

## **COPA Youth Futsal League**

### Rules & Regulations

#### **General**

This is a COPA Futsal League managed and operated by COPA Soccer Training Center. All team registration, player registration, and credentials are managed using the Daysmart Platform.

#### **Rosters**

- **Player Registration:** players shall be registered through Daysmart Platform and must be assigned to their specific team and roster to be eligible to play.
- **Game Roster:** each team will have an official roster in the Dash team account. Rosters can carry an unlimited amount of players, however only 12 players can be rostered per game.
- **Guest Players:** teams can roster new players (or guest players) after the season starts, however they must be added to the Daysmart team account prior to 72 hours before the game. Late roster adds can be accommodated on a case-by-case basis.
- **Illegal Players:** any player who does not appear on the official COPA Futsal League game card will be considered an illegal player. Any team using, or attempting to use, an illegal player shall forfeit the game, and the coach of the team using the illegal player will be suspended from COPA Futsal League for the remainder of the season.
- **Game Day Rosters:** Players can only play for one team at a time during a game weekend. If they started a game with a team, they cannot move to another field during the course of that game nor can they join a game that has already started after their game concludes. This is also the case for play-offs.

#### **Equipment**

- **Player Uniforms:** opponents must wear colors that distinguish them from each other, and also the Referee(s). The home team wears dark uniforms while the away team wears light uniforms. Each

goalkeeper must wear colors that distinguish them from the other players and the referee(s). All players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks).

- If there is a conflict in the uniform color, the home team shall change uniforms.
- COPA will provide the home team with pennies if a different color is not available.
- **Safety:** a player must not use equipment or wear anything which is dangerous to themselves or another player.
  - **Shoes:** all players must wear either futsal shoes, indoor shoes, or athletic shoes with a rubber sole. COPA STC is a no cleats facility.
  - **Shin Guards:** all players are required to wear shin guards at all times. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.
  - **Jewelry:** absolutely no jewelry, including rings, chains, watches, hair clips, bobby pins, earrings, bracelets, rubber bracelets, or excessively long fingernails may be worn while participating in COPA Futsal League games. Only medical alert warning bracelets may be worn and shall be taped to secure them to the player's body. Earrings and other piercings cannot be taped and must be removed.
  - **Casts:** no orthopedic (hard) casts, air splints, or metal splints may be worn. Players will be allowed to play in a soft cast at the discretion of the referee.
  - **Eyeglasses:** players who must wear eyeglasses are encouraged to wear sports goggles. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy metal.

### Game Details

Rule	U8-U12	U13-U16
Ball Size	Size 3	Size 4
Number of Players	5v5	5v5
Minimum Number of Players	3	3
Goalkeeper	Yes	Yes
Playing Time	2 x 20 minutes (running clock)	2 x 20 minutes (running clock)
Half Time	2 minutes	2 minutes
Offside	No	No
Substitutions	Unlimited	Unlimited

Rule	U8-U12	U13-U16
Number of Referees	1	1
Time-Outs	Not in regular season	
Time-Outs	Play-offs, 1-minute running clock before the 3-minute mark	

### **COPA STC Responsibilities**

- COPA STC will provide referees for all games.
- COPA STC will provide game balls for all matches. No outside soccer or futsal balls are permitted inside COPA STC.

### **Team Responsibilities**

- Ensure team roster is accurate and up to date.
- Ensure team players are wearing proper equipment.
- Confirm schedule is accurate and communicate any re-schedule requests through League Director.
- Check-in team prior to each game outside the main door with the League Manager.

### **Playing Rules**

COPA will follow FIFA Futsal Rules of Play for all Futsal League Games.

\*FIFA Futsal Laws of the Game: [Click Here](#)

### **Overview of Futsal Rules**

#### **· General**

- There is no overtime, injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offsides in futsal.
- 4 Second Rule: the kick must be taken within 4 seconds of placing the ball down on line/spot.

#### **· 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/her 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.

- Both teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

- **Restarts**

- **Kick-Offs:** A goal may be scored directly against the opponents from the kick-off. The ball is in play when it is kicked and clearly moves. Tapped balls are not in play – the ball must move.
- **Kick-Ins (No Throw-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, the ball is rolling when kicked or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.
- **Goal Clearances:** are taken when the ball fully crosses the goal line and not under the crossbar and between the goalposts and after being touched last by the attacking team. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball is in play when it is thrown or released and clearly moves. The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play. Opponents must be outside the penalty area until the ball is in play.
- **Corner Kicks:** are direct. The ball must be placed directly on the corner arc 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 & Misconduct**

- **Indirect Free Kicks:** when a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with his/her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his/her own half, plays the ball again within

his/her 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.

- **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.
- **Yellow Card/Caution:** The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he/she 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. 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:** 20 feet from goal-line and the center of the goal and placed at the top of the penalty area 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.

- **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 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.

### **League Standings**

- **Point System:** all COPA Youth Futsal Leagues shall operate under a point system. The point system shall award three points for a win, one point for a tie, and no points for a loss.
- **League Standings:** official standings of teams will be the responsibility of the COPA League Office. League standings are tabulated on a regular basis and displayed on the COPA Futsal League website under Daysmart and the COPA STC Website at <https://copastc.com/youth-leagues/>
- **Ties:** if a league game is tied after regulation, the tie stands and will posted as a tie.
- **Tie Breakers:** in case of a tie in the standings within a league, the following will be used as tiebreakers:
  - Average-points-per-game
  - Goal Differential (each game is limited to a 5 goal differential cap)
  - Goals against
  - Head-to-head (if only two teams are tied, if 3 teams move to next step)
- Kicks from spot or coin toss
- If more than two teams are tied, the tie-breaking process will be used until a winner is determined. The tie-breaking procedure does not revert to previous criteria if one team is eliminated.

### **Play-Offs**

For matches that need a winner, the team with the most goals after regulation time will be the winner. If the match is tied after regulation, two 5-minute periods will be played. Teams will have a 2-minute break before the first overtime. After 5 minutes, teams will change sides, with no break, and play the remaining 5 minutes. If the game is still tied after the two overtime periods, then kicks from the Penalty Mark per FIFA Futsal Rules will be used to determine the winner.

**DURING PLAYOFFS- players may only play for one team during a game slot. Players cannot start on one court and transition to another game. Players cannot complete one game and join another game that has already started.**

### **Play-Off Format**

- **9 Teams or less Division:**
  - Top 4 teams qualify for play-offs
  - Semi-Finals
  - Finals
- **10 Teams or more Division:**
  - Top 6 teams qualify for play-offs
  - Play-offs (3v6, 4v5)
  - Semi-Finals
  - Finals

### **League Discipline**

- **Violation of League Rules:** The COPA Protest, Appeals, and Discipline Committee (PAD) shall have the authority to suspend, fine, disqualify or otherwise impose sanctions on players, team officials, or competing clubs for violating COPA Rules, and Regulations, for any action or conduct not in the best interest of the COPA Futsal League.
- **Red Cards:** if a red card is shown, it will result in a minimum one (1) game suspension. This includes a red card as a result of two cautions.
- **Reporting Process:** any breach of the COPA Rules & Regulations should be reported to the appropriate Event Supervisor, who will then refer it to the League Director. Any incidents or breaches of the COPA Rule & Regulations should be reported through the PAD Incident Report system. In any game where a red card is issued, the Referee must complete a Send-Off Report within 24 hours.
- **Suspensions:** it is the team's responsibility to ensure their Red Carded Player/Coach serves the minimum 1 game suspension. It is also their responsibility to ensure that their Player/Coach serves any additional suspension determined by the COPA PAD Committee.