



## **Futsal**

1. The latest version of the Official Futsal Rules of the Football International Federation (FIFA) will be adopted for the competition. The English text shall be the accepted one to be used in settling any dispute on the interpretation of the rules.
2. Cases of general nature shall be resolved according to the Constitution and By-Laws of the MNCAA.
3. Technical problems shall be resolved according to the current rules of FIFA and/or by the MNCAA Technical Committee and Board of Trustees.

### **GROUND RULES:**

#### **1.0 TEAM COMPOSITION**

- 1.1 A team will be composed of fifteen (15) players. All are allowed to play. A team may also have a maximum of four (5) officials that can sit on the bench.
- 1.2 Only those listed and shown in the gallery folder will be allowed to sit on the bench.
- 1.3 In the absence of all officials, an authorization letter from the School Representative stating the substitute must be presented to the Commissioner prior to the game.
- 1.4 In the absence of any officials, the team will not be allowed to play.

#### **2.0 TEAM UNIFORM**

- 2.1 The team shall have two (2) sets of uniforms, light and dark colored or reversible.
- 2.2 The first team named in the schedule shall wear the light (left side of the scorer's table) and the second team named will wear the dark (right side of the scorer's table) colored uniform.
- 2.3 Players must wear the same team colors except for the goalkeeper.
- 2.4 Shirts must have numbers in front and at the back. The shorts should bear the number same as the jersey.



- 2.5 Jersey numbers will be from 1 to 24.
- 2.6 All players must tuck-in their shirts during the game.
- 2.7 All players must wear long socks and shin guards.
- 2.8 Players on the bench must be wearing vests of the same color which is different from their playing jersey.

### **3.0 TOURNAMENT FORMAT (SENIORS DIVISION)**

- 3.1 Elimination                      Single Round; Teams may be divided into groups depending on the number of participants
- 3.2 Semi-Finals                    Top 4 cross-over: R1 vs R4, then R2 vs R3
- 3.3 Finals:                            Winners in the semi-finals will play for the championship;  
Losers will play for 3<sup>rd</sup> place.
- 3.4 During the eliminations, games can end in a draw. During the semi-finals, after the end of regulation, there will be a penalty shootout (5 kickers from each team) to determine the winner.

### **4.0 OFFICIAL BALL**

The official ball to be used will be Molten.

### **5.0 RESOLUTION OF TIES**

- 5.1 The following points shall be taken into account to decide the ranking of teams:
  - Match Won – 3 points
  - Match Lost – 0 point
  - Draw – 1 point
- 5.2 In case of ties, point system will be applied:
- 5.3 Tie breakers to determine who advances to the knockout round:
  - ☐ goal differential in all group stage matches
  - ☐ goals scored in all group stage matches
  - ☐ points in matches between the tied teams
  - ☐ goal difference in matches between the tied teams
  - ☐ goals scored in matches between the tied teams



- ☐ If none of the above works,  
PENALTY SHOOT OUT (5 KICKERS FROM EACH TEAM)

## **6.0 DURATION OF MATCH**

- 6.1 Twenty minutes per half (RUNNING TIME), with one (1) time out per half.
- 6.2 Last one (1) minute OF EACH HALF (clock stoppage).
- 6.3 Five (5) minutes HALF TIME BREAK

## **7.0 FORCE MAJEURE**

Twenty minutes after a force majeure has occurred, the following rules will be applied:

- 7.1 If it occurred during the 1st half of the game, the game will be played from the start. The game will be rescheduled.
- 7.2 If it occurred during the second half onwards, all scores, fouls, team fouls, the time remaining time-outs will be carried over when the game is rescheduled and only team members present in that particular game will be allowed to play.

## **8.0 SANCTIONS**

Players slapped with technical or unsportsmanlike fouls or a combination of both will be sanctioned according to the gravity of the offense.

- 8.1 One (1) yellow card – Warning
- 8.2 Two (2) yellow cards on different games.  
One (1) game suspension (next playing game), (in case of games suspended by force majeure: player suspension is on the next match scheduled for their respective teams, based on the match #)
- 8.3 Two (2) yellow cards in a game – Disqualification from the game, plus suspension.
- 8.4 One (1) red card (unsportsmanlike foul) – Thrown out;

**Note:** All red cards will have a minimum of one (1) game suspension (next playing game), the disciplinary committee will discuss the gravity of the red



card offense and decide on the suspension or possible expulsion from the tournament.

8.5 Elimination Round for single caution will not be carried over to the semi-finals.

\*all single yellow cards will not be carried forward into the semifinals.  
Therefore players on a yellow card will have their bookings voided after the group stage.

\*\*but double yellow cards and red cards will warrant a suspension.

## **9.0 SANCTIONS**

9.1 Athletes should sport an appropriate haircut.

9.2 Athletes are not allowed to expose any tattoos.

## **10.0 TYPHOON SIGNALS**

10.1. Games in the Seniors Division will be postponed on signal #3 or depending on extreme weather conditions. All games will be re-scheduled.

## **11.0 DELIBERATE LOSS**

Coach staff who deliberately allows his/her team to lose the game, as reported by the Commissioner will be fined with an amount and/or suspended or banned from the tournament. This will be determined by the Executive Council.

## **12.0 UNFORSEEN**

Any technical matter not mentioned in the Ground Rules shall be decided by the Commissioner and the MNCAA Technical Committee. Other matters by force majeure shall be decided in consultation with the MNCAA Board of Trustees.