

RULES OF THE SASKATOON FUTSAL LEAGUE S.F.L.

Adult Elite Futsal League is a local futsal
tournament for Men Teams.

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JURISDICTION

Policies, Procedures, and Laws of the Game

This League is being organized for invitational men's teams who wish to enter.

This League will be run in accordance with the policies and procedures of Saskatoon Futsal League.

Matches are played in conformity with the current FIFA Futsal Laws of the Game. Where there is overlap or non-decisiveness, the FIFA 2015/2016 Laws of the Game, S.S.A., S.F.L. published rules shall be in effect, except for changes hereinafter provided.

CLASSIFICATION / AGE CATEGORY

This tournament is open to a men elite division teams comprised entirely of players who are 16 years of age or older.

REGISTRATION

Improperly registered or unregistered players for teams will not be permitted to participate.

On Registration, all teams will need to provide to a Tournament Official an Official Team Roster that shows the names and birthdates, player ID #, and contact information of all players who are members of that team.

Teams are required to check-in with League Officials before kick-off of the team's first game in order to have each player's ID verified for the correct age groups and divisions. It is the responsibility of each team to leave enough time to register before their first game, allow for lineups to do so, and still have the required approved documentation present in sufficient time before their first league game.

INSURANCE

Participating teams shall hold Saskatoon Futsal League, its officers, tournament organizers, sponsors, supervisor, and participants harmless from any and all claims for liability occurring in relation to staging and organizing of the relevant matches and/or tournament, on or off the venues, including transportation to and from the activities.

FAILURE TO SHOW

Teams must be present and ready to play at the scheduled time or forfeit the game. All forfeits shall result in a 3-0 score being awarded to the opposing team and will result in a \$50 fine which must be paid prior to the team's next scheduled game. Failure to pay the fine prior to the team's next game will result in the team being disqualified from the tournament and no refund of the registration fee will be issued.

Failure of a team to appear at a game, or to field three (3) players, without valid justification, at the game's scheduled kick-off time, will result in a forfeit. Should both teams fail to appear or to field three (3) players, without valid justification, at the game's scheduled kick-off time, neither team will be awarded points, and both will be shown having a loss, with a 0 - 0 score being recorded. In both instances of game appearance failures (as opposed to a tournament appearance failure), the Tournament Discipline Committee will decide whether the team(s)-in-question shall be suspended from the remainder of the Tournament.

Should a team become unable to commence or to continue a game due to the fact that a sufficient number of its players has received Red or accumulated Yellow Cards, that team will be declared the loser of the current game and may be suspended from further participation in the league. The winning team will be awarded the win by forfeit or by the existing score at the time of suspension of the game if that score is more favourable to the winning team, but the losing team will be allowed to continue in the league if it can "field" the minimum required number of players in its future scheduled or assigned games.

Should a team refuse to field a sufficient number of players to start or to continue a game, or should it withdraw its players from the surface (even for a temporary period), that team will be declared to have lost the current game by default (even if the withdrawing or refusing team was leading at the time of the refusal or withdrawal). If the game had not started, a forfeit will be awarded to the winning team. However, should the game have started, the winning score will either be 3 - 0 or the existing score at the time when the game was halted (whichever score is most favourable to the team that is being awarded the win). The team that refused to field a sufficient number of players or that withdrew its players from the field will be expelled from further play in the league.

In the event that any team is expelled from the Tournament for the inability to field a team due to discipline, or withdraws (for whatever reason) from the Tournament, the Tournament Organizing Committee will consult with the Tournament Discipline Committee and may do one, all or none of the following:

1. re-align the "Pools" affected; and/or
2. revise the schedule; and/or
3. invoke any other decision to maintain the fairness and competitiveness of the competition.

Should the Tournament Committee accept the team's (or teams') non-appearance reason(s) as valid, the game may, at the discretion of the Tournament Committee, be re-scheduled, and/or shortened or forfeited (with continued participation in the Tournament allowed).

Should there be a valid reason for a team's late arrival and should there be a sufficient time period available in that day's schedule to play the game and should the team that otherwise would have received a forfeit win agree to play the game, the game may be re-scheduled by the Tournament Discipline Committee.

When a team fails to appear or is late, the Tournament Discipline Committee will be the sole judge as to the validity of the team's reason for being late or for having failed to appear and will also be the sole decision maker as to whether the team should be expelled from the remainder of the Tournament.

Failure of a team to appear at the tournament will lead to a forfeiture of the team's entry fee.

If a team forfeits its last game of the round-robin series, all games played by that team in the tournament shall be eliminated and all of their opponents will receive a forfeit victory and three (3) points, regardless of the actual game scores.

Abandoned games will be reviewed on a case-by-case basis by the Tournament Committee.

All determinations by the Tournament Committee are final.

ROSTERS

Team rosters will be limited to twelve (12) players per team. All twelve (12) may be dressed and play in each game of the Tournament.

A player may only be registered to and play on one team in the tournament. Valid government identification may be requested and inspected at any time during the tournament to verify player eligibility.

Any team playing an ineligible player will forfeit all games where such a player participates or participated by a forfeit. They will also be reported to their governing body for disciplinary action.

The last day to register players without a financial penalty is December 5th, 2015. Any player that registers for a Team after this date will need to pay a \$10.00 late registration fee.

ELIGIBILITY

Any Player or Team Official who is deemed to be ineligible will cause their team to forfeit that game and the team will be disqualified from the Tournament.

The Tournament Organizing Committee reserves the right to accept or to refuse the entry application of any team for participation in the Tournament.

COMPETITION / PHASES OF THE COMPETITION

The competition consists of the following phases:

Qualifying Round

All 6 teams will play 3 round robin games against the remaining 5 teams, for a total of 15 games.

Final Round (playoffs)

The knockout stage is a single-elimination playoff. All matches, with exception of the Finals, will go directly to kicks from the penalty mark used to decide the winner if necessary. The Finals will consist of a 5 minute silver goal period before kicks from the penalty mark.

Competition Organization

All participating teams are guaranteed fifteen (15) games during the tournament, one Semifinal, and a Final.

The structure of the Competition is league play with a final playoff weekend.

Each game will have a winner and a loser. If the score of any elimination game is tied at the end of regulation time, the game's winner shall be decided by kicks from the penalty mark taken in accordance with the regulations laid out in the FIFA Laws of the Game.

Each team will be awarded three points for a win, one for a tie, and no points for a loss.

If, at the end of the Round-Robin group play series of games, two teams' game point totals are tied, the various teams' rankings or standings will be determined according to the following criteria order:

1. the winner of the game (if any) between the two teams;
2. the team with the most wins;
3. the team with the higher goals scored in all games;
4. the team with the better goal differential (goals scored minus goals against)
5. A coin toss by a tournament official.

In the event that the tied teams did not play a game against each other, the tie-breaking will commence with item #2. In the event that 3 or more teams are tied, and did not all play each other, the tie- breaking will commence with item #2 and will proceed in the above order of criteria until one or more team(s) is (are) eliminated by one of the criteria. The breaking of the remaining tie will then re-commence at item #2 and proceed in the above order of criteria until each deadlock is broken.

Playoffs

The top four teams in will go directly to the semi-finals.

PLAY

Substitutions

Teams may register, dress, and play as many as twelve (12) players in any game. Substitutions may be made at any time during play as long as they are compliant with standard FIFA substitution rules.

A player who is bleeding must leave the playing surface for treatment and will not be allowed to resume playing until after the Referee has verified that the area of the body from which the player was bleeding has been properly covered and that the bleeding has stopped. In the case of a nose-bleed or an internal mouth injury, it will be sufficient for the Referee to ascertain that the bleeding has stopped in order for the player to be allowed to re-enter the game. No player will be permitted to play with blood on any piece of his or her body or equipment.

Position of Opposing Teams

Teams must be at the venues for all scheduled games at least 10 minutes prior to Kick-Off.

Players, Coaches, and other Official Bench Staff for both teams will take up position on the same side of the playing surface but on opposite sides of the center line within their technical area.

Players and Coaches (and other Bench Staff members) shall restrict their movements to within their technical area.

All spectators will take up position on the opposite side of the playing surface across from the team benches.

All players, Coaches, Official Bench Staff, members, and spectators shall remain as far back from the touch line as possible. The referee can and will implement this for the safety of the players, and their decision is final and to be enforced by all coaches and spectators.

PLAYING EQUIPMENT

Each team should have a set of same coloured jerseys/sport shirts/socks.

In the event of a conflict of jersey colours, one of the teams will be required to wear pinnies (bibs), and this will be decided by a coin toss from the referee.

The goalkeeper's jersey must be distinct from those of their team-mates, the opposing team and goalkeeper, and the referee.

All players must wear shoes which conform to the requirements of FIFA Law 4. No cleats or shoes that mark, mar or disfigure the playing surface will be allowed.

Jersey, shorts, socks, and shin pads are mandatory for each player.

Other than team identification, direct sponsor advertising screen printed or heat-pressed onto the team jerseys, and player name, all items worn by players, officials and other representatives must be free of any political, religious, and/or other messages.

The Referee will provide the game ball. Should one not be available, the home team will be responsible for providing a game ball that is deemed of sufficient quality by the Referee.

Jewelry shall not be worn. The wearing of rigid casts or splints shall not be allowed as per the CSA.

Knee braces, if worn, must be completely covered with a padded material suitable to protect opponents from harm. The referee shall decide what constitutes a danger to other players, and their decision is final. All equipment should be checked at registration.

PLAYING REGULATIONS

If there are fewer than three (3) players on either team, the match will be abandoned. In this case the Discipline Committee will decide on the consequences.

Suspended players are not permitted to take part in the warm up or sit on the bench during a game.

GAME SHEETS

Game sheets will be provided by the tournament officials. Team managers must ensure that the correct player jersey numbers are on the game sheets before their first game's kickoff. No new players may be added after the first game has been started.

COACHES AND TEAM OFFICIALS

All teams may register two (2) team officials.

A maximum of two (2) Team Officials (Coaches, Trainers, etc.) will be permitted to be in each technical area at any time. These persons will be designated by each team as Official Bench Personnel on the Tournament Roster.

SCHEDULES

Please note the Tournament Committee reserves the right to make changes in the schedule as necessary.

BALL SIZE

Games will be played using a standard FIFA futsal ball.

DURATION OF GAMES

Duration of all group/pool games shall be two halves of 25 minutes (2x25), running time, with a 5 minutes half-time period.

Each team will have one 60-second time out per half in the game.

The Referee is the official timekeeper for the game, even during games where a timekeeper is assigned.

CONDUCT

Spectators

Spectators must not enter the playing surface or technical areas.

No one (players, coaches, spectators) shall be allowed behind the goal lines.

First Aid

Each team is responsible for providing their own first aid equipment. The tournament organizers are NOT obligated to have an icing station and if provided it is courtesy more than a staple item available to teams.

Conduct

The decisions of the Tournament Committee regarding the conduct of the tournament, its participants and spectators shall be final.

The Tournament Committee relies upon the coaches and team officials to set an example of conduct and sportsmanship and to exercise all the necessary control over their players and associated parents and spectators.

The tournament will not tolerate foul and abusive language. There is no smoking at any facility.

The Tournament Committee reserves the right to eject ANY person (player, coach, team official, parent or spectator) exhibiting inappropriate behavior from the immediate playing areas.

No alcoholic beverages, other intoxicants and artificial noise-making devices or amplifying devices are permitted at game venues. There are no pets allowed at any facility.

All public passageways, corridors, stairs, doors, gates, and emergency exit routes must be kept free of any obstructions, which could impede the flow of traffic.

Players must be instructed to compete in the spirit of the game and according to the laws of the game. It is the responsibility of each team to inform their players, parents and supporters of these rules and their guidelines.

While at the venues and facilities, any coach, parent, team official, player, or spectator threatening violence or verbal abuse to any individual will immediately be ejected from the tournament and the entire team may be ejected from the tournament.

Teams and affiliated persons that are disrespectful and/or damage property will be ejected from the tournament and will not be accepted for future participation. Additionally, those team(s) will be responsible for all expenses.

Coaches, bench players, and team officials must be seated during play as per FIFA rules.

The team officials will be held responsible for the behavior of all spectators or supporters in their team's party.

DISCIPLINE

Cautions/Ejections

Cautions/Yellow Cards - if a player receives two (3) cautions during the league, the circumstances surrounding the cautions will be reviewed by the Tournament Discipline Committee. If the Committee deems the cautions to be of a serious nature, a one (1) game suspension may be handed down. Those under suspension will sit for their team's next game. A third caution will result in an automatic one (1) game suspension. The player will pay \$10.00 for the third yellow card and will pay \$20.00 for the fourth, and \$30.00 for the fifth.

Yellow cards shall also result in the team penalized playing "shorthanded" for two (2) minutes after the infraction. If the goalkeeper gets a yellow card, another player may serve the two (2) minute penalty.

Ejections/Red Cards - all misconduct during the tournament by players, Coaches, and Team Officials will be dealt with by the Tournament Discipline Committee and the appropriate suspensions will be rendered in accordance the Province's discipline rules and regulations. The S.S.A. and District will be notified of any discipline that has not been fully served during the Tournament, for their further actions according to the Province's discipline rules and regulations.

Red cards shall also result in a team penalized playing "shorthanded" for five (5) minutes after the infraction.

A player or team official who is dismissed from a game must leave the court area immediately.

Any player(s) or team official(s) shown a red card shall be suspended for at least one additional game automatically. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee. The Third Red Card the player will pay \$30.00, Second Red Card \$50.00, and Third Red Card \$100.00.

OFFICIAL

In terms of the score in a game, the referee's decision is final.

The Referee will record goals scored and scorers, and indicate all cautions and ejections on the game sheet.

The Referee will also describe and explain all cautions and ejections on the appropriate Provincial forms.

The Referee will verify the correctness of the game sheet by signing them at the end of the match.

The Referee will also fill in and submit any Special Incident Reports as required.

For the purpose of discipline, the Referee's authority commences once he or she is in the vicinity of the playing surface and continues until he or she has left the vicinity of the surface. This time span includes the teams' warm-up and warm-down periods and the souvenir exchange/hand-shaking and the vicinity-exiting period.

Any player who is ejected for assault of a Referee will not be allowed to continue to play in the tournament and the player's actions will be reported to their respective District.

The Referee's decision in matters concerning the application of the Laws of the Game, and the decisions of the Tournament Committee regarding conduct of the tournament shall be final and with no appeal rights.

All registrant discipline will be dealt with according to the Province's Rules and Regulations under the Discipline by Review System. The Tournament Discipline Committee will review the Referee's report and render suspensions as appropriate according to the Province's Rules, Regulations and Standard Penalties for Misconduct. All discipline not covered by the Province's Discipline by Review System or served in full during the tournament, will be referred to the District, which may include referral of the matter to the registrant's home association.

PROTESTS

No protests regarding a Referee's decision(s) on matters pertaining to discipline, including the showing or issuance of red or yellow cards - will be entertained. All Referees' decisions are final.

Protests regarding non-Referee-decisions will be permitted. All potentially affected parties will be notified of the protest and each will be permitted to make a presentation (of five (5) minutes maximum duration) to the Tournament Management Committee, which will make a decision on the same day that the protest is filed; and its decision will be final and binding.

Protests on non-Referee-decisions must be filed in writing and submitted to the local representative of the Tournament Committee within thirty (30) minutes of the end of the game related to the protest, and a cash deposit of \$100.00 must accompany the protest.

All teams that are or may be affected by the protest will be contacted and allowed to make a representation of no longer than five (5) minutes to the Tournament Discipline Committee.

A decision will be made by the Tournament Discipline Committee before the commencement of any of the affected teams' next scheduled or possible game and the decision will be final and binding.

There will be no appeals.

The fee will be refunded only where the protest is upheld.

ORGANIZATION

Tournament Organizing Committee

The Tournament Organizing Committee will be responsible for all matters pertaining to the organizing and running of this Tournament.

With respect to any question relating to the interpretation of these Rules and Procedures (other than matters that fall exclusively within the coverage of the Tournament Discipline Committee) or for any matter not specifically addressed by these Rules and Procedures, the Tournament Organizing Committee will, upon hearing a representation of no longer than five minutes' duration from each of the teams that is or may be affected by any issue under discussion, make a final and binding decision.

There will be no appeals from this decision.

CANCELLATION OF TOURNAMENT

The entry fee will be refunded in full if the tournament is cancelled.

The tournament is not liable for any part of other personal or team-related, travel, or other expenses accrued or incurred due to, but not limited to, part or while cancellation of this tournament.

If a game or the entire tournament is cancelled due to acts of God, no refunds will be given under any circumstances.

ADVERTISEMENT DISPLAYS / SPONSORSHIP

RESTRICTIONS

Direct sponsor advertising screen printed or heat-pressed onto the team jerseys is allowed, but must be free of any political, religious, and/or other messages which may be construed as offensive.

Any other kind of advertisement in any other form may only be used, displayed or distributed by previous arrangement with tournament host/organizing committee. Any unauthorized use, display, and/or distribution of advertising material shall constitute sufficient cause for team ejection from the tournament, and forfeiture of all their games played or left to play.

Failure to follow the advertisement rules and restrictions will result in the team being disqualified from the tournament and no refund of the registration fee will be issued.

ABANDONED GAMES

Under normal conditions, every game is to be played at its scheduled time and location. However, if dangerous playing surface or venue conditions occur, the location and kick-off time may be changed. However, unless previously advised otherwise by the Tournament Committee, or an official delegate of the Committee, all scheduled teams must appear at the scheduled location at the stated start time regardless of these conditions.

Referees have the authority to delay, stop or suspend any game due to venue or playing surface conditions. The Tournament Committee also has the authority to delay the start of a game or to re-locate or re-schedule it due to surface/venue conditions.

If a game is abandoned (i.e. will not be completed) the Tournament Discipline Committee will rule on that game's status, but every reasonable attempt must be made to complete all games in their entirety. When 75% or more of a game has been played, and the Referee determines that play cannot safely continue due to surface and/or field and/or light conditions, that game will be abandoned (ended) and will be considered to have been completed and the score at that time will become the final regulation time score.

If a game is suspended and then re-started, the game will not be deemed to have been completed simply because 75% of the game time has been played. Instead, play must continue as long as is safely possible - regardless of any single or multiple playing surface-conditions- caused game suspensions, unless that game is declared by the Referee to be "unfinishable" due to surface abnormalities, light-loss, etc.. In the event that a game is suspended due to the venue, the remainder of the game may be played later that same day or (if appropriate) at another location. The Tournament Committee will make the final decision as to the possible re-scheduling and re-location of the remainder of the suspended game.

If when a game is suspended it is less than 75% completed and it is later decided that it cannot be re-started, re-scheduled or re-located, the game will be declared as complete and the existing score will become the final regulation time score.

If a playoff game is suspended and should the final regulation time score be tied, all efforts will be made to conduct the overtime or go to penalty shots. If completion is impossible, a single coin toss will be used to determine the winner of the game. A Tournament Official will arbitrarily decide which team predicts the toss outcome.

Under normal conditions, games are to be played at the scheduled time and location. However, if dangerous conditions occur, the location and starting times may be altered.

During round-robin series, the Tournament Committee reserves the right to shorten the length of any game in an effort to ensure that all games are played. Further, if necessary, the Committee may cancel any game that does not have a bearing on the final standing of any group.

If a game is abandoned, the Tournament Discipline Committee will rule on its status, but every attempt will be made to complete the game as scheduled.

PRIVACY

Photo Policy

By participating in the tournament and other events of the tournament, you are giving permission for Saskatoon Futsal League to use photos taken during the tournament on their website, or other digital media outlets as they see fit. We also recognize that there may be situations where a photo of a child or legal charge should not be published. Please contact the Tournament Organizing Committee in this situation.

Saskatoon, November 19, 2015