



PUMA HOUSE OF HUSTLE

Futsal Competition Tournament Regulations

General Terms

- All participants (Players, coaches & spectators) are expected to display good sportsmanship throughout the tournament.
- Abuse against referees or any players will not be tolerated
- Violation of the rule will result in the team responsible for the act to be disqualified from the tournament

1. Competition Rules & Regulations

- 1.1. **Players Registration:** Teams can register a maximum of 4 players with 3 players on the field at any time. The minimum number of players per team for matches to commence shall be 2. There are no goalkeepers in 3v3 futsal. Players may only play on one team in the competition. Any team found playing with unregistered player(s) will be disqualified immediately from the tournament;
- 1.2. **Gender:** As this is an open-tournament, both males and females can register for this tournament.
- 1.3. **Outfit/ Kit:** All players are required to wear appropriate boots, shin guards and long socks at any point of time during games. Any players not in appropriate attire will be banned from playing.
- 1.4. **Substitutions:** Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when dead ball situation first occurs to be called on;
- 1.5. **Match Duration:** The duration of the matches shall be a straight 7 minutes for Group Stage matches and 10 minutes for Knockout Round matches. There will be no intervals or change-overs. The home team stated on the fixtures list shall kick-off every match;

- 1.6. **Field of Play:** Matches shall be played on artificial (turf) surface. The field of play will be demarcated by the use of white lines;
- 1.7. **Dead Ball Kicks:** There will be kick-ins, corner kicks and goal kicks. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks. Players from the opposing team must stand at least 1.5m away;
- 1.8. **Offside Rule:** There is no offside rule;
- 1.9. **Slide Tackling:** No slide tackling. If a player slides, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.
- 1.10. **Penalty Kicks:** Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defending team obtains possession with a goal kick.
- 1.11. **Player Discipline:** A player who receives two yellow cards in one game will be ejected and suspended for ONE match; A player who receives a direct red card will be ejected and suspended for TWO matches;
- 1.12. **Forfeits:** Should there be less than 2 players on the field of play at the scheduled start of the match, the referee shall declare a walkover with a default score of 3-0 in favour of the opposing team. No grace period will be given;
- 1.13. All decisions of the referee are final.

2. Competition Format

2.1 Competition Stages: four (4) stages:

- Group Stage;
- Quarter Finals Stage;
- Semi Finals Stage;
- Finals Stage.

2.2 Group Stage Format

2.2.1 At the conclusion of each match:

- three (3) points shall be awarded to the winner;
- one (1) point shall be awarded to each participating team for a draw;
- zero (0) points shall be awarded to the loser.

2.2.2 The ranking in each group shall be determined in descending order as follows:

- Higher number of points obtained in group matches played among the participating teams in question;
- If two (2) or more participating teams are equal on points on completion of the group matches, the following criteria are applied to determine the ranking (in descending order):
 - Goals difference;
 - Goals scored;

- Goals against;
- Head-to-Head;
- If still no winner, a coin toss is to determine the winner.

2.3 Group Stage

2.3.1 There are thirty-two (32) participating teams in the Group Stage. They shall be drawn into eight (8) groups, Group A to H, of four (4) teams each.

2.3.2 Each participating team plays one (1) match against each of the participating teams in its group in accordance with the Match Schedule in a single Round Robin format.

2.3.3 At the conclusion of the Group Stage:

- The top team in each group shall qualify for the Quarter Finals;
- All other participating teams shall be eliminated from the Competition.

2.4 Knockout Stages

2.4.1 The Knockout Stages shall consist of the Quarter Finals, Semi Finals and the Finals.

2.4.2 If the game ends in a draw, 3 mandatory penalty kicks will be taken. If it still ends in a draw, sudden death penalty kicks will determine the winner.

2.5 Quarter Finals Stage

2.5.1 At the conclusion of each tie in the Quarter Finals Stage:

- the winner shall qualify for the Semi Finals;
- the loser shall be eliminated.

2.5.2 The Quarter Final matches will be scheduled as follows:

Home Team	Away Team	Match Code
Winner of Group A	Winner of Group B	QF 1
Winner of Group C	Winner of Group D	QF 2
Winner of Group E	Winner of Group F	QF 3
Winner of Group G	Winner of Group H	QF 4

2.6 Semi Finals Stage

2.6.1 At the conclusion of each tie in the Semi Finals Stage:

- the winner shall qualify for the Finals;
- the loser shall compete in the 3rd/4th placing match.

2.6.2 The Semi Final matches will be scheduled as follows:

Home Team	Away Team	Match Code
Winner of QF 1	Winner of QF 2	SF 1

Winner of QF 3	Winner of QF 4	SF 2
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2.7 Finals Stage

2.7.1 At the conclusion of the Finals:

- the winner shall be declared as the Champion;
- the loser shall be declared as Runner-up.

2.7.2 The Finals match will be scheduled as follows:

Home Team	Away Team	Match Code
Winner of SF 1	Winner of SF 2	F 1

2.7.3 The 3rd / 4th placing match will be scheduled as follows:

Home Team	Away Team	Match Code
Loser of SF 1	Loser of SF 2	F 2