosters

- Rosters must be approved by the designated tournament committee member.
- Max Roster Size is 12 Players
- Rosters must include Jersey Numbers
- Every player's jersey must have a unique number.
- Players can be dual rostered for teams within the same club but must be in separate age group divisions. The player must be rostered to both teams prior to tournament check-in.
 - Ex. A 2009 Birth year player can play for 2009 team and 2008 team competing in separate Age Groups
 - Ex. A 2009 Birth year player can NOT be rostered for 2009 Top Division Team and 2009 Middle/Bottom Division Team as teams are competing in the same age group.
 - When the tournament brackets are not single birth year age groups, ie U10, U12, U14, U16, or U18 then an U11 player whose U11 team is competing in the U12 bracket may not play for a U12 team also competing in the U12 bracket but can compete for any single team per bracket from his club competing in any of the U14, U16 or U18 brackets.
 - A female U12 player competing for a girls U12 team in the Girls U12 bracket may also play for a U12 Boys team, U13 or14 Girls team and/or U13or14 Boys team so long as all teams are within the same Club for example.
 - Any player found to have participated in games for two teams within the same tournament bracket will cause all matches for both teams that he competed for in that bracket to result in a forfeit (5-0 win for the opponents).
 - There is no limit to the number of rostered coaches for a team but only two coaches may be in the technical area during any match.

Ejections and Cards Player and Coach

- Minimum penalty is the player and/or coach missing the remainder of the current match and the immediate next match of the team he is playing for when the red card is issued.
- Maximum penalty is expulsion from the entire event. Tournament committee must agree.
- Coaches can be shown and given cards for their actions and behavior.
- **Dual rostered players and/or coaches** who receive a straight red card or two yellow cards (resulting in expulsion from the game) are suspended from all future matches until they serve the game suspension with the team with whom they received the red card.

Example A:

- Player A, Team A - receives a red card (sits out the remainder of the current game)
- Player A, Team B - has a game, player A must sit.
- Player A, Team A - has a game, player A must sit.
- Player A, Team B - has a game, player A can play.
- Player A, Team A - has a game, player A can play.

Example B:

- Player A, Team A - receives a red card (sits out the remainder of the current game) - Last game of tournament.
- Player A, Team B - has a game, player A must sit.
- Player A, Team B - has another game, player A must sit.
- **Coaches/Players** who receive a red card or second yellow card are suspended the following game for the team where they received the red card and are subject to review by tournament director.

Example A:

- Coach/Player A, Team A - receives a red card (sits out the remainder of the current game)

- o Coach/Player A, Team B - has a game, coach A must sit.
- o Coach/Player A, Team A - has a game, coach A must sit.
- o Coach/Player A, Team B - has a game, coach A can coach.
- o Coach/Player A, Team A - has a game, coach A can coach.

Example B:

- o Coach/Player A, Team A - receives a red card (sits out the remainder of the current game) - Last game of tournament.
- o Coach/Player A, Team B - has a game, coach A must sit.
- o Coach/Player A, Team B - has another game, coach A must sit.

The disciplinary committee reserves the right to review any cards to determine if additional time is warranted.

Equipment

- Players are required to wear shin guards in accordance with the Laws of the Game.
- Players must wear non-marking indoor soccer, futsal, or athletic shoes.
- All jewelry is prohibited on players.
- Any player who is non-compliant will be required to be substituted for at the next stoppage and will not be permitted to re-enter until any equipment issues are resolved.

Failure to Show and Forfeits

- A game may not start with less than four (4) properly uniformed players per team, one of whom must be dressed as a goalkeeper.
- Once a game has started, it may not continue with fewer than three (3) players.
- If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- A team shall have a five (5) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 5-0 win. The clock will start at scheduled kick off.
- In the case of a late start, game length may be adjusted by the referee to maintain the tournament schedule.
- If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.
- If the only coach on the bench is dismissed from the match due a red card and there is no other rostered coach from the same club who can quickly join the match, ie within 2 minutes with the clock running the match will be terminated and ruled a 5-0 forfeit unless the actual score shows a greater differential for the non-forfeiting team but only the 5 goal difference will affect the tie breakers in the standings.
- Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament committee.

Game Time

- The clock ONLY STOPS on a team time out and will only be stopped for 60 seconds.
- Failure to return to the court in a timely manner or to have the court ready to play (due to spilled water for instance) may result in a caution for Delay to the head coach.

Goalkeepers and Goal Clearance

- A goal clearance must be thrown by the goalkeeper (not kicked) and the goalkeeper cannot touch the ball again, in their own defensive half, until it has been touched by a player of the opposing team.
- **U-12 and below CANNOT** throw over half UNTOUCHED IN THE AIR.

- o Restart is an IDK at the point in which the ball crosses the midline.
- U-13 and above goalkeepers can throw the ball over halfcourt **except into the opposing goal keeper's penalty area.**
 - o Restart is an IDK at the point the ball crossed the penalty arc untouched in the air.
- Goalkeeper CANNOT punt or dropkick for any age.

Heading

- **No heading of the ball in U9, U10, U11, or U12 age groups.**
 - o An IDK will be awarded to the opposing team at the spot of the offense.
 - o If inside the penalty arc and headed by the attacking team, the restart will go to the goalkeeper for GK Clearance.
 - o If inside the penalty arc and by the defensive team, the restart will begin with an IDK perpendicular to the goal line and parallel the 10-meter mark for the attacking team.
- If the ball glances off the head of a defender, then goes straight into goal, **the goal shall be awarded.**
 - o This heading amendment, being safety minded in nature, is not meant to penalize nor provide a goal scoring opportunity, nor prevent a goal scoring opportunity. The ball glancing or skimming off of a defender then entering the goal will NOT be deemed as a heading infraction and the goal shall stand.

Kick-Ins

- Restarts after the ball has gone out of play, the ball is kicked into play from the touchline.
- The ball must be placed stationary on the touchline and the planting foot of the player taking the kick-in must not cross the line or lift off of the line.
- The whole foot cannot cross the line.
- Opposing team must be at least 3m away (without be asked).
- The goalkeeper may not use his hands on a kick-in taken by his team.
- Kick ins are indirect.
- Corner kicks are the only restart, from out of bounds, that is direct.

Kick-Off

- A kick-off is a way of starting or restarting play.
- The home team takes the opening kickoff.
- The opponents of the team taking the kick-off are at least 3m from the ball until it is in play.
- The ball must be stationary on the center mark.
- The kickoff can go in any direction.
- The kickoff is an IDK. You **cannot score directly** off a kick-off.
- Home team kicks off for each game, no coin toss.

Offside Rule

- There is no offside rule in Futsal.

Pass backs

- One (1) pass back to the goalkeeper's feet per possession in the defensive half.
- A goalkeeper throws counts as the one pass back per possession. spot of the second touch if outside of the penalty area.
- A double touch infraction results in an IDK from the spot of the second touch if the goalkeeper is outside of their penalty area.
- If the goal keeper's second touch happens within the penalty area, the ball is brought out perpendicular from the goalie to the point at which the ball crossed the penalty arc for the IDK.

Penalty Kick

- To be taken from the penalty mark on the midpoint of the 6m line.
- All players must be out of the penalty area, behind the ball and players must also be at least 5 m from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.
- All GKS must start on or above their endline until ball is kicked.

Playoff Games & Penalties

- **For Semi-Finals and Finals only**, if the goal differential is 5 goals or below, the clock will be stop for every restart during the last minute of the second half of the match.
- Playoff games must have a winner and will be decided by Penalties if tied after regulation.
- The winner of a coin toss will have the option of choosing to kick 1st or 2nd.
- Choose any five players from roster, kick from mark on court (6 meters, approximately twenty feet)
- Five kicks for each team will constitute the first round.
- The winner is the team with the greater number of made kicks after 5 each have been taken or after each team has kicked (one and one each team if still tied after 5 kickers).
- Once a team has made more kicks than their opponents can possibly obtain then the kicks end immediately and all 5 are not needed to be taken (ie after 3 rounds and the score is 3-0 for team A, since the 2 additional kicks for team B cannot reach 3 then no additional kicks are taken)
- All GK's of all ages must start on endline and remain there until ball is kicked.
- If additional kicks are required, teams go one by one among players who have not yet kicked.
- No player may take a second kick until every player on roster has taken a kick, including goalkeepers.
- Must reduce to equate prior to the first Penalties to determine the winner. (ie. if team A has ten players and Team B only eight, Team A will choose eight players as kickers)
- An injured Goalkeeper may be replaced by a substitute from the reduced players, but the substitute may not kick until every player has kicked if the goalkeeper has already kicked.
- A player who was not reduced and the goalkeeper may switch back and forth as to who is in goal between kickers without eliminating either from the opportunity to kick until they kick.

Restarts

- Goals may not be scored directly on the following restarts which include:
 - Kick-ins (touchline)
 - Indirect Free Kicks
 - Drop Ball
 - Kick-offs
 - Goal Clearances
 - **Corner kicks are direct and can result in a goal.**

Rosters

- Roster size is recommended at 10 players. Maximum roster is twelve players.
- Players may roster on more than one team if they are part of the same club.
 - Players may NOT roster on two teams, in the same division (see penalty above)
- Minimum number of players to start a match is four.
- Minimum to continue the game is three.
- Only two coaches are permitted in the technical area during the game.
- Only 1 may stand at either end of the bench, behind the bench or to go speak to a player. Coaches shall not be within the lane within 1M of the court that the referee needs to run along the touchline during play.

- Coaches shall only enter the court to attend injured players once the referee beckons them onto the court.

Rules and Disciplinary Committee:

- John Guthery (Chair), Matt Geier (Co-Chair), Zac Conn (Alternate), Keith Polliard (Alternate)

Shoulder Charges.

- Not allowed.

Sliding Tackling

- Sliding tackles are not allowed.
 - Players are allowed to slide on the court (e.g., to stop a ball from going out of play, to direct a pass towards the net, etc.)
- If a player slides within one floor tile at Prosports, this is deemed a slide tackle falling under trip or attempt to trip in LAW 12.
- Restart is a DFK or a penalty kick if the infraction occurs within the penalty area.
- If the sliding player contacts an opposing player with or without the ball or causes a player to jump out of the way they can be cautioned and or ejected if the opponent was contacted/injured under the Serious Foul Play or Violent Conduct guidelines.
- If the player slides and only contact the ball, it is the referee's discretion if it was "Careless" or "Reckless" resulting in a foul or card.
- Goalkeepers may slide to play a ball, it is the referee's discretion if it is: Careless, Reckless, Excessive, deserving DFK or card.

Substitutions

- Players must enter and leave the court from the designated area by their team bench.
- "Flying substitutions" allow substitutes and players to enter and exit as they please.
- The field player must exit before the substituting player can enter.
- Any substitute from the bench can come in for GK on the fly same as any other player.
- The penalty for leaving the court outside the substitution area or entering before the player has left is the same, a caution to the player entering the court.
- If a goal is scored when there are more players on the court than allowed for the team scoring, the goal is disallowed, the last player to enter is cautioned and play is resumed with a goal clearance if discovered prior to the kickoff.
- If discovered after the kick-off the last player to enter is cautioned and removed from the court but the goal will count.
- The players shall only be within 1M of the touchline when they are imminently substituting for the player who is in the process of coming to the bench.
- A substitution is not yet imminent if the player leaving the court has not been called for yet or has not yet started making his way towards to substitution zone.
- There is no limit to the number of substitutions you can make in a game.

Team Benches

- Teams start the game positioned in their teams' defensive end.
- Team must switch benches at halftime.

4-second violation

- Restart after a four second violation on corner kick is a goal clearance.
- If play is not restarted within 4 seconds for a kick-In, the kick-In is awarded to the opposing team.
- If the ball is not put into play properly by the goalkeeper:

- o Possession of the ball for more than 4 seconds in their half results in the opposing team being awarded an IFK from the spot of the four second violation. If possession was inside the arc, restart is an IFK on the 6M arc.

Tie Breakers

2 Team Tie

1. Head-to-head Winner
2. Most Wins
3. Biggest goal differential (Max of five goal difference per game)
4. Lowest goals against
5. Most goals for (Max of five goal difference per game)
6. Most shutouts
7. Least number of yellow cards
8. Least number of red cards.
9. Coin flip
 1. Each team will be designated with either 'heads or 'tails'.
 2. Team advancing is the team whose 'heads' or 'tails' lands facing up.

3 or More Teams (in order)

1. Most Wins
2. Biggest goal differential (Max of five goal difference per game)
3. Lowest goals against
4. Most goals for (Max of five goal difference per game)
5. Most shutouts
6. Least number of yellow cards
7. Least number of red cards.
8. Coin flip
 1. Winning team has the coin that differentiates itself from the other two. Example: tail, tail, heads = heads win)
 2. If a second team is needed for advancement, we move immediately to two team coin flip with the remaining two teams. Each team is designated with either 'heads or 'tails'. Team advancing is the team whose 'heads' or 'tails' lands facing up.

The 5M Rule

- Opponents must be 5-meters away for all, DFK, IDK, and corner kicks.
- Players must immediately give five meters.

The 3-meter rule

- On kick offs and kick ins the players must be three meters from the ball

Tournament Standings will be based on the following:

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

Uniform

- When there is a uniform conflict, the designated home team will change colors.
- The home team is listed first on the schedule.
- Home Team = Dark Color
- Away Team = Light Color
- Goalkeeper jerseys shall be different from both their own team's and the opposing team's.

- All players shall have a unique number from all other players of their team visible