

## FS7 HOLIDAY CUP 2020



Sponsored by Finezza Futsal

**Mission Statement:** FS7 (7v7) Cup offers players another avenue to help develop and grow. FS7s environment will create players that think quickly and gain comfortability in tight areas and small space.

### FS7 CUP RULES

#### **Team Eligibility:**

- All players must be registered to participate and play in the FS7 Holiday Cup.
- All players must complete health check prior to participating
- Each participating team has a maximum limit of 10 players on their roster.
- Rosters are set with NO interchangeable players (if teams have more than one team participating)
- Tournament Balls will be provided.
- ALL TEAM REGISTRATION FEES ARE NON-REFUNDABLE ONCE EVENT IS STARTED. IF A TEAM REGISTERS AND PAYS AND DOES NOT SHOW THE FEE IS NON-REFUNDABLE.

**Coach Eligibility:** all youth teams will need a parent or coach to direct the team NO EXCEPTION. A team may not have more than 1 coach in all on the sidelines and registered during the 7v7 Holiday Cup.

**UNIFORMS:** Home Team: Light Color    Away Team: Dark Color

**Players' Equipment:** uniform, shin-guards, and proper footwear with rubber soles

#### **Ball Size:**

U9-U12: Size · Size #4

U13+ : Size · #5

### THE GAME

#### **Number of Players:**

- Minimum Number of Players to Start Match: 6 or 7, one of whom shall be a goalkeeper

- Team Roster Size 10 Players Max
- Minimum Number of Players to Finish Match: 4
- Substitution Limit: None
- Substitution Method: "Flying substitution" (all players including the goalkeeper enter and leave as they please through the substitution area)

**Warm Up:** Teams will need to wait until field is cleared before they can enter to warm up. Warmup time will be short, we encourage teams to be ready prior to enter the field.

**Start of Game:** Teams must be onsite and prepared at least 5 minutes prior to the start of the 7v7 Holiday Cup. If a team does not show up 5 minutes into the start of the game, that team has forfeited the 7v7 game and can potentially be kicked out of tournament.

**Kick Off:** The ball will always be placed in the middle of the field at the start of the game.

#### **Game Rules:**

- No Throw-ins
- No Slide Tackling
- Playoff games will have a twenty-two (22) minute running clock per half.
- Clock will continue to run even if ball goes OUT OF BOUNDS.

#### **Duration of the Game:**

- One period of 22 minutes; clock continues when ball goes out of bounce. There will be no added time after regulation completes.
- **Field Clearance:** Teams will need to clear field as soon as game is completed to make room for next teams to enter the field and warmup.

#### **The Start of Play**

**Procedure:** Away team gets kickoff; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored.

#### **Fouls and Misconduct:**

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent

- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- No slide tackling
- handling the ball (except goalkeeper)

**Indirect free kick awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):**

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
  - obstruction
  - charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- Players shall be sent off (i.e., shown the red card) for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g. through a “professional foul”)
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).

**Rules of Expulsion:**

- The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves’ bench.
- The team of the player sent off can substitute for that player after 2 minutes of playing time (3 minutes running clock) or after the opposing team scores whichever comes first.
- The substitute cannot come on until the ball is out of play and he has a referee’s consent.

**Free Kick:**

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 meters away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

**Round-robin Points System:**

3 points for a win  
 1 point for a tie  
 0 points for a loss

**Tie breakers** (after completion of group play)

- Head to head
- Most wins
- Goal differential (total goals scored minus total goals allowed)
- Highest total of goals scored (cumulative)
- Fewest goals allowed
- PK Shootout (3 shooters from each team vs. opposing GK)

**Knock Out Stage:**

2 Groups of 4 (Top 2 teams move on to the semi-finals)

2 Groups of 3 (Top 2 teams move on to the semi-finals)

1 Group of 3 (Top team qualify to finals and #2 & #3 play semi-final and winner moves to championship match)

**Division with 5 Teams:** 4 teams will play a minimum of 3 games, 1 team will play 2 games and their 3rd game will be the wild card. Wild card game will be selected by committee through a drawing. Example if a division has 8 games scheduled the wild card game can be any of the other 7 game. The winner of the selected game will be granted the wild card game or a 4th game.

**Penalty-Shoot Out:**

3 players from each team will take a pk. If after 3 rounds there is no winners, teams will designate their next player in line to take a pk until. Play will continue until someone misses.

**Awards:**

Division champions receive shirts and gift cards.

**CANCELATION Due to Weather:** If the weather is not conducive of safe play, FS7 administration will determine the restart of safe play and notify all teams. If the weather does not allow continued play the Holiday Cup will be CALLED and the final tally of points that have been recorded from the games completed will determine the champion. If the 7v7 competition had to be stopped, time and field position will be documented to resume play (WHEN AND IF) weather permits. The event will continue ONLY IN SAFE WEATHER. FS7 administration has the authority to make this determination. ALL DECISIONS ARE FINAL.

