



# GFA Women's Futsal League Rules and Regulations



## 1. ORGANIZATION OF COMPETITION

- a. The name of the competition shall be the **2025 GFA Women's Futsal League**, hereafter, referred to as "the competition".
- b. The competition shall be organized by the GFA Futsal Committee, hereafter referred to as "the committee".

## 2. COMPETITION VENUE & MATCH DATES

- a. The competition venue shall be the **Astumbo Gym, Dededo Sport Complex, and UOG Gym Field House.**
- b. The competition will be played on **Tuesdays and Thursdays** at 6:30, 7:30, and 8:30 pm unless otherwise stated in the official competition schedule.
- c. The official start date is **April 22, 2025**, and the official date of the final **August 14, 2025**.
- d. The competition format:
  - i. **Double round robin;**
  - ii. **Top four teams advance to Playoffs.**
- e. The committee and venue coordinator reserves the right to modify the competition schedule so long as teams are given ample notice.

## 3. COMPETITION ENTRY & REQUIREMENTS

- f. Only GFA Member Clubs are eligible to participate in the GFA sanctioned adult league.
- g. Member clubs shall submit the GFA Participating Team Agreement (PTA) by **COB on March 18, 2025.** [GFA Futsal League: Participating in Team Agreement](#)
- h. Club's PowerUP Administrator must enter a team into the PowerUP Convenor >> Manage>> Manage Teams>>Submit Governing Body;
- i. Member club shall submit the team in PowerUp by **COB on April 04, 2025.**
- j. Should a member club decide to withdraw **between March 18<sup>th</sup> through April 8<sup>th</sup>**, there is no fine to the member club. Should a member club decide to withdraw from the competition **beyond April 8<sup>th</sup>, 2025**, the member club will be fined \$100.
- k. Teams may enter as long as they do not have any outstanding financial or disciplinary obligations under GFA.
- l. The number of teams allowed to participate in the league is **THIRTEEN**. (preferably one team per member club)
- m. Should a club decide to enter a second team it shall be placed on a waiting list. Should a member club not enter a team, the second team of a club will be added based on a first come first served. (timestamped on the submission of the PTA).



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### 4. ROSTER LIMIT

- n. Teams have a roster limit of 20 players. Teams may register more than the limit, but only 20 players may participate per team in any one match. Any players over the limit may not sit in the technical area.
- o. A maximum of 15 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 must be listed on the roster as such if she is not a player.
- p. Game day rosters must be updated with the 20 players for that match at least 24 hours before match time

### 5. PLAYER ELIGIBILITY

- a. **All players must be born on or before December 31, 2009** A Proof of age document is required such as a Driver's License, Passport or Birth Certificate.
- b. All players must currently be registered in the **PowerUp Sports** Competition Management System 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 match- in whole or in part- she may not transfer to another team until the next competition.
- d. Player may participate in the following league simultaneously:
  - Ma'Gas CO-ED Masters;
  - Triple J Robbie Webber Youth League;
  - Metgot Mom's League; or
  - Latte Recreational League
- e. A player must be listed on the official roster before playing in a match.
- f. All players must upload a **Yearly Physical before April 20, 2025**, into PowerUP personal profile and remain current for the league that the said player is participating in. Failure to maintain a current and valid Yearly Physical will place the player on suspension from participating in the league.
- g. All players must load a complete and signed by authorized club administrator **Amateur Player Memorandum of Understanding (MOU)** (see Item 6) into their PowerUP personal profile before the first match of the season.
- h. GFA will conduct a random inspection for the validity of each player's profile. Should in event a player is not current with valid documentation as per regulations, the said player will be placed on suspension until records are current.
- i. Anyone who does not meet the above requirements will be considered ineligible.



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### 6. Amateur Player (Memorandum of Understanding)

- q. All players must load a complete and signed by authorized club administrator **Amateur Player Memorandum of Understanding (MOU)** (see Item 6) into their PowerUP personal profile before the first match of the season.
- r. The Amateur Player MOU becomes binding as soon as the player plays in a match for the club.
- s. The Amateur Player MOU JotForm link will be provided by the GFA Competition Department to the club representative to be given out to their players.
- t. Amateur Player MOU is NOT a contract, it is an acknowledgment Club and GFA that a player is part of said club for the duration of his/her contract. Contracts Do Not have to be uploaded.
- u. The signed Amateur Player MOU shall be uploaded to PowerUp player profile by the player or club administrator.

### 7. 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 on the pitch.
  - 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 her 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. 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 to 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 requests for a timeout once match coordinators has given notice, stops time at the start of the one-minute timeouts, starts time at the end of the one-minute timeouts, indicates fifth accumulated foul, and times a player's two-minute expulsion.

- iii. The match coordinators keeps a record of the players taking part in the match, records match events(goals, fouls, cards, timeouts) on the 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 the match commissioner when requesting a timeout.
  - iii. During timeouts, substitutes must remain off the pitch. Players may leave to have a drink.
  - iv. Only one timeout per team per half. A team that does not use their 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 scored directly from the kickoff.
- i. THE BALL IN AND OUT OF PLAY (same as FIFA, with the following reminder)
  - i. If the ball hits the ceiling (or other permanent overhead object), the match is restarted with a kick-in taken by the team's opponents 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. An 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, her 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 his 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 6<sup>th</sup> accumulated foul:

1. Player taking kick must kick with the intention to score and may not pass to a teammate.
  2. If a player commits a foul in the opposing team's half or the area between the half-line and the second penalty mark, the free kick is taken from the second penalty mark.
  3. If a player commits the foul in his 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.
  4. Defending team may not form a wall to defend these free kicks and the goalkeeper must be at least 5 meters from the ball.
  5. 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: the ball is stationary at the point where it left the touchline, the 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: The 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)

## 8. 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.

## 9. DISCIPLINARY MATTERS

- a. POINT SYSTEM
  - i. Yellow cards are worth one point and red cards are worth two points.

b. 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. 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 result in a 5-0 forfeit loss.
- 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 0-5 forfeit loss. (GFA Disciplinary code 59.1.1.) If both teams fail, both will receive a 0-5 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.

## 10. TEAM MISCONDUCT (Per Article 55 of the GFA Disciplinary Code 2021)

- a. Disciplinary measures may be imposed on clubs where a team fails to conduct itself in a proper manner.

In particular:

- i. A fine may be imposed where the referee sanctions at least five members of the same team during a match (caution or expulsion);
- ii. A fine of at least \$200 may be imposed where several players or officials from the same team threaten or harass match officials or other persons. Further sanctions may be imposed in the case of serious offences.
- iii. Consumption of alcohol by Players and Staff is strictly prohibited immediately before the match and during the match. Furthermore, alcoholic beverages are prohibited in the technical area.





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- b. All Participating Players agree to:
  - i. Respect the spirit of fair play, non-violence, and the authority of the Match Officials;
  - ii. Have read, understood and signed Zero Tolerance Policy (online); and Code of Conduct;
  - iii. Behave accordingly; and
  - iv. Refrain from doping.
- c. Anti-Doping:
  - i. Doping is prohibited. The FIFA ADR, AFC Anti-Doping Regulations, the GFA Disciplinary Code, and all relevant GFA directives in relations to anti-doping are applicable to the Competition.
  - ii. The GFA shall inform each member association by means of a circular of the doping control procedure for the Competition.
  - iii. The GFA Medical Committee shall be responsible for the approval of the WADA-accredited laboratory which shall carry out the analysis of all doping samples.

*"In doping-related matters, the FIFA Anti-Doping Regulations apply in full. In the event of any discrepancy between the national regulations and the FIFA Anti-Doping Regulations, the provisions set out in the FIFA Anti-Doping Regulations shall prevail."*

## 11. PROTESTS

- a. All protests must be submitted within 24 hours of the match in question in writing to the GFA Main Office or email to [gfafed@theguamfa.com](mailto:gfafed@theguamfa.com).
- b. All protests must be accompanied with a \$100 deposit. Deposits must be made by the next business day after protest is filed, otherwise the protest will be considered invalid.
- c. If the protesting team loses, the \$100 deposit is forfeited.

## 12. GFA OFFICE HOURS

- a. The GFA Main Office is open Monday to Friday from 10:00am-5:00pm. GFA Main Office is closed on the weekends.
  - i. **Phone:** (671) 637-4321; **Email:** [info@guamfa.com](mailto:info@guamfa.com); **Website:** [www.guamfa.com](http://www.guamfa.com).

## 13. MATTERS NOT PROVIDED FOR

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