



YUKON SOCCER ASSOCIATION

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2018 Northwestel Futsal Championships

Tournament Details

1. PLAYING RULES

This competition will be conducted under the most recent Futsal Laws of the Game produced by FIFA and modified by the following rules.

Timeslots

Timeslots will be 45 minutes in total, with games being a maximum of 30 minutes running time. When games are running to schedule, teams will have 5 minutes warm up time, referees will provide a 5 minute half time and teams are given 5 minutes to leave the field following the final whistle. If games are behind schedule on any given field, the five minute post-game time allowance will disappear and referees will dictate that half times are also shortened accordingly. Only when these adjustments have already been made will warm up time be also shortened.

For U11 and U16 age divisions, the Bronze and Gold Medal games will be 20 minute halves.

Referees will uphold these time guidelines, supported by the Head Referee, Arnold Hedstrom, the Tournament Marshal, Rhiannon Jones, as well as scheduled venue coordinators.

Field Size

U16 and U11 division Round Robin games as well as finals for all age divisions will use basketball court dimensions (28x15m), noting that this is smaller than standard international Futsal dimensions of 40 x 20m.

Younger age division Round Robin games (U7 and U9) will play at the Canada Games Centre on field dimensions based on the Fieldhouse and Flexihall being

divided into thirds.

Retreat Line

Ages 9 and under (U7 Mixed, U9 Girls and U9 Boys) will be subject to a Retreat Line. The purpose of the Retreat Line is allow younger players to learn and gain confidence in how to play the ball out from the back and play forward to attack, as opposed to the goalkeeper sending the ball aimlessly down the field.

When the goalkeeper has the ball in his hand, the “attacking” team is required to drop behind the Retreat Line. The Retreat Line will be the center line of the field (or a best approximation, in cases where no line exists). The goalkeeper can then pass the ball to a teammate without the pressure of an opposing player nearby. Once a teammate has touched the ball, the play resumes as normal and the opposing team can attack past the Retreat Line.

2. U7 JAMBOREE STYLE MODEL OF TOURNAMENT

The Long Term Player Development (LTDP) model that Yukon Soccer follows recommends a jamboree style model for younger age groups. The U7 Division will have no standings, medals or playoffs/finals to ensure the experience emphasizes fun for this age group.

3. TEAM COMPOSITION

Underage players, players of the opposite gender and two overage players per team from communities outside of Whitehorse are permitted upon approval by the Tournament Marshal, Rhiannon Jones. The purpose of these exceptions is to allow teams to be formed and is not intended to give a known advantage.

4. POINT SCORING DURING ROUND ROBIN PLAY

Win = 3 points

Tie = 2 points

Loss = 1 point

Default = score 3-0

Referees must report scores after their game to the event kiosk. The kiosk attendant will fill in the scoreboard.

5. EXCESSIVE SCORING

In games where one team wins by more than 6 goals, that team will be credited with a 6 goal victory, for example if a team wins 13 -2, that result will be recorded as 8-2 and used in calculation of tie breakers where necessary.

6. BREAKING TIES AFTER ROUND-ROBIN PLAY TO DETERMINE STANDINGS

FOR PLAYOFFS

1. Results between tied teams - winner of the game places higher.
2. Team with the most wins.
3. Goal Differential (goals FOR minus goals AGAINST).
4. Least goals against.
5. Coin toss.

7. BREAKING TIES IN SEMI-FINALS OR FINALS FOR ALL DIVISIONS

a) A shoot-out will determine the winner. Teams are allowed a substitution of keeper before shootout. Three players from each team will shoot penalties alternately. Winner of coin toss chooses to shoot first or second.

b) If still tied after three kicks taken, the teams will take alternate penalty kicks, until one team has scored more goals than the other with both teams having taken the same number of kicks. The three players used for the initial shootout cannot take a second kick until all players, including goalkeeper, have taken a penalty kick.

8. PLAYOFFS

The top four teams will advance to semi-finals. The winner of the final will have their photo taken for the YSA website. Winning teams of age divisions U9 and up will receive medals.

9. PROPER SOCCER ATTIRE

All players must wear the appropriate colour shirt or pinnie for their team. The referee makes the final decision whether or not a player can play.

Hard casts and jewelry are not permitted. Soft casts are permitted at the referee's discretion. Jeans, jean shorts, or pants/shorts with metal buttons or straps hanging, or any street clothing is not allowed to be worn during games.

Shin guards are mandatory. Coaches/teams are responsible to supply their own shin guards.

Players must wear indoor or turf soccer or running shoes. Outdoor soccer shoes with cleats are not allowed.

10. DISPUTE MECHANISM

All coaches are required to read and understand the Coach Email prior to the first game. All coaches are reminded to respect the decisions of the referees and the Head Referee, Arnold Hedstrom.

Questions and concerns should be directed to the venue coordinator who will report to the Head Referee, Arnold Hedstrom, as well as the Tournament Marshal, Rhiannon Jones.

Please remember the fair play code of conduct for parents, caregivers, supervisors, players and coaches. Respect opponents, do your best, help your teammates and have fun. 😊

