

2015 Rules & Regulations



1. ORGANIZATION OF COMPETITION

- a. The name of the competition shall be the **2015 Bud Light Women's Futsal League**, hereafter referred to as "the competition".
- b. The competition shall be organized by the GFA Women's Committee, hereafter referred to as "the committee".

2. COMPETITION VENUE & MATCH DATES

- a. The competition venue shall be the **Guam Sports Complex**.
- b. The competition will be played on Sundays unless otherwise stated on the official competition schedule.
- c. The official start date is **June 28, 2015** and the official date of the final is **August 23, 2015**.
- d. GFA reserves the right to modify the competition schedule so long as teams are given ample notice.

3. COMPETITION ENTRY & REQUIREMENTS

- a. Teams may enter as long as they do not have any outstanding financial or disciplinary obligations under GFA.
- b. The following teams will take part: Hyundai, Lady Crushers, Lady Rovers, Lady Strykers, Pika FC, Quality Distributors FC, and Southern Heat.
- c. The competition entry fee per team is: **\$475.00**
- d. Teams are required to pay the competition entry fee by COB on **Friday, July 31, 2015**.
- e. Failure to pay the competition entry fee by the required date will result in a late fee of \$100.
- f. Failure to pay the competition entry fee- and subsequent late fee- by the end of the last business day before the last match of the regular season will result of forfeiture of and team and individual awards as well as a playoff berth (if team makes the playoffs).

4. ROSTER LIMIT

- a. Teams have a roster limit of 15 players.
- b. A maximum of 10 players may be in the technical area at any one time if team is playing with five players on the pitch. Teams may also have one manager or coach in the area, but she/he must be listed on the roster as such if she is not a player.

5. PLAYER ELIGIBILITY

- a. All players must be born on or before **December 31st, 2001**.

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- b. All players must have a current GFA Player ID Card and no outstanding disciplinary sanctions and/or fines.
 - c. A player may only be registered to one team during the competition. Once she takes part in a match- in whole or in part- she may not transfer to another team until the next competition.
 - d. A player must be listed on the official roster before playing in a match.
 - e. Anyone who does not meet the above requirements will be considered ineligible.
6. MATCH REGULATIONS (Please refer to FIFA Futsal Laws of the Game for complete regulations. Only variations and reminders to the laws are covered below)
- a. THE PITCH (same as FIFA)
 - b. THE BALL (same as FIFA)
 - c. THE NUMBER OF PLAYERS (same as FIFA, with the following reminders)
 - i. A match may not start if either team consists of fewer than 3 players.
 - ii. The match is abandoned if one of the teams has fewer than 3 players on the pitch.
 - iii. Substitutions are unlimited and on-the-fly (does not require stoppage of play).
 - iv. Player being substituted must leave the pitch via his team's substitution zone.
 - v. Substitute may only enter pitch once player being replaced has left.
 - vi. Substitution is complete once the substitute enters the pitch via the substitution zone.
 - vii. Any substitutes may change places with the goalkeeper without informing the referee. However, any player (on the pitch) may only change places with the goalkeeper provided there is a stoppage in the match and the referees are informed prior to the change.
 - viii. A yellow card will be shown if a player leaves the pitch or a substitute enters the pitch via a place other than his team's substitution zone.
 - ix. A substitute player may replace a sent-off player and enter the pitch two full minutes after the sending-off, provided that she has the authorization of the referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:
 - 1. If there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth player.
 - 2. If both teams are playing with three or four players and a goal is scored, both teams remain with the same number of players.
 - 3. If there are five players playing against three (or four against three) and the team with the greater number of players scores a goal, the team with three players may be increased by one player only.

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4. If the team that scores the goal is the one with fewer players, the game continues without changing the number of players.

d. THE PLAYERS' EQUIPMENT

- i. A player must not use equipment or wear anything that is dangerous to herself or another player (including any kind of jewelry and hard casts). It is at the referee's discretion to determine if equipment or other worn item is dangerous.
- ii. With the exception of the goalkeeper, all players on a team must wear identical jerseys, same color shorts and same color socks. A variation in color shades for shorts and socks is acceptable.
- iii. Identical is defined as referring to design and color. All logos and patches must be the same size. Long sleeve jerseys can be considered identical to short sleeve jerseys.
- iv. All players must wear a unique jersey number listed on the official roster. Numbers may not be taped to the jersey.
- v. If – in the opinion of the referee – there is a uniform conflict, the home team must use a different-colored jersey. A uniform set of bibs may be used as an alternative.
- vi. Players may wear undergarments of a different color than the sleeve or shorts as long as it is a solid color and other teammates with undergarments use the same color.
- vii. Any player in violation of 6d will be considered ineligible.

e. THE REFEREES (same as FIFA)

f. THE ASSISTANT REFEREES

- i. Instead of Assistant Referees, a timekeeper and a match commissioner will be appointed for each match.
- ii. The timekeeper ensures clock is started and in working order, records match events (goals, fouls, period) on scoreboard, indicates request for timeout once match commissioner has given notice, times start and end of the one-minute timeouts, indicates fifth accumulated foul, and times a player's two-minute expulsion.
- iii. The match commissioner keeps a record of the players taking part in the match, records match events (goals, fouls, cards, timeouts) on official report, informs timekeeper of timeout requests and fifth accumulated foul, and generally assists the referees and the timekeeper.

g. THE DURATION OF THE MATCH

- i. A match shall consist of two 25-minute halves, with the clock only stopping during any timeouts. Halftime shall be no longer than five minutes.
- ii. Teams are to inform match commissioner when requesting a timeout.
- iii. During timeouts, substitutes must remain off the pitch. Players may leave to have a drink.

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- iv. Only one timeout per half. A team that does not use first-half timeout is only entitled to one timeout during the second half.
- v. There are no timeouts during extra time, if played.
- h. THE START AND RESTART OF PLAY (same as FIFA, with the following reminder)
 - i. A goal may not be scored directly from the kickoff.
- i. THE BALL IN AND OUT OF PLAY (same as FIFA, with following reminder)
 - i. If the ball hits the ceiling (or other permanent overhead object), the match is restarted with a kick-in taken the opponents of the team that last touched the ball. The kick-in is taken from the point on the touchline nearest to the place on the ground above which the ball hit the ceiling (or other permanent overhead object).
- j. THE METHOD OF SCORING (same as FIFA)
- k. OFFSIDE (same as FIFA- no offside in futsal)
- l. FOULS & MISCONDUCT (same as FIFA, but with the following reminders)
 - i. Indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offences:
 1. Controls the ball with her hands or feet in her own half for more than four seconds.
 2. After playing the ball, she touches it again in her own half of the pitch after it has been deliberately kicked to her by a teammate without an opponent playing or touching it.
 3. Touches the ball with her hands inside her own penalty area after it has been deliberately kicked to her by a teammate.
 4. Touches the ball with her hands inside her own penalty area after she has received it directly from a kick-in by a teammate.
- m. FREE KICKS (same as FIFA, but with the following reminders)
 - i. All opponents must be at least 5 meters from the ball until it is in play.
 - ii. Direct free kicks beginning with 6th accumulated foul:
 1. Player taking kick must kick with the intention to score and may not pass to a teammate.
 2. Once kick is taken, no player may touch the ball until it has been touched by defending goalkeeper, rebounded off goalposts or crossbar or left the pitch.
 3. If a player commits the foul in the opposing teams half or in the area between the halflines and the second penalty mark, the free kick is taken from the second penalty mark.

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4. If a player commits the foul in her own half between the second penalty mark and the goal line (outside the penalty area), the attacking team decides whether to take it from the second penalty mark or the spot of the foul.
 5. Defending team may not form a wall to defend these free kicks and goalkeeper must be at least 5 meters from the ball.
 6. All players must remain behind the ball and at least 5 meters away until the ball is in play.
- n. THE PENALTY KICK (same as FIFA)
 - o. THE KICK-IN (same as FIFA, but with the following reminders)
 - i. A goal may not be scored directly off a kick-in.
 - ii. Opponents may not be any closer than 5 meters.
 - iii. Procedure: ball is stationary at the point where it left the touchline, kicker has one foot on the touchline or the ground outside the pitch at the time of kick and kicks the ball within four seconds of being ready to do so.
 - p. THE GOAL CLEARANCE (same as FIFA, but with the following reminders)
 - i. A goal may not be scored directly off a goal clearance.
 - ii. Procedure: Ball is thrown out of the penalty area from any point within the area by the defending goalkeeper.
 - q. THE CORNER KICK (same as FIFA)
7. COMPETITION RANKING
- a. Teams will be ranked in the following order:
 - i. Total points (3 points for a win, 1 point for a draw, no points for a loss)
 - ii. Total points in head-to-head matches (skip if more than two teams)
 - iii. Goal difference (goals scored minus goals conceded)
 - iv. Fewest goals conceded
 - v. Fewest forfeits
 - vi. Fewest disciplinary points
 - vii. Playoff (only if needed to determine playoff teams)
8. DISCIPLINARY MATTERS
- a. . YELLOW CARD ACCUMULATION
 - i. Any player who receives three yellow cards in separate matches will be suspended for the match that immediately follows the third yellow card.

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Red cards received for two yellow cards in the same match will not count as two yellows- only a red card. However, a player who receives a yellow card and then a straight red card in the same match will have the yellow card counted.

- ii. All yellow cards will be cleared for playoffs.

c. FIELDING INELIGIBLE PLAYERS

- i. If a team is found guilty of fielding ineligible players during a match, that team will receive a forfeit for that match.
- ii. Managers/coaches that field ineligible players in a match will not be permitted in the technical area for the next scheduled match. Any subsequent offences will be referred to the GFA Disciplinary Committee for additional sanctions.

d. GRACE PERIOD & FAILURE TO APPEAR

- i. There will be no grace period. Teams must have at least three (3) eligible players by kickoff time. Failure to meet this requirement will result in a 0-3 forfeit loss. If both teams fail, both will receive a 0-3 result.
- ii. A team that fails to field the minimum of three (3) registered players by the scheduled kickoff time will forfeit the match. A second offence will incur a \$100 sanction fee. Any subsequent offences will also incur a \$100 sanction fee plus any additional sanctions to be determined by the GFA Disciplinary Committee.
- iii. Any sanction fees must be paid prior to the forfeiting team's next scheduled match. Failure to pay will result in an additional forfeit.

e. PROTESTS

- i. All protests must be submitted within 24 hours of the match in question in writing to the GFA Main Office or email to grace.martinez@theguamfa.com
- ii. All protests must be accompanied with a \$50 deposit. Deposits must be made by the next business day after protest is filed, otherwise the protest will be considered invalid.
- iii. If the protesting team loses, the \$50 deposit is forfeited.

9. GFA OFFICE HOURS

- a. Monday to Friday: 9:00am-6:00pm

10. MATTERS NOT PROVIDED FOR

- a. The committee shall rule on any matters not provided for in this document.