



**2018 UNITED STATES YOUTH FUTSAL
NORTHERN CALIFORNIA REGIONAL FUTSAL CHAMPIONSHIP
ROCKLIN, CA
JANUARY 6 - 7, 2018
RULES**

The rules of this tournament shall be in accordance with USYS, FIFA, USSF and USSSA except as modified and approved herein.

TOURNAMENT HEADQUARTERS AND STAFF

All mail should be sent to Northern California Regional Tournament Headquarters
Futsal Factory | Vision Soccer Training
2636 Fulton Ave, STE 250C
Sacramento, CA 95821
916 837 0336 phone
coordinator@futsal-factory.com

TOURNAMENT STAFF

Tournament Director:
James Kavanagh (916) 715 8108, james@futsal-factory.com

TOURNAMENT VENUES

Courtside Basketball Center - 8825 Washington Blvd #300, Roseville, CA 95678
Rocklin Elementary School - 5025 Meyers St, Rocklin, CA 95677

USYF Northern California Regional Futsal Championship

FIFA FUTSAL RULES

https://football-technology.fifa.com/media/1022/footballs_futsal_laws_of_the_game.pdf

SCHEDULES AND STANDINGS

Will be posted and updated on the tournament website at:
<https://events.htgsports.net/?eventid=6169>

HOST HOTELS

The Regional Championship is as Stay to Play event. ALL out of town teams must book rooms through the USYF Travel management company, [GCI Team Travel](#). There are no exceptions to the Stay to Play policy. Having family in the area, staying in tents, etc., does not exempt teams from the policy

Tournament Team Check in: 45 minutes before first scheduled game.

NOTICE RULE CHANGES FROM LAST YEAR REGIONAL

AGE MATRIX – USYF Regionals and National will use the United States Youth Soccer age matrix below

IMPORTANT NOTICE TO TEAMS PARTICIPATING IN REGIONALS TO QUALIFY FOR US YOUTH FUTSAL

For Guaranteed acceptance into the Nationals, teams must have earned the title of Champions (1st place) in a division of one of the USYF Regionals. Those teams have until January 25, 2018 **to register and pay** the tournament fee to guarantee their acceptance.

After that date, the tournament committee will begin selecting teams that have registered and paid by January 25, 2018 and played in a Regional.

At large teams in order of preference are:

Teams registered & paid by January 25, 2018, that were finalists in one of the Regionals
Teams registered & paid by January 25, 2018 that played in one of the Regionals

The USYF National Selection Committee has sole discretion as to the teams accepted and reserve the right to add, delete or combine divisions.

IMPORTANT – Rosters for the USYF National Championships can add 4 players who were not on the Regional Championship roster. Maximum roster is 14.

The 2017 National tournament was fully subscribed, with 15 teams not accepted. All of the teams accepted had played in a Regional Tournament event.

AGE DIVISIONS

Boys and Girls, birth year 2009 – 1999 (U8 to U19)

***** Mixed gender possible based on case by case basis**

***** One over age player is permitted per team (Must be born in last quarter of the year).**

TEAM ELIGIBILITY

USYF Tournaments shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided such team is in good standing with its youth association. The USYSA age group matrix will be used to determine tournament age groups. The oldest player on the roster dictates the age group the team will play.

USYSA AGE GROUP CHART 2017-18 SEASON

Birth Year	Age group for Nationals	Birth Year	Age group for Nationals
1999	U19 1999	2004	U14 2004
2000	U18 2000	2005	U13 2005
2001	U17 2001	2006	U12 2006
2002	U16 2002	2007	U11 2007
2003	U15 2003	2008	U10 2008
		2009	U 9 2009

PLAYER ELIGIBILITY

All teams are required to present their United States Soccer Federation affiliated cards for each of their players/coaches at team check in. These are the cards issued by their governing association used for identifications purposes to play outdoor leagues and tournaments. These cards are issued by USYS, AYSO, USSSA, US Club Soccer, etc. Player/coach cards must be verified, photo attached and laminated. If your association does not allow lamination, cards must be encased in plastic sleeves. If you are not sure of a player's eligibility ask, in writing, to the Tournament Director. If the player does not have a card issued from their association, see **Team Check-in** below for alternative identification.

USYF CARDS ISSUED BY YOUR LOCAL LEAGUES OR OTHER FUTSAL ASSOCIATION CARDS ARE NOT VALID FOR TEAM CHECK IN AS THESE CARDS ARE NOT AGE-VERIFIED. PLAYERS AND COACHES ALREADY REGISTERED WITH USYF DO NOT HAVE TO PAY A REGISTRATION FEE

United States Youth Futsal Registration – all players must be registered with USYF. Any player not currently registered with USYF, must pay **\$9.50** per player for registration. This fee is in addition to the tournament entry fee. To be USYF registered, the player must be entered in the USYF tournament registration system, Media / Medical Release received and fully paid.

TEAM, COACH AND PLAYER REGISTRATION

All teams must register on-line in the tournament registration system on the tournament website. After registering their team on-line, each team manager will receive an e-mail confirmation of receipt of their application to the Regional Championship. In some cases, the Regional may be fully subscribed or a division may have an unworkable number of teams in an age groups, such as 7 or nine teams. The tournament director has final say as to teams accepted.

The e-mail also contains directions as to how to log into the registration site to complete registration. Player information needed includes, but not limited to: name, assigned jersey number, date of birth and home address and one parent e-mail address. Players entered will comprise the team's Official Tournament Roster.

Each manager, coach or assistant must a valid ID and be listed on the Official Tournament Roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant. Each team is limited to three coaches on the bench all of which must be on the Official Tournament Roster.

Teams have **until 5:00pm Jan 4th** to make any roster changes. At that time, tournament staff will print out the Official Tournament Roster, which will be used at team check-in.

TEAM CHECK-IN

Team check-in will be held Friday evening. Coaches and/ or managers only. Players do not need to be present at this check-in.

Player and Coach Identification Needed at Team Check-in.

1. Player/Coach cards for each player as discussed in **PLAYER ELIGIBILITY** above
OR
2. Birth certificate **and** a photo of the player or birth certificate and a photo ID
OR
3. Valid driver's license
OR
4. Passport

Tournament staff will conduct credential checks and compare the printed roster to the player identification presented. Upon approval, each team will receive a laminated Official Tournament Roster. The Official Tournament Roster is to be carried throughout the tournament and presented to the referee staff prior to each match.

PRE GAME CHECK IN

Pre-game check in procedures will begin 15 minutes prior to each match. The team must present the laminated Official Tournament Roster to the referee staff at game check-in. Players arriving late at the court after the pre-game check in procedure may enter the game once the games' official(s) verify the player is eligible and with the permission of the center referee. A late arriving player may be challenged at the time he/she is allowed to participate by the game officials. **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES PLAYED** and be eliminated from the tournament

Players not certified by the tournament staff will not be allowed to participate.

LAWS OF THE GAME

All games shall be accordance with the FIFA "[Futsal Laws of the Game](#)", except as modified below and in the HOUSE RULES. Competition sanctioned by the association shall abide by the "Laws of the Game

LAW 4: Players' Equipment

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks). Players wearing a permanent orthopedic cast shall not be eligible to participate in any game. However, soft braces can be worn as long as they are properly wrapped. The safety of all players and final decision on safety is at the discretion of the referee.

Teams must wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers while both players are playing on the field at the same time. The first team listed on the schedule is considered the Home team. The Home team is to wear light color uniform tops. If the Home team has on its light color kit and there is a discrepancy with the visiting team, the visitor must change their uniforms.

The uniform of the goalkeeper must be a distinctly different color from the basic colors of the competing teams and the referee.

LAW 5: The Referee

Referees are required to sign and complete an official USSF or tournament specific game report to the Tournament staff as well as a Red Card report containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

LAW 7: The Duration of the Match:

- The duration of the game will be:
- Two (2) twenty-four (24) minute halves**
- One three (3) minute half time
- One Time Out per half
- No Overtime
- Referees will keep time for all matches

HOUSE RULES OF THE GAME

- Players may be double-rostered on teams that are in DIFFERENT AGE DIVISIONS ONLY. Players may not play for more than one team in the same age group.
- **It is strongly suggested** that all teams should register a coach **and** an assistant coach or administrator in the event that the coach is removed from the game.
- Unlimited substitutions
- *(2) 24 - minute running clock halves. For semi-final and final games, During the last two minutes of play if the score differential is less than 4 goals (3, 2, 1 or 0 goal difference), at the referee's discretion, the clock can be stopped if it is determined that time-wasting techniques are being used.
- **Goalkeeper may punt or drop kick the ball upon making a save.**
- Heading is prohibited ages U11 and under.

Abandoned matches will not be replayed

Coin toss may be used at beginning of game and half time to determine kick off

Each team will be scheduled to play a minimum of 3 matches

HOME TEAM

The team listed first on the schedule is the Home Team. The Home Team is to wear white/lighter color jerseys. If Home Team complies and there is a conflict, visiting team must change jerseys. If Home Team does not comply and there is a color conflict, then home team must change colors.

GAME BALLS – Provided by the Tournament

U8-U12 will use a size 3

U13 and older will use a size 4

SCORE TABLE

Each score table will be comprised of 2 individuals:

1 – Volunteer from the home team will keep the score sheet

1 – Volunteer from the visiting team will run the clock and score machine

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". The Tournament Staff has the authority and the responsibility to remove any person(s) from the tournament for abuses

of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to USYF Tournaments:

Tournament staff will designate a sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. At halftime, teams will switch benches so as to substitute from their defending area. While the game is in progress coaches/managers/trainers/players must remain on their respective benches and may not roam the sidelines.

Artificial noise making devices are prohibited.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach and the fans who behave in an abusive or disruptive manner.

POST GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each of the opposing team members for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

It is the responsibility of the coach/manager to retrieve their Official Tournament Roster card from the referee at the conclusion of the match.

DISCIPLINE

A player manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. All referee rulings stand.

Depending upon the severity of the unacceptable conduct, a suspension of up to the duration of the tournament may occur.

If a Red Card is given to a player/coach and they are sent off, a report shall be filed with Tournament Staff. The Official Tournament Roster will be placed with the red card report and turned in to the administrative desk to be marked with the next game information. The coach/administrator may pick up their roster card and take the card to their next match, but the offending player/coach must serve his/her game suspension during the scheduled match. This will be noted on the roster card. A Red card suspension can only be served with the team with which the suspension was earned in games played by their team.

DETERMINATION OF POOL PLAY WINNERS

In pool play there will be no overtimes given. Standings in a division or pool will be determined by:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

If two teams tie in points, the division or pool winner will be determined by:

1. Head to head result; if no clear winner,
2. Net goal differential, only a maximum of seven (7) goals differential per game will count, if no clear winner
3. Fewest goals allowed, if no clear winner
4. Coin toss

POOL PLAY AND PLAYOFFS - NUMBER OF GAMES

Division play and playoffs are determined by the number of teams and pools in a division. Depending upon the division configuration, a team could play as many as 3 games in one day.

Divisions with 4 teams – 1 pool - Each team plays each other once. The 1st and 2nd place teams advance to the finals.

Divisions with 5 teams – 1 pool - Each team plays each other once. The team with the most points and the second most point will advance to the finals.

Divisions with 6 teams - 2 pools of 3 teams - Each team plays the teams within their pool. After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team. The third place teams of Pool A and Pool B will play each other in a consolation game, completing their third and final game and are eliminated from the tournament. Using the temporary standing generated from the two pool games, the Team with most points from Pool A vs. Team with 2nd most points from Pool B. Team with most points from Pool B vs. Team with 2nd most points from Pool A. These games are semifinals with winners advancing to the Finals.

Divisions with 8 teams - 2 pools of 4 teams – Each team plays the teams within their pool. The 1st and 2nd place teams of Pool A and B advance into the semi-final round where the 1st of Pool A vs. 2nd of Pool B and 1st of Pool B vs. 2nd of Pool A. The winners of the semi-finals advance to the finals.

Divisions with 10 teams 3 pools, one pool of 4 teams and 2 pools of 3 teams - Pool A will have 4 teams, pool B and C will consist of 3 teams. Pool A will play each team in its pool to determine point total to calculate the point winner of Pool A. The team with the most points in Pool A is designated as one of the semifinalists

Pool C and D consist of 3 teams in each pool. Teams will play the other two teams in their pool (2 games within the pool). After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross pool games, which are the guaranteed third game for each team. The two third place teams of Pool B and Pool C will play a consolation game, completing their third and final game and are eliminated from the tournament.

Cross-pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool B vs. Team with 2nd most points from Pool C. Team from Pool C with the most points vs. Team from Pool B with 2nd most points, giving each team their third game. The cross-pool games are elimination games with winners advancing as semi – finalists.

Once the three semifinalists have been identified, using the 3-game point total from pool play and cross pool play, points are calculated and the semifinalists will be identified as

- Semifinalist with most points
- Semifinalist with 2nd most points
- Semifinalist with third most points

The next calculation is to determine the wildcard team. The teams eligible for the wildcard are the losers of the first and second place cross over games between pool B and C and the three teams in Pool A that were not point winners of the pool. Wildcard is

determined by totaling the points of the eligible teams from their three pool and / or cross pool games. The wildcard team is the team with the most points from their pool / cross pool games. The third-place consolation teams from B and C are not eligible for wildcard consideration.

The point winning team of Pool A, the two teams making the semi-finals from the cross-pool games above and the wildcard* team will advance to the semi-final round. In one semi-final round, the wildcard team* will play the semifinalist with the most points from pool play. In the other semi-final round, the semifinalists that have the 2nd and 3rd best point total from pool play will play each other. The winners of the semi-finals will advance to the finals.

Divisions with 12 teams - 3 pools of 4 teams - Each team plays the teams within their pool (3 games of pool play). Points are calculated and 1st place teams of pool A, B and C and the wildcard* playoff team will advance to the semi-final round. In one semi-final round, the wildcard playoff team* will play the team with the highest point total from pool play. In the other semi-final round, the pool winners who have the 2nd and 3rd highest point total from pool play will play each other. The winners of the semi-finals will advance to the finals

Divisions with 14 teams - 2 Pools of 4 teams and 2 pools of 3 teams. Pool A and Pool B consist of 4 teams. Teams in Pool A and B will play all the teams in their pool (3 games of pool play) to determine Pool A and B winners. Winner of Pool A and B will advance to the semi-finals.

Pool C and D consist of 3 teams in each pool. Teams will first play the other two teams in their pool (2 games within the pool). After each team has played their two pool games, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross pool games, which are the guaranteed third game for each team. The two third place teams of Pool C and Pool D will play a consolation game, completing their third and final game and are eliminated from the tournament.

Cross pool play begins using the temporary standing generated from the two pool games. The team with most points from Pool C vs. Team with 2nd most points from Pool D. Team with 2nd most points from Pool C vs. Team from pool D with most points, giving each team their third game. The cross-pool games are elimination games with winners advancing as semi – finalists.

Once the four semifinalists have been identified, using the 3-game point total from pool play and cross pool play, they will be identified as:

Semifinalist with most points
Semifinalist with 2nd most points
Semifinalist with 3rd most points
Semifinalist with 4th most points

Semifinalists will be paired as:

Semifinalist with most points vs semifinalist with 4th most points
Semifinalist with 2nd most points vs semifinalist with 3rd most points

If two of the semifinalist have already played each other in pool or cross pool play, the pairing will be

Semifinalist with most points vs semifinalist with 3rd most points
Semifinalist with 2nd most points vs semifinalist with 4th most points

***Wild Card Playoff determination**

In a 10 team division, after the 3 semifinalist have been determined, the wildcard is the team with the most points after 3-game pool play other than the two 3rd place teams of Pool B and C, that were eliminated in the 3rd place consolation game

In a 12 team division, the wildcard team is the team with the 4th most points from pool play

The wild card team will always play the team with the most points accrued during pool play, unless the two teams have previously played during the tournament. When this exception occurs the wild card will play the semifinalist team with the second most points accrued during pool play.

FORFEITED GAMES / CANCELLED GAMES / PROTESTS

A minimum of three (3) players is necessary to start a game. Games will start at the given time. In case a team does not have three (3) players present, there will be a maximum of a 5-minute grace period while the clock runs before awarding the game to the opponent. A forfeit will be scored as 3-0

In no case should a team that forfeited a pool play match be declared a winner of wild card team. The team with the next best record will advance to semi-final or final play.

PROTESTS

There will be No protests. Referee and Tournament Staff decisions are final.

EXTERNAL CONDITIONS/WEATHER, etc

We make every effort to accommodate all games due to space/court limitations. If a game or the entire tournament is cancelled due to acts of God or field conditions, no refunds will be given under any circumstances. The tournament committee holds sole authority for delay, suspension or cancellation of play.

TERMINATED GAMES

If the referee terminates a match for reasons other than field conditions, the Tournament Disciplinary Committee will decide the result of the match after reviewing the match report and written testimony of both coaches.

CHAMPIONSHIP FINAL CEREMONIES

After each Championship Final Game an awards ceremony will take place in the Trophy Area in the foyer/main lobby at the far end of the main first floor hallway of the Goodyear Hall. Teams should proceed as quickly as possible to this area after their final match. Medals will be given to both Champions and Finalists. Champions will also receive a trophy.

REFEREES

GENERAL RULES – Products and behavior prohibited by the facility are not allowed in the facility, including but not limited to animals except service animals, outside beverages and food, verbal abuse, etc. The tournament reserves the right to remove and or ban individuals violating the general rules

ENTRY FEE- A \$5/person per day tournament entry fee will be charged at every location and a bracelet given to each entrant. This bracelet must be worn for entry to the building/s.

All players, coaches and referees will be given a special bracelet which will afford them entry at no charge.

REFUNDS

No refunds will be given

Updated 1/4/2018