

2024/25 SENIOR FUTSAL RULES



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ID CARDS	NO LEAGUE ID CARD, NO PARTICIPATION, NO EXCEPTION. Every player and team official must have a physical League ID card. Driver's License or other photo ID is not acceptable; there are no substitutes or temporary ID cards. Record any problems on the game sheet. If a team questions the eligibility of a player, the player must sign their name on the game sheet.
GAME SHEETS	Each team is responsible to fill out the game sheet completely prior to the start of the game. Each player and team official must be recorded on the game sheet and no additions can be made to the game sheet after the start of the game. At half-time, team officials may cross off players (line through name) who have not arrived.
	Referee to clearly print and sign the game sheet where indicated. Payment for the game may be difficult to process if names of referees are not legible.
	Referee marks score, goal scorers, cards & discipline, and the fair play rating (for both teams) on the game sheets. Following the match each team may take a photo of both game sheets. Match official submits game sheets to League office. There is no drop box at 7 Chiefs or Genesis.
	Within 48 hours of the game, drop off the game sheets, and any play-up forms and Misconduct Reports at the Calgary Soccer Centre, Calgary West Soccer Centre, Macron Center, Shouldice (TBD) and during office hours to CWSA or CUSA. All can be submitted electronically by scan or picture with cell phone, with the originals submitted immediately thereafter.
ID CARD COLLECTION & CHECKING	Referee checks cards and game sheets before the game and is required to collect and retain the ID cards for the duration of the match. Referees are required to checking the card to the individual. Verify the name and jersey number recorded on the game sheet and place a check mark beside the individual's name. Coaches have the right to review the opponents' cards at halftime.
	Team officials are solely responsible to ensure the eligibility of a player. If a team questions the eligibility of a player, the player must sign their name on the game sheet. The League will determine the eligibility of the individual. Record on the game sheet any concerns expressed about a player's eligibility.
	Players arriving prior the start of the 2nd half may play. The referee must be presented with the player's ID card immediately upon entering the field of play.
GUEST PLAYERS	CMSA players are required to submit a completed Restricted Movement Pass, also known as a play-up form, and their CMSA ID card. Youth players must be at least 16 years of age.
	Referee to sign the play-up forms, attach one copy to the game sheet. Return one copy to team with the play-up
	CUSA League players with their League ID Card are allowed to play up without a Restricted Movement Pass; they must be recorded on the game sheet as a Play-Up.
DURATION OF GAME	2, 23 minutes halves, with a 2-minute halftime. Stop time in the last minute of each half for any stoppage.

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	<ul style="list-style-type: none"> • Stop time in the last minute of each half for kick in restarts, goals and fouls • Time outs are 30 seconds
	Game clocks must start at the scheduled time. If play is not able to commence within the 5 minutes of the designated game start time due to one or both teams not being prepared to play (insufficient players, incomplete game sheet, lack of player cards, & being prepared to present players cards to official) the game shall be cancelled and the team(s) responsible noted on the game sheet.
DISCIPLINE	For game abandonment keep both teams' cards and the game sheets and submit them to the League along with the Misconduct Report. If possible, indicate on the game sheet which team was responsible for the action that initiated the abandonment.
SUBSTITUTION	Unlimited. An injured or cautioned player may be substituted before the restart of play. Use of substitution bibs as required by Futsal Laws of the Game. Note on game sheet noncompliance.
# PLAYERS	A minimum of 4 players are required per team to start and maintain a game. A maximum of 15 players and 4 CUSA team officials can be listed on the game sheet and can be on the bench.
INJURIES	Note on the game sheet if a significant injury occurred during the match that required medical attention if the game was delayed, or an ambulance called. No additional time is to be added to the game for injury time.
EQUIPMENT	Team members must have complete uniforms, jersey with number, shorts, and socks. Any irregularity and the player(s) are not permitted to play. Players are required to wear shin guards. Team jerseys must match. Shorts and socks are to be predominantly the same colour for team members. Home team changes jersey colour (if necessary) and supplies 2 game balls. Failure to change jerseys or to supply a suitable game ball is to be noted on the game sheet. NO taped numbers permitted. Pinnies or mismatched jerseys are not acceptable. Wearing a knee brace is at the complete discretion of the referee. Rigid casts are not allowed; this includes finger splints. Jewellery is not allowed. FIFA approved headgear is allowed. Sport hijabs are allowed. If only one official arrives for the match, they shall officiate the game themselves. If the referee does not show up within 5 minutes, a coach or designate may referee the game.
FAIR PLAY	The Senior Leagues are encouraging and supporting fair play. The rating applied to the teams is at the discretion of the referee and is based on how well the team applies the spirit of fair play and sportsmanship. Abusive or discriminatory language or gestures are not tolerated

How to Submit Games Sheets, Misconduct Reports & ID cards

Within 48 hours

- Drop at any league office during office hours.
- Leave at Calgary Soccer Centre, Calgary West Soccer Centre or Shouldice drop box.
- Submit electronically (scan/email, fax or send a clear photo) admin@cusa.ab.ca.
- Send original game sheets, misconduct reports & ID cards via Canada Post if documents sent electronically.

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The duties that are identified in Futsal for the 3rd Referee are as follows, taken from the Futsal Laws of the Game. Most applies to assisting the Referees during the game to maintain control and manage the teams, so they conform to the Laws and responsibilities for the CUSA Futsal League.

Powers and duties the third referee:

- assists the referees and acts as the timekeeper.
- keeps a record of the players taking part in the match.
- monitors the replacement of balls at the request of the referees.
- checks the substitutes' equipment before they enter the pitch.
- records the goal scorers' numbers.
- informs the on-pitch referees regarding any offence, misconduct, or unsporting behaviour by any participant in the match, which the referees may decide to take into consideration or not.
- informs the timekeeper of a request for a timeout when a team official makes one.
- gives the mandatory timeout signal once the timekeeper has sounded the acoustic signal, to inform the referees and the teams that the timeout has been granted.
- keeps a record of the timeouts requested.
- keeps a record of the accumulated fouls by each team signaled by the referees in each period of play.
- gives the mandatory signal that one team has committed five accumulated fouls in one period of play.
- places a clearly visible sign on the timekeeper's table to indicate that a team has committed five accumulated fouls in one period of play.
- records the names and numbers of any players cautioned or sent off.
- under the referees' supervision, checks the re-entry of a player who has left the pitch to correct their equipment.
- under the referees' supervision, checks the re-entry of a player who has left the pitch due to an injury of any kind.
- signals to the referees when an obvious error has been made in cautioning or sending off a player or if an act of violent conduct has been committed out of their field of vision. In any case, the referees decide on any facts connected with play.

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- supervises the conduct of the persons situated in the technical area and on the benches and informs the referees of any inappropriate behaviour.
- keeps a record of stoppages in play because of outside interference and the reasons for them.
- assists the referees by providing any other relevant information regarding the match.
- takes a position on the pitch as described in the relevant sections of the Practical Guidelines for Futsal Referees and Other Match Officials, when required to do so.
- replaces the second referee if the referee or second referee becomes injured or indisposed.

Timekeeper at 7 Chiefs will be requested to arrive early and set up the nets, score clock. At the end of the match the items will need to be returned to the storage room. Facility staff will assist with set up of table, chairs, and player benches. Additional compensation will be provided to timekeeper for the additional duties. Goal frames are on order that will not require assembly. Anticipated arrival for early in season.

Have a Great Game!