

Tournament Rules

- Games will be played according to the FIFA Futsal Laws of the Game.
- The match durations will be as follows;
 - Benjamin & Alevin age divisions will play 2 x 15 minute halves with a stopped clock and 5 minutes for half time*.
 - Infantil, Cadete and Juvenil age divisions will play 2 x 20 minute halves with a stopped clock and 5 minutes for half time*.

*In the case of a 7 goal differential the clock will revert to a running clock.
- Each roster may consist of up to 14 registered players. Due to different age parameters being used internationally, 1 player up to 120 days outside the stipulated age categories will be permitted per team in benjamin and alevin categories only. Note that this is the last year this will be permitted.
- The team listed first on the fixture schedule (home team) will wear their home colors and their opponent will wear their away colors or colors that do not clash with the home team. It will be at the discretion of the referees to request teams to wear a different color in case of a clash.
- The tournament structure will be an initial group phase of two groups of three. The winners of each group in the final classification will play the team in 2nd position from the other group in the semi final to decide who will play the final and 3rd place match. The 3rd classified teams in each group will play each other in a two legged playoff to decide 5th/6th position.
- The group table will be decided in the order of points, head to head, goals difference, goals scored, fairplay (number of fouls), coin toss.
- A player receiving a direct red card for violent conduct or other serious offence will receive a minimum automatic 1 match suspension. The tournament committee will have the power to apply sanctions for any other disciplinary issues referred to it by the referees.
- ****Ties in knockout stages****. If, at the end of normal time, the scores are tied between two teams in the knockout rounds then the game will be decided by a special form of 1v1 Penalty Shootout as explained below.
- 1v1 Penalty Shootouts - If the scores remain tied at the end of extra time then it will go to 1v1 Penalty Shootouts. A 1v1 Penalty Shootout is the same as a 10m Penalty except the attacker has 7 seconds to score (referee will count aloud) after they first touch the ball and may touch an unlimited amount of times before the 7 seconds elapses. (if there is any doubt over whether the ball crossed the line within the time limit then the referee will give the benefit of the doubt in favor of the attacker). A foul by the goalkeeper will result in a goal being awarded. Ball cannot go backwards behind 10m line. It is best of 3 and if still tied goes to sudden death.