2027 Futsal Showdown Rules

1. There will be a maximum of five players and a minimum of three players on the pitch at one time. Teams may be co-ed or not but will all play each other. Adult play is co-ed and teams must have a minimum of two females in play at all times. ***Roster size for all ages is a maximum of 8 players.*** Rosters are frozen at check-in. All teams must have team-waiver signed to complete check-in.

2. Use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament. Players may play on only one team. Coaches are responsible for the conduct of players and parents of their teams.

3. Equipment: Shin guards must be worn at all times. No cleats. Medical equipment such as casts or braces must be approved by the referee. All field players must wear the same color shirt. If two teams have similar colored shirts, the HOME team must change to a different color. The home team will be the team listed first on the schedule. Goalkeepers must wear a shirt of a different color from both teams.

4. Offside rules will not apply.

5. Slide tackling by field players to steal the ball is NOT allowed and will be punished with an indirect free kick, unless there is a foul, which is a direct free kick. (Sliding where no opponent is present is allowed.)

6. Teams must be ready to kick off at game time or forfeit the game. Forfeits will be scored as a 1-0 win for the winning team. The kick-off may go in any direction.

7. Duration of play will be one 25 minute period with no halftime – OR the game shall end when a team reaches a 10 goal lead. Games may be played earlier or later to accommodate needed schedule changes.

8. In place of throw-ins will be kick-ins with the ball placed stationary on the touchline. Kick-ins are indirect. Since the ball is supposed to start on the touchline, it starts “in” and there is no such thing as a kick-in “not coming in.” No dribbling in.

9. Corner Kicks are direct and are taken from on or behind the designated positions.

10. Players may not initiate contact with the goalkeeper at any time. Infractions will result in a yellow card.

11. Any time a Goal Kick is required, the goalkeeper will execute a Goal Clearance: The ball is thrown anywhere by the goalkeeper, within four seconds, from any point inside the penalty area. It may not be punted, kicked, drop-kicked, or dribbled out of the penalty area by the goalkeeper. The restart for that infraction is to retake the goal clearance. After executing a goal clearance, if the goalkeeper touches the ball again before it touches another player, that constitutes a two-touch infringement. A goal may not be scored directly from a goal clearance.

12. During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area but cannot be drop-kicked or punted. The ball must leave the goalkeeper’s penalty area within four seconds. A goal may not be scored directly from a thrown ball.

13. There are Direct Free Kicks and Indirect Free Kicks. Players on the defending team must remain a minimum of 5 yards from the spot of the kick.

14. Substitutions are unlimited and on the fly. The substitute must enter at the halfway line and wait for the player being substituted to cross the touchline and touch the substitute's hand before entering the pitch. You do not need the referee's permission to substitute but too many players on the field will result in a yellow card for the player who came without waiting for their teammate to come off.

15. With the exception of a kick-in or an indirect free kick, a shot on goal kicked from anywhere on the pitch may score.

16. Sent-off (red carded) players may not play in the remainder of the current game and the team's next game. The team of a sent-off player may substitute for the sent-off player. Players sent off in two games in one tournament will be ejected from the tournament.

17. The game is over when time expires, irrespective of the flight of the ball or if an attack on goal is in progress. Time may only be extended for the taking of a penalty kick.

18. Scoring (in pool play) 3 points for a win; 1 point for a tie and 0 points for a loss. A forfeit is scored as 1-0.

19. Tiebreakers: In pool play, ties will be broken by:

1) Head to head result between tied teams,

2) Goal difference in pool play,

3) Fewest goals against in pool play,

4) Most goals scored in pool play,

5) Team shootout with the entire roster.

20. Tied Finals or Semifinals will, after a two-minute break, go directly to a 3 minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by a shootout with any players on the roster with the exception of players who have been ejected from the game.

21. Protests are not allowed. Officials' decisions are final regarding interpretation of facts or rules. Any official has the right to remove any unruly player, coach or spectator from the premises.