



General

The Association shall support and maintain the principles of the FUTSAL Laws of the Game as established by the Federation International Football Association Board (FIFA), except as provided in the BRSA Youth Competition Rules within. It is the intent of the Association to abide by the Rules and Regulations as put forth by FIFA and the amendments made to them by the CSA and ASA except for the following changes that shall apply to BRSA District FUTSAL indoor competitions. These rules are adjusted purposely to foster the development of the indoor Futsal game. Teams entered into leagues operated by the district will follow all rules applicable to the league in which they are playing.

Sections

1. League Formation
2. Games Structure and Regulation
3. Game Officials
4. Laws of the Game

1. LEAGUE FORMATION

1.1 League Play

All Community Clubs with teams from U9 to U18 may participate in the league.

1.2 Registration

Teams shall be comprised within Age categories of players who have not attained the limiting age before the first day of January of the year for which they have registered. Players in age categories who reach the limiting age on the first day of January shall continue to be eligible to play in the category for the remainder of the year. All players shall be registered through the BRSA District on the appropriate ASA Team registration form. When approved by BRSA players can play up or down in order for some communities to form teams, however those players who are over age cannot participate in any formal ASA competition while overage.

1.3 Number of Players

The maximum number of registered Players per Team is 16, with 16 Players allowed to dress per game. The minimum number of Players shall be 5; less than 5 players shall result in a forfeit by that Team or if the opposing coach agrees to lend players to the team with not enough players, then the game shall continue. We encourage the teams to still play a game even if less than 5 show up by cooperating with the other team. All players must be registered with player lists sent to BRSA to ensure correct insurance has been granted for each player.



1.6 Schedules

A schedule shall be established and distributed to each member once all teams are registered and declared.

2. GAMES STRUCTURE AND REGULATIONS

2.1 Days of Play

The regular time and day of play for each Age Division will normally be established at the Indoor Planning Meeting in September of the same year. Typically Saturday mornings will be the playing day.

2.2 Mercy Rule

If there is a 5 point spread at or after 2/3 of the game has been completed, the ref will call game and the team with the most goals will be awarded the win. The official score will be recorded with a maximum 10 point spread. The game may continue if both coaches agree in any format after that point.

2.3 Rescheduling Games

2.4.1 Agreement

- Initial rescheduling requests prior to the Season must be made at least 3 days before the start date. BRSA will make their best attempt to accommodate such requests.
- After the Season start, if either Team requires a game to be rescheduled for any reason, they must obtain approval from the other Team. If approval from the other Team cannot be obtained, a written request to the Administrator may be made. Such requests will be dealt with on an individual basis.
- If the suspension or cancellation of a game is due to Inclement Weather, it shall be the responsibility of the Home Team to re-schedule the game for a later date.
- Black Gold Schools can cancel events at any time due to school needs/events

2.4.2 72 hour window

Once agreement to reschedule is made, as per the above procedures, the requesting Team (or Home Team in instances of Inclement Weather) will provide 2 alternate dates from which the other Team will pick. This process must occur within 72 hours of the initial agreement. The game itself may be played outside this time period. Once rescheduled, the District Administrator must be notified of the newly agreed time and place. In the event that it cannot be rescheduled within this 72 hour window, the Administrator will be given responsibility for choosing an alternate date.

2.4.3 Other instances

If the non-playing or non-completion of a game is due to Misconduct of players, Team Officials, or spectators, the result of the game shall be decided by the BRSA Disciplinary Committee.

2.5 Grace Time



Traveling teams shall be allotted a 15-minute grace period from kickoff time for late arrival. Any player arriving late after game commencement shall be allowed to play provided his name appears on the Team Game Sheet and the Referee is made aware of his arrival. The game may only start with a minimum number of seven (5) players in attendance at the end of the grace period. Late arrivals shall not be considered as part of the minimum. In the case of a late arrival of a team, the waiting coach may elect to play the game. The scheduled time of conclusion of the game must be observed if another game is scheduled to follow on the same field. Where prior notice has been given for Game Officials to officiate and the Team or Teams fail to show, the Discipline Committee of BRSA may assess a fine equal to the amount of the Officiating fees to the violating community. Referral of these cases to the Discipline Committee shall be made by the Game Officials or the home Team Coach.

2.6 Points

Points shall be awarded for each game, three points for a win or win by default, one point for a tie and zero points for a loss. Points may be awarded or deducted by the Discipline Committee at their discretion.

2.7 Defaults/Forfeits

Games in which one Team defaults or forfeits a scheduled game will be reported to the League as such. The score will be reported by the Statistician as zero (0) goals for the Team defaulting the game and four (4) goals for the alternate Team. If the default or forfeit of a game is due to the misconduct of Players, Team Officers, or spectators, the result of the game shall be decided by the Disciplinary Committee. The Referee will make referral of any such cases by submitting an ASA Misconduct Report.

2.8 Game Sheets

Game sheets are mandatory - NO exceptions! The Game Official is required to ensure that each player's name is printed on the Game Sheet. The home Team shall be responsible for providing the game sheet, after they have listed their players to the visiting Team at least ten minutes prior to kickoff time. No additions or deletions of Players shall be made to the game sheet during or after the game. The game sheet shall be in the possession of the Referee prior to kickoff. Completed Game sheets must be sent either by photo or scan to BRSA administrator by the following Monday at 5 pm.

2.9 Officials

3. GAME OFFICIALS

3.1 Referees -

The provision of a Referee shall be the responsibility of the home team. The Referee must:

- Possess the ability, skill set and qualifications to manage the age group to which he/she is assigned;
- Be older than the age group that he/she is assigned to; and
- Currently registered with ASA for the year.
- Ideally 1 referee shall run half of a sideline on each side of the pitch for each game as Futsal referees operate. In some cases when a second referee isn't available 1 field referee can run 1 entire sideline and officiate the game, however 2 is preferred but not necessary.



- Referees shall keep score and time for each game and sign the game sheet

The DRA will retain the responsibility to make the assessment to determine if the Referee meets the above requirements.

Battle River Referees must be familiar with all rules contained within these Indoor League Competition Rules. ASA mandates require that all previously qualified Referees attend a Refresher Clinic prior to the start of every season whenever possible.

3.2 Referees

Official's fees shall be the responsibility of the home team. Rates of play for regular season play shall be determined by each Club individually.

3.3 Discipline Reports

For any game in which a Referee issues either Cautions (Yellow Cards) or Ejections (Red Cards), at the completion of the game the Referee shall submit the game sheet and any ASA required disciplinary report to the BRSA Administrator within forty-eight (48) hours of the completion of the game. Information to be provided shall include:

- The name of the Team Official or Player cautioned/ejected;
- The time of occurrence; and
- The nature of the occurrence.

Additional information may be provided at the Referee's discretion. A single yellow card will result in a indirect free kick in the offending teams top of goalie box. 2 yellow cards will result in a suspension of the current game and a 1 game automatic suspension for the next game. Any violent acts shall be reported to BRSA for further action. 2 yellow cards will also result in a 2 minute power play where the offending team will play 1 player short for 2 minutes, this also applies to any red card. This does not apply to U9-11 as per ASA rules.

4. LAWS OF THE INDOOR FUTSAL BRSA GAME

4.1 Law 1 - The Field of Play

Battle River District will utilize Black Gold School and Wetaskawin school gyms for all the games. Basketball lines shall be utilized to create the court size at each facility. The keeper's crease will be the 3 point line for ease of usage thereby avoiding any attempt to add lines to gym floors. Adding tape can sometimes remove and damage floor coatings so this must be avoided at all costs.

BRSA specific Rule adjustments:

- All goal kicks shall be throw ins by the goalie, if the goalie drops the ball, then picks it up again, this will be an indirect free kick at the top of the crease.
- Whenever the ball leaves the sideline it will be a kick in to be placed on the touch line, the player kicking the ball in, may not kick to themselves. There is no requirement for the defender distance from kick in.
- Corner kicks will be kicked in as usual.
- Play starts at center the same as a regular game at the start or after a goal, the ball may go forward or backwards at kickoff, a goal may be scored from a kick off.
- Goalie can score at any time during a match, but not from a throw in.



- Futsal nets shall be used, 8'X5' in size, handball nets are the same size.
- Goals cannot be scored from kick ins, indirect free kicks or goalie throws.
- Too many men on the field of play will result in the opposing team having an indirect free kick at the top of the goalie crease.
- ALL Indirect free kicks will occur at the top of the goalie crease for any infraction on the field of play, in any location, against the infracting team.
- All infractions inside the goalie crease will result in a penalty shot located at the foul line inside the goalie crease. All players will line up outside the goalie crease line until the ball is moved forward, the same as a regular penalty shot.
- No slide tackles allowed, will result in free kick for opposing team
- Players may pass the ball back to the goalkeeper unlimited times, but the keeper may not pick up the ball with their hands, they must only use their feet, unless the offensive team touches the ball while it is traveling back to the keeper.

4.2 Law 2 - The Ball

The home team shall supply the game ball for a game as specified below

- ALL Ages- ball size #4 FUTSAL BALL only to be used for all games

4.3 Law 3 - The Number of Players

The following rules on substitutions shall apply:

- An unlimited number of substitutions may be made during the game.
- Substitutes to always wear a pinnie while on the bench.
- Players coming off the field must take the pinnie from the substitute in the players box before the new player enters the field.
- The Game Official must be notified of goalkeeper changes, and these may only be made at the discretion of the Game Official.
- Player exiting the field of play shall tag their teammate into the game at any time as they exit the field of play to the bench.

4.4 Law 5 - The Player's Equipment

The following rules shall apply:

- No player shall be allowed to play without shin pads or proper footwear.
- No player shall be allowed to play unless he is fully dressed in the uniform provided by his community. This uniform shall consist of a matching jersey, shorts and sock. Those communities that do not supply complete uniforms shall be allowed to field their team with just a jersey. These players shall wear some type of shorts no less than three inches above the knee.
- Each jersey shall have a Player number a minimum of six inches high and displayed on the back of the shirts.
- The keeper shall wear colors distinctive from the other players and officials
- In the event of a color conflict the home team shall have pinnies of an alternate color.
- No casts, as per ASA policy, will be allowed on the field of play.
- Knee pads shall be allowed to be worn by any player.

4.5 Law 7 - The Duration of the Match



Games shall consist of two equal halves with a minimum of 5-minute intervals. These time periods may only be altered with the direction of the Referee; however, the game will only be considered valid if at least 66% of the stated time has been played.

- ALL League Games - 40 minutes c/w 2-20 minute halves and a 10 minute halftime with 10 minutes for warmup prior to game starting

4.6 The Technical Area

All Teams competing in the Battle River Indoor League are to enforce a Technical Area (as per FIFA Futsal guidelines) for Players and Team Officials. Where possible, each field should have markings upon it, for both the home and visiting teams, as follows:

- The area should be either side of the halfway line on the same side of the field;
- Spectators shall be located on the opposite side of the field from the Technical Area.
- No tape can be applied to the floor of any BGSA gym, so this technical area is only a guide.

During game play Team Officials must remain within the Technical Area. Further reference to these markings can be found in the FIFA Futsal Laws of the Game.

All other EMSA, ASA, CSA, FIFA rules would apply to these BRSA Indoor Futsal league games where applicable.