



# Hood River Soccer League

## 2024 Womens Futsal Division

### Official Rules

#### BY-LAWS

##### RULE 1: PLAYER REGISTRATION

- A. Each player must be registered with Hood River Valley Parks and Recreation District (HRVPRD). This registration will occur by being listed on a game roster for any game in which they play. Each player must be listed on the game roster prior to playing in the game.
- B. Game roster – A game roster is a list provided by the manager of players playing in the game. Players listed on the game roster but not participating in the game should be crossed off. There should be no less than three (3) players listed as participating in the game. The game roster will be the official document used to verify eligibility of a player. It should have the expiration date, the first and last name, and the jersey number of each player. Each manager is required to keep and provide the referee and opposing team manager with a game roster for each game.
  - a. Roster changes must be made by the Thursday (5 pm) before games take place
  - b. Playoff Roster Freeze: Rosters will be frozen the week before playoffs start (the roster you use for the last league game will be the same roster you will use for playoffs)
- C. A minimum of fourteen years of age as of game date is required.
- D. Any team found to be using a player or players ineligible under any provision of Rule 1 may be subject to suspension, fines, forfeiture, disbanding or expulsion from the League without a refund. The team will automatically forfeit the game or games in question. The player(s) shall be suspended from at least the next league game for which they are otherwise eligible after discovery of the violation.

##### RULE 2: TEAM AFFILIATION

- A. Teams shall be affiliated with HRVPRD upon receipt by the League of the following items by the date set by HRVPRD for each season:
  - a. Completed team registration forms.
  - b. All fees, bonds, fines, or other monies required by HRVPRD for that season.
- B. The team Manager or Co-manager is the team representative in all matters and has the duty of proper team registration.
- C. Any team found to be ineligible under any provision in rule 2 may be subject to suspension, fines, forfeiture, disbanding or expulsion from the league without a refund.

### **RULE 3: DUTIES OF THE HOME TEAM**

- A. If the referee declares a conflict in uniform colors, the home team must change. Alternate jerseys must match in color and contrast from the other set (e.g., white with an alternate of Grey is NOT acceptable). Alternate shirts need not be numbered.

### **RULE 4: RESPONSIBILITIES OF THE TEAMS**

- A. Each team shall be prepared to provide a futsal game ball in good condition.
- B. Any changes to the schedule as published by HRVPRD must be approved by the HRVPRD Staff and coordinated through the appropriate division representative.
- C. Games must be rescheduled no later than the last playing date of the season. The team managers will coordinate the time for the rescheduled game.
- D. Each team Manager or appointed representative shall be responsible for reporting their game score and report any game incidents to the HRVPRD staff as soon as possible after the game.
- E. Each team is responsible for the actions of their players, coaches, and fans.

### **RULE 5: NOTIFICATION OF CHANGES**

- A. Any team changing its manager is responsible for notifying the League. HRVPRD cannot be held responsible for undelivered mail or mail directed to a manager of record who is not the correct manager.

### **RULE 6: GAMES**

- A. League games are those games played during the official season as scheduled by HRVPRD
- B. All games shall be conducted according to FIFA's Laws of the Game. Teams, managers, and players have the responsibility to know these rules and sanctions may be imposed for violations of any of them.
- C. League games will normally consist of two (2) 20-minute halves. This rule does not supersede the referee's authority to shorten a game due to dangerous or unplayable conditions. No overtime shall be played during regular league play.
- D. Unlimited substitutions for both teams are allowed on the fly, subject to the discretion of the referee.
- E. A player will not be allowed to participate who is wearing anything deemed by the referee to be dangerous to another player.
- F. All metal braces must be covered by a sleeve of neoprene or like material that is at least ¼" thick.
- G. All watches must be completely covered by something soft and secure, such as a sweatband. Shin guards recommended to play but not mandatory, however, they are mandatory for outdoor soccer.
- H. All games are to be played as scheduled. If a referee fails to appear on schedule, the game will be rescheduled by the division representative with approval by the League Coordinator, unless both teams agree to play without the official referee. Each team should be ready to play at the scheduled match time. Ready to play shall be taken to mean a minimum of three (3) players listed on the game roster, properly equipped. If one or both teams are not ready to play at scheduled game time, they shall have a grace period of up to 5 minutes. Five minutes after the scheduled game time the team(s) not ready to play shall forfeit and no fees will be reimbursed to teams that miss games

- I. Games to be rescheduled because of circumstances outside the control of both teams shall be rescheduled by HRVPRD staff
- J. Slide tackling shall be prohibited in any of the games.

## RULE 7: STANDINGS

- A. League standings shall be determined by the following procedure
  - a. Points awarded as follows:
    - i. Win = 3 points
    - ii. Tie = 1 point
    - iii. Loss = 0 points
  - b. If two or more teams are tied for any position in the standings the tie shall be broken using the following order:
    - i. Head-to-head result(s).
    - ii. Goal difference (goals for minus goals against, to a maximum of three per game).
    - iii. Goals for
  - c. If teams are still tied, the result will determine the outcome by one of the following:
    - i. Co-champions
    - ii. Playoff Game; or
    - iii. Coin Toss.
- B. A forfeit for any reason shall be a 1-0 win for the non-forfeiting team, 3 points shall be awarded in the standings. No points shall be awarded if both teams forfeit.
- C. League standings will be posted on our website and updated periodically through the season. Any team with a standings inquiry should contact HRVRD staff
- D. Playoffs will be determined by the final league standings
  - a. Playoff tournament will be single game elimination format
  - b. Teams will be seeded 1 –4
    - i. Semifinals games will be # 1 Seed vs #4 Seed, and #2 Seed vs #3 Seed
    - ii. Winners will play for the Championship
  - c. Winner will be named the League Champion
- E. Prizes: Medals for 1<sup>st</sup> and 2<sup>nd</sup> place teams in the league standings, Trophy for Championship team

## RULE 8: REFEREES

- A. Referees shall be appointed by the Referee Scheduler. The referee shall have all powers granted by FIFA's Laws of the Game; these powers are in effect while in proximity to the field, before, during and after the game.
- B. If a referee fails to appear within 15 minutes of scheduled game time, HRVPRD will attempt to reschedule the game. Both managers are responsible to call HRVPRD staff as soon as possible to notify them of the no-show referee.
- C. If a referee fails to appear for a scheduled game, if both teams are agreeable, they may agree to play the game to count at the originally scheduled time. An individual must be nominated to collect and verify the roster and cards from both teams. An individual may be selected to act as the game referee. This person is not compensated for refereeing the game, nor do they need to be a certified referee. After the game, both managers must email HRVPRD staff to relay the game status, report the score, confirm that cards and rosters were checked, and that nets were present.

- D. A game evaluation form is available on the HRVPRD website and should be used for each game to provide HRVPRD feedback (positive and negative) on how referees are doing.

## **RULE 9: JUDICIAL PROCESS**

All protests or appeals of any kind relating to the interpretation of the HRVPRD Bylaws and Rules, the calling of a game by a referee, or complaints against a referee, member team or individual shall be referred to the league by the following procedure:

- A. Protests, Appeals, Complaints
  - a. Protests and/or Appeals can be directed to HRVPRD staff and discussed with the Team Managers with an appropriate decision to follow
- B. Disciplinary Action
  - a. Any player, manager, or coach ejected from an HRVPRD game shall be suspended for a minimum of one (1) game. Suspension from any league games due to ejection will be considered complete only when the player, manager, or coach who must serve the suspension misses the appropriate number of league games played by the team in which the appropriate party was affiliated with at the time of the ejection. The player shall be suspended from all league sanctioned matches that may occur during this time
  - b. Any player found guilty of any action deemed by the referee to be "Violent Conduct," including but not limited to, fighting, shall be suspended for a minimum of two (2) league games. There will be no exceptions. Suspension from any league games for "Violent Conduct" will be considered complete only when the player who must serve the suspension misses the appropriate number of league games played by the team in which the player was affiliated with at the time of the "Violent Conduct". The player shall be suspended from all sanctioned matches that may occur during this time
  - c. Jurisdiction for physical and verbal assaults on a referee shall reside with Mid-Columbia Officials Association. Action taken by HRVPRD shall not preclude the right of the referee to initiate criminal and/or civil action against any player or team who has assaulted them.
  - d. Teams found guilty of failing to control their players, coaches, or fans will result in suspensions, fines, forfeiture, disbanding or other sanctions
  - e. Forfeits.
    - i. Any team notifying the league that they cannot field a team for a league scheduled game shall forfeit the game. Notification should occur via the Division Representative.
    - ii. If the league is notified of a forfeit, the team will be assessed, at a minimum, a fine equal to half of the league field fee. If the league is notified less than 48 hours before the scheduled game time, the team will be assessed a warning, at a minimum, and a fine equal to their opponents' referee fee if a second infraction occurs
    - iii. Any team who believes the forfeit situation was beyond the control of the team has the option of bringing the issue before the Board for consideration.

## **FUTSAL PLAYING REGULATIONS**

## 5 v 5 FUTSAL RULES

### Exceptions to the below rules:

- For the Womens Futsal League, we will play with 5 players on the court and with a “sweeper keeper” instead of a goalie. The sweeper keeper can move back to block the goal but cannot use their hands
- Womens Futsal League goal kicks will be taken from inside the basketball free-throw lane

### General Rules

- Teams are comprised of four outfield players and one goalkeeper.
- There are no throw-ins in futsal. A kick-in will be used to restart play.
- There is no offsides in futsal.
- Teams are entitled to a one-minute timeout in each half. Timeouts are allowed when the team is in possession and ball is out of play.
- There are no goal kicks in futsal. Goalkeepers restart play by distributing ball with their hands.
- Substitutions may occur any time during the run of play. Substitutions must be made through the technical area in front of the team's bench, not at half court.
- Minimum # of players to start a game is no less than 3 players

### Substitutions

All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams' bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his teams' bench -- *not* at the half-way line.

Teams will switch benches (and ends) at halftime, ensuring that all substitutions take place in the defensive half. Covid protocols may change this general rule.

### Restarts

**Kick-offs:** A goal may be scored directly against the opponent from the kick-off. The ball is in play when it is kicked and clearly moves.

**Kick-ins:** are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team. If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds, the ball is turned over to the opponent.

**Goal Clearances:** are awarded when the ball exits the court beyond the end-line. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball must be released within 4 seconds (either at referee signal or as goalkeeper is ready). Opponents must be outside the penalty area until the ball is in play.

**Corner Kicks:** are direct. The ball must be placed in the corner arc area and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

**Free Kicks:** may be indirect or direct. The ball must be stationary before the kick may be taken.

**Penalty Kicks:** are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.

### **Fouls and Misconduct**

**Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player, an indirect free kick is awarded.

**Direct Free Kicks:** When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a direct free kick is awarded.

**Yellow Card / Caution:** The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card.

**Red Card / Send-off:** The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

**Accumulated Fouls:** All direct free kick fouls are recorded on the scoresheet and on the scoreboard. If one team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a direct free kick without a wall. If the foul occurs farther from the attacking goal than the second penalty spot, the Direct Free Kick Without a Wall is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the Direct Free Kick Without a Wall from the second penalty spot or from the spot of the foul. All Direct Free Kicks Without a Wall must be kicked with the intention of scoring a goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half and carry over into extra-time if being played

**Penalty Spot:** The basketball free-throw line (fouls inside the basketball 3 pt line)

**Second Penalty Spot:** The basketball 3-point line (after 6 accumulated fouls)

**Third Penalty spot:** The basketball center circle (fouls that occur outside the basketball 3 pt line)

**Advantage:** Advantage is applied in Futsal. Direct free kick foul will count as accumulated fouls if advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was a direct free kick foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and will not count as an accumulated foul.

### **The Goalkeeper**

- Must wear a different color shirt.

- He/She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his/her feet during the run of play.
- May not possess the ball for more than four seconds in his/her own half.
- May throw the ball directly across the half-way line.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
- Cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it or it has gone out of play.

## **REFEREES**

### **The authority of the referees**

Each match is controlled by referees who have full authority to enforce the Futsal Laws of the Game in connection with the match to which they have been appointed.

### **Powers and duties:**

- Enforce Hood River Valley Parks and Recreation District regulations
- Ensure that any ball used meets the requirements of the game
- Ensure that the players' equipment meets the requirements of the rules
- Keep a record of the match
- Stop the match, at their discretion, for any infringements of Hood River Valley Parks and Recreation District regulations
- Allow play to continue until the ball is out of play if a player is, in their opinion, is only slightly injured
- Ensure that any player bleeding from a wound leaves the pitch. The player may only return on receiving a signal from the referees, who must be satisfied that the bleeding has stopped
- Allow play to continue when the team against which an offense has been committed stands to benefit from such an advantage and penalize the original offense if the anticipated advantage does not ensue at that time
- Punish the more serious offense when a player commits more than one offense at the same time
- Punish the more serious misconduct when a player commits more than one act of misconduct at the same time
- Take disciplinary action against players guilty of caution-able and sending-off offenses. They are not obliged to take this action immediately but must do so when the ball next goes out of play
- Ensure that no unauthorized persons enter the pitch
- Provide the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

- The decisions of the referees regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The referees may only change a decision on realizing that it is incorrect.