

Welcome to the FC Brandywine Futsal Tournament. The following will be the rules of play for the tournament:

- Number of games—Each team is guaranteed 3 games.
- Number of players—5. Teams can play with fewer players but opposing team is not then required to play with less. Teams with more than two Futsal teams playing in the tournament should not mix players from both teams. Teams doing so will not be eligible for Finals consideration.
- Basic Equipment – All players on a team must wear jersey colors that clearly identify themselves as a team and that the colors of the two teams be distinguished from one another. Goalies must wear a jersey that is different and can be distinguished from either team. Colors are determined by referee discretion. Socks must be worn over shin guards. Appropriate soft footwear is required. No cleats. All jewelry, wristbands and rope bracelets or necklaces must be removed prior to playing.
- Substitutions—Substitutions for field players will be on the fly regardless of possession or which team last kicked ball out of bounds. Player must be off the playing field entirely before substitute enters playing field. A goalie sub can only occur on a stoppage of play and with the approval of the referee. Substitution violations are at the referee's discretion and will result in the ball being awarded to the opposing team's goalie for a restart of play.
- Timekeeping – There will normally be three games on three courts at a single time. All three games will be run on a single main clock in the Field House. There is no additional time added for referee discretion. Teams must be ready to play at start of each half.
- Scorekeeping – There are three separate scoreboards for each game. Scores will be posted electronically on those scoreboards. Referee's responsibility is to verify that scores are properly posted on scoreboard during and at end of each game. A FCB marshal will be assigned to each court and will be responsible for reporting scores.
- Kick offs for each half – Home Team will have tap for First Half. Away team will have tap for Second Half. Defending players need to stay five yards from half court arc prior to initial touch.
- Game Time—We will play two (2) - 15 minute halves. We will have a two (2) minute halftime. All games will use a running clock. After first half is complete clock will be set at 17 minutes, at 15 minutes game will start and run down to zero. Referees should blow whistle at 15:30 remaining for teams to take position for start of second half. The referee does not need to wait for all teams to be set and ready. Whistle for start can be blown at the 15:00 mark. Each team is responsible to have their team on the court and ready for play at the 15:00 mark. Any goals scored due to a team's late set up for a start will count.

- Penalties - All penalties will be restarted with an indirect free kick. There are no direct free kicks for any penalties. Defenders must allow five yards from ball on penalty restarts. The kicking team can request the referee to mark off five yards if desired. The defending team can move forward after the initial touch.
- Penalties with the goalie area (the three point area) – All penalties within the goalie area will be awarded an indirect free kick to the opposing team. The ball will be placed on the arc nearest to the location of the foul rather than at the spot of the infraction.
- Restart of Play for out of bounds— All restarts for out of bounds are kick-ins. The kicking team has four (4) seconds to put the ball in play after being placed on line. Balls must be placed on line and be completely stationary prior to kick-in. Defenders must allow five yards from ball on all kick-ins. The referee will communicate to both team coaches prior to game start what lines are being used for out of bounds calls for that game. Each coach will then be responsible for communication of the out of bounds lines being used for that game to their players.
- Restart of Play after goal—Play restarts at center court after any goal.
- Kicks-ins on goal - A kick in cannot be scored directly into the goal without being touched by an offensive or defensive player or the goalie prior to crossing the goal line. A goalie throw will be awarded in the event of a goal scored directly from a kick in without being touched.
- Goalkeepers—Goalies may use their hands inside the entire “three-point area” of the court. If the ball crosses the end line (traditional goal kick), the goalkeeper must restart play by throwing the ball in and cannot be kicked. The goalkeeper may not take part in his team's ensuing attack, unless the other side touches the ball first or the goalkeeper is in the opposition's half. There are no goalie punts!
 Goalies may not throw the ball past the half-court line —balls crossing half court in the air without any player touching the ball will result in a change of possession and an indirect kick at half-court. Goalies have six seconds to release ball into play. Failure to do so results in indirect kick outside of the arc where goalie is nearest when whistle is blown.
 On a goalie throw in, no player can touch the ball until after it leaves the goalie’s hands and before it passes outside of the three point line. A touch by the goalie’s team within the "three point area" will result in an indirect free kick on the arc nearest to where the improper touch took place. A touch by the opponent’s team within the "three point area" will result in an indirect free kick on the arc at the point the improper touch took place.
 Goalie cannot reach over the three point line to bring the ball into his/her possession. Ball must be on the arc line or within the goalie area to be handled by goalie. Improper goalie handling will result in an indirect kick at spot outside of arc where ball was handled.

- Slide tackles - SLIDE TACKLES ARE NOT PERMITTED. Violations result in an indirect free kick. Offending player will be cautioned with a yellow card and will be removed from play. Player may not return to play for three minutes.

- Yellow and red cards – Players can be cautioned or removed from game based upon referee discretion based upon rules for outdoor play. Players receiving a yellow caution must be removed from playing field and will not be able to return to play for three minutes. Players receiving a red card will be removed from play for the entire game. All red cards will be reported to FCB marshal. Red cards = one game ban

- Offsides – There will be no calls for offsides.
- Corner kicks - will be taken from the corner. The opposing team must be five yards from the ball.
- Balls entering from other courts – Balls played from other courts can be expected. Should a ball from another field disrupt play to where one team gains an unfair advantage in the view of the referee then play should be stopped. Play should be resumed with a drop ball at point where ball was located at time of stoppage. Any goal scored during any outside disruption can and should be disallowed at the discretion of the referee.

- Injury stoppage – There is a single clock that keeps time for all games played on all courts at the same time. The clock cannot be stopped for injury time nor can time be added based upon a single game delayed by injury. Normal play will be resumed as soon as feasibly possible once injured player receives satisfactory attention. All injured players must leave the playing field and must be substituted for. If injury impacts game playing time or final outcome of match, it will be up to the discretion of FCB tournament authorities whether game can be extended on a different court or at a different time. There is no requirement that all games be played for the full 30 minutes.

- Overtimes - No overtimes for any game other than finals.

FC Brandywine reserve the right to change rules prior to tournament start with notification to coaches and teams.

Looking forward to a great tournament

Sarah Kalish