

2019 20 SENIOR FUTSAL RULES



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ID CARDS	<p>NO LEAGUE ID CARD, NO PARTICIPATION, NO EXCEPTION. Every player and team official must have a 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.</p>
GAME SHEETS	<p>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.</p> <p>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.</p> <p>Referee marks score, goal scorers, cards & discipline and the fair play rating (for both teams) on the game sheets. Divide game sheets as noted on the bottom of each.</p> <p>Within 48 hours of the game, drop off the top copy of the game sheets, and any play-up forms and Misconduct Reports at the Calgary Soccer Centre, Calgary West Soccer Centre, Genesis Place 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. Game sheets from Ambrose University and/or VIVO should be faxed or dropped in regular drop boxes. There are no couriers from either facility.</p>
ID CARD COLLECTION & CHECKING	<p>Referee collects cards and game sheets before the game and keeps them until the end of the game. Referees are required to collect the ID cards from each player and team official individually, 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.</p> <p>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.</p> <p>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.</p>
GUEST PLAYERS	<p>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.</p> <p>Referee to sign the play-up forms, attach one copy to the game sheet. Return one copy to team with the play-up</p> <p>Female Coed players may guest onto Female Futsal teams. Male teams may also have guest players from 8v8 and Coed.</p> <p>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.</p>
MISCONDUCT REPORTS	<p>Within 48 hours of the game an ASA Misconduct Report must be submitted for each dismissal. The report must accompany the game sheets and dismissed individual's ID card; however, prior electronic submission is encouraged. For dismissal due to action against a referee, submit the Misconduct Report to ASA. Provide the League with a copy of all documentation sent to ASA.</p>

Mark Any Irregularities on the Game Sheet.

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DURATION OF GAME	<p>2, 23 minutes halves, with a 2 minute halftime. The last minute of the half will be stop time.</p> <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 <p>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.</p>
DISCIPLINE	<p>Referees may be required to attend League discipline hearings.</p> <p>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.</p>
SUBSTITUTION	Unlimited. An injured or cautioned player may be substituted before the restart of play.
# PLAYERS	<p>A minimum of 4 players are required per team to start and maintain a game.</p> <p>A maximum of 20 players and 4 CUSA team officials can be listed on the game sheet and can be on the bench.</p>
INJURIES	Note on the game sheet if a significant injury occurred during the match that required medical attention regardless if the game was delayed or an ambulance called. No additional time is to be added to the game for injury time.
EQUIPMENT	<p>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.</p> <p>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.</p> <p>NO taped numbers permitted. Pinnies or mismatched jerseys are not acceptable.</p> <p>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.</p> <p>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.</p>
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
TIMEKEEPING VIVO	<ul style="list-style-type: none"> • Security & Duty Manager: (403) 608-5440 <ul style="list-style-type: none"> ○ They are also First Aid Certified, if any serious injuries occur, they are available & trained to assist with the situation. 911 for serious injury. • Arrive in advance of match time to set up both goal frames. If there is a private rental in the gym in advance or the Futsal rental they will be completed by 6:30 – 6:45 PM to allow sufficient time to clean up and have the area set up for our games. • Facility Operator will have table and chairs set up. They will provide you with the score clock and ensure that the storage room is open for you to access the goal frames. They will be in the blue bags along with the sand bags needed. You need to place the weights on the nets. • Following the final game of the night the nets need to be placed bag in their respective storage bags and placed in the designated

	<p>location in the storage room.</p> <ul style="list-style-type: none"> • Score clock returned to the Facility Attendant or the location they advise you to place it. • The venue closes to the public at 9:00 PM therefore upon completion of the tear down for the evening all participants, officials and spectators are to make their way out of the facility. • Scoreboard Operations: Setup should be on basketball settings. Facility staff should have this set up, including extension cord. Contact Duty Manager if not. <ul style="list-style-type: none"> ○ For fouls, press team fouls. ○ To fix a foul: enter – team fouls – enter desired number ○ Stop clock for timeouts
<p>TIMEKEEPING AMBROSE</p>	<ul style="list-style-type: none"> • Security and setup #: (403) 827-0108 • Timekeeper table located on the stage • Scoreboard Operations: Make sure the scoreboard switch is turned on, the switch can be found alongside the wall; Plug-in, Power button: On/Off. <ul style="list-style-type: none"> ○ 1 for scoreboard ○ Use last setup: No – Enter ○ Scoreboard ID: 6, - Enter, 2 – Enter ○ Period ○ Score: +1, or -1 ○ Stop clock for timeouts • Nets come out of storage room with weights, Basketball nets retracted to the ceiling <ul style="list-style-type: none"> ○ A hockey stick block key is available to put up the nets, the key hole can be found alongside the wall • Fans: it is suggested to turn on the fans on high during play, the switch is found alongside the wall • Ice: found in the storage room

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 Genesis Centre 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.

Have a Great Game!

Mark Any Irregularities on the Game Sheet.