

# THE FUTSAL PROJECT

## Official Rules & Regulations Book

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# **CHAPTER 1 – COMPETITION FORMAT**

## **1.1 Match Structure**

- a. All matches are played in a 5v5 format.
- b. Each team must have a minimum roster of seven (7) players.
- c. Matches consist of two (2) halves of 20 minutes each.
- d. Halftime shall not exceed five (5) minutes unless otherwise approved.
- e. There is no offside rule in this competition.

## **1.2 Match Officials Requirement**

- a. All four (4) designated managers must be present at every game.
- b. Two managers may act as playing managers.
- c. One manager shall record scorelines and statistics.
- d. One manager shall serve as acting referee.
- e. Refusal to perform assigned duties may result in removal from the managerial role.

## **1.3 Mercy Rule**

- a. If a team falls behind by ten (10) goals at any point during a match, the game shall immediately be declared a mercy rule result.
  - b. The match will be officially ended at that scoreline.
  - c. The score at the time of termination shall stand as final.
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## **CHAPTER 2 – IN-GAME RULES & REFEREE PROCEDURES**

### **2.1 Ball In and Out of Play**

- a. The ball is out of play when it wholly crosses the touchline or goal line.
- b. The ball remains in play at all other times unless stopped by the referee.

### **2.2 Fouls & Accumulated Fouls**

- a. All direct free kick offences count as accumulated fouls.
- b. Five (5) normal fouls by a player result in a yellow card.
- c. After the sixth accumulated team foul in a half, direct free kick procedures apply.
- d. Advantage is applied on all fouls unless:
  - i. A player goes to ground; or
  - ii. The situation constitutes DOGSO.
- e. If a goal is scored directly due to a foul under advantage, the goal is disallowed.

### **2.3 Yellow & Red Card System**

- a. Yellow Card:
  - i. Results in a five (5) minute penalty.
  - ii. The player must leave the field.
  - iii. The team may substitute during the penalty.
- b. Red Card:
  - i. Results in a fifteen (15) minute suspension.
  - ii. The team plays one player down for the duration.
- c. Two separate cautionable offences result in two cautions.

## **2.4 Denying an Obvious Goal-Scoring Opportunity (DOGSO)**

- a. The referee must consider:
  - i. Distance to goal
  - ii. Direction of play
  - iii. Likelihood of ball control
  - iv. Number of active attackers vs defenders
  - v. Whether the goal is guarded
- b. A deliberate handball to deny a goal results in a sending-off offence (except a goalkeeper inside their own penalty area).
- c. Goalkeepers denying a goal outside their penalty area are subject to red card sanctions.

## **2.5 Penalty Procedure (Proximity Rule)**

- a. If a foul occurs close enough to goal (referee discretion), a special penalty is awarded.
- b. The attacking player starts at the halfway line with the ball.
- c. The attacking player has fifteen (15) seconds for a 1v1 attempt.
- d. The objective is to create space and shoot within that time.

## **2.6 Goaltending**

- a. Any act deemed goaltending results in a yellow card.

## **2.7 Extra Persons / Interference**

- a. If a substitute, official, or sent-off player interferes, restart is a direct free kick or penalty.
- b. Goals scored while interference occurred are disallowed.

## **2.8 Improper Re-Entry**

- a. Re-entering without permission results in a caution.
- b. If interference occurs, a direct free kick or penalty is awarded.

## **2.9 Dropped Ball**

- a. Dropped ball is awarded to the team that had or would have gained possession.
- b. Special placement applies if play was stopped inside the penalty area.

## **2.10 Restarts**

- a. Kick-ins replace throw-ins.
  - b. Goal clearances are awarded when the attacking team last touches the ball before it crosses the goal line.
  - c. Corner kicks are awarded when the defending team last touches the ball before it crosses the goal line.
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# **CHAPTER 3 – PLAYER MOVEMENT & DIVISION STRUCTURE**

## **3.1 Division Promotion**

- a. Players deemed too skilled for their age division shall be promoted.

## **3.2 Voluntary Program Status**

- a. Participation is voluntary.
- b. Players not meeting standards will attend training camp at no extra cost.

## **3.3 Late Joiners**

- a. Players may join after the season has started.
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# **CHAPTER 4 – LEAGUE STRUCTURE & TEAM FORMATION**

## **4.1 Randomized Team Formation**

- a. If excessive circulation occurs, new teams are formed via randomized name spinning.
- b. Once a team has eight (8) unspun players remaining, it cannot lose more players.

## **4.2 Expansion Team Rules**

- a. New teams begin at zero (0) goal differential.
- b. Points are set to the league average upon entry.

## **4.3 Emergency Competitive Balance**

- a. In emergency situations only, the Board of Directors (BOD) may authorize emergency transfers to rebalance teams.
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# **CHAPTER 5 – TRANSFER MARKET SYSTEM**

## **5.1 Initial Club Budget**

- a. Each club receives \$500 million (imaginary currency) at season start.
- b. Funds may be used for transfers, facilities, makeup matches, and extra practices.

## **5.2 Financial Fair Play (FFP)**

- a. Clubs must operate within financial means.
- b. Bankruptcy results in a significant point deduction and a \$100 million loan.

## **5.3 Transfer Negotiations**

- a. Market value is a guideline only.
- b. Clubs negotiate transfer fees independently.

## **5.4 Post-Season Financial Boost**

- a. League champions receive a financial bonus for the next season.
  - b. The team with the most remaining funds also receives a bonus.
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# **CHAPTER 6 – MARKET VALUE SYSTEM**

## **6.1 Showcase Event**

- a. All players participate in a pre-season showcase.
- b. Base market values are assigned.

## **6.2 Market Value Calculations**

- a. Values are proportional between the best and worst overall players.
- b. The maximum market value is capped at \$100 million.

## **6.3 Bi-Weekly Assessment**

- a. Players are reassessed every two weeks.
  - b. Market value adjusts based on performance and conduct.
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# **CHAPTER 7 – TRAINING & PRACTICES**

## **7.1 Practice Limits**

- a. Each club may host one (1) free practice per week.
  - b. Additional practices incur a small fee.
  - c. Bankrupt clubs are exempt from additional practice fees.
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# **CHAPTER 8 – MANAGERIAL STRUCTURE**

## **8.1 Manager Selection**

- a. Managers must apply.
- b. Selection is determined by the Board of Directors (US).

## **8.2 Manager Responsibilities**

- a. Tactical preparation.
- b. Financial management.
- c. Matchday duty fulfillment.

## **8.3 Manager Conduct & Removal**

- a. Uncooperative managers may be removed by the BOD.
- b. Three interim managers shall be pre-selected.

## **8.4 External Hiring**

- a. If necessary, managers may be hired externally.

## **8.5 Operational Flexibility Clause**

- a. If a team falls behind by six (6) goals during a match, the designated managers of that team are permitted to check themselves into the game.
  - b. Managers may substitute themselves in for a registered player in accordance with standard substitution procedure.
  - c. Managers may participate only until the goal deficit is reduced below six (6).
  - d. Once the deficit drops below six (6) goals, the managers must substitute themselves off at the next stoppage of play.
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# **CHAPTER 9 – FEES & FINANCIAL POLICY**

## **9.1 Program Fees**

- a. Fees will not be implemented unless strong demand exists.

## **9.2 Financial Governance**

- a. Clubs are subject to league financial oversight.
- b. Financial misconduct may result in sanctions, including point deductions