

14<sup>th</sup> ANNUAL HILO *miniBig*©  
INDOOR SOCCER TOURNAMENT  
Edith Kanaka`ole Multi Purpose Stadium  
January 21-22, 2017 (U8 –U10)  
January 27-29, 2017 (U12-U16)

Rules and Regulations

The Hilo *miniBig*, is a “Futsal” style indoor soccer event utilizing 5 vs. 5 mini and regulation games during 3 days of friendly competition.

**Open to All Youth Soccer Affiliations with Teams in the Following Age Groups:**  
U8, U10, U12, U14, U16: Boys and Girls

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**LAW I – THE PLAYING COURT**

**Playing court(s) and appurtenances conform to established FIFA Futsal dimensions.**



<http://futsal.zortal.com/tabid/47279/ZortalPortal.aspx>

- Lines superimposed over existing side-by-side indoor tennis court markings in the EK Multi-Purpose Stadium will define the Futsal Courts utilized during miniBig competition. These courts will be numbered #1, #2, and #3.
- Courts #1 and #2 dimension: 60' x 99' - with an 18' inter-space incorporating a net barrier to prevent errant balls from affecting play on the adjacent courts. We use the existing tennis lines where appropriate.
- Penalty Mark shall be 6m (19.6') from the Goal Line

## **LAW II – THE BALL**

- FIFA approved/inspected low-bounce ball specifically designed for Futsal match play. (U8-U12, Size 3 and U14-U16, Size 4)

## **LAW III – PLAYER ELIGIBILITY**

- Youth players must be currently registered with an AYSO, HYSA, or US Club Soccer team and meet respective age/competition level requirements.
- Players are only allowed to roster with one (1) team

## **LAW IV – NUMBER OF PLAYERS**

- Maximum number of players allowed on Team Roster: 10
- Minimum number of players allowed on Team Roster: 5

### ***Maximum and Minimum number of players required to Start/Finish competition:***

- Minimum number of players required to start match: 5 - (one of whom shall be a goalkeeper)
- Minimum number of players required to finish match: 4
- Maximum number of substitutes: 5
- Substitution limit: none

Substitution method: “flying substitution” – all players may enter and leave on game restarts; If you are substituting the GK, you can request stoppage on your possession from the referee. Player coming off must be completely off the court before the substitute may come on, which must be done only from the designated substitution area located in front of the teams bench.

## **LAW V – GUEST PLAYERS**

- Maximum number of guest players allowed on team roster: 2

## **LAW VI – PLAYERS’ EQUIPMENT**

- Usual Equipment: numbered shirts, shorts, socks, protective shin guards and non-marking rubber soled indoor court footwear.
- ***Outdoor cleats and/or studded artificial turf shoes will not be allowed.***

## **LAW VII – SUBSTITUTION**

- For all divisions: Coaches must make every attempt to play all registered players in attendance at the start - ***at least one half of the game.***
- Players not present or expected to be absent when the match begins must be identified on the line-up card (game card).
- If a player is injured the coach may provide a substitute for the injured player, in which case the injured player may not return until the next opportunity to sub.
- Any player who leaves the field of play, due to a head injury, must be checked by an EMT (Emergency Medical Technician) before he or she will be released to continue play.

- Proper authorization must be recognized by the referee before an injured player may enter the field to continue play. Injured players who leave the game will report to the official's table for a medical clearance card. The card must be signed by an EMT or physician and presented to the referee before being allowed to resume play.
- Late arriving players shall be substituted and allowed to play 50% of whatever time remains of the match.
- Signed line-up cards must be completed by the referee; forwarded to the Referee Administrator.
- Egregious violation of substitution Law VI is grounds for team disqualification.

### **LAW VIII – REFEREES**

A Main Referee will be utilized to enforce the laws, apply advantage rule, keep a record of all incidents before, during, and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsporting behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the game ball meets tournament requirements.

- Position: the same side as the players' benches
- Power Unique to Main Referee: can overrule Assistant Referee's calls.

### **LAW IX – SECOND REFEREE**

Duties: Primary duties will be to assist with notifying the referee when the ball goes out of play, the direction of the restart, and whether balls have crossed the goal-line for a goal. They will also act at the main referee's discretion aiding in other ways and ensuring that substitutions are carried out properly.

- Position: opposite the main Referee

### **LAW X – TIMEKEEPER**

Time will be kept by a centralized clock at the scorer's table and will follow the schedule established by the Tournament Scheduler.

The Referee will signal start of play and game clock with a single whistle; half-time with two whistles; indicate end-of-play period with three short whistles.

***Stoppage time for injury or Referee time-out will be controlled by the game Referee.***

Duties: Start game clock after kick-off; keep check on 2-minute punishment for sending off; record time-outs and fouls (and indicate when a team has exceeded the 7-foul limit); record game stoppages, scorers, players cautioned and sent off, and other information relevant to the game.

## **LAW XI – DURATION OF GAME**

The *miniBig* tournament will utilize both Pool Play (*mini*) games and Regulation (*Big*) matches.

**Pool Play:** 25 minutes running time

- Clock may be stopped by the Referee for injury, or when deemed necessary
- There are no time outs in pool play games

**Regulation match:** 40 minutes – Semifinals and Finals ONLY

- Two (2) 20 minute periods with a 5 minute half-time running clock
- There are no time outs in the knock-out stages (*amended for 2012 tournament*)

## **LAW XII – THE START OF PLAY**

- All players are in their own half of the field
- Home team will have the kickoff
- Visiting team may choose the direction.
- Opponents of the team taking the kick-off are at least 10' from the ball until it is in play
- The ball is stationery on the center mark
- The referee gives a signal
- The ball is in play when it is touched. The kickoff must go forward.
- The kicker may not touch the ball a second time until it has touched another player.

## **LAW XIII – BALL IN AND OUT OF PLAY**

*Touch lines and goal lines are considered inside the playing area.*

Ball is out of play when it has wholly crossed the goal line or touch line.

Tournament rules for Goal Clearance (XX) and Corner Kick (XXI) will be applied.

- When the game has been stopped by a referee; or when the ball hits the ceiling (restart: dropped ball beneath that point).

## **LAW XIV – METHOD OF SCORING**

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar.

- **A goal may be scored from anywhere on the field, including your own half.**
- **A goal may NOT be scored directly from a corner kick**
- **A goal may NOT be scored directly from a kick-off**
- **A goal may NOT be scored directly from a kick-in.** (*If it touches another player and goes into the net it would count as a goal*)
- **A goal may NOT be scored directly from an indirect kick.**

## **LAW XV – COMPETITION**

Coaches (or other team staff) shall not enter the field of play, unless requested by the referee. Coaches, players, team managers, and team trainers must remain in the designated team areas.

***All games shall start on time.***

If a team is not on the field of play and ready to start their game within 5 minutes of the scheduled match time, the game shall be deemed a forfeit.

- All Pool Play “**mini**” games will utilize Courts #1 and #2
- Regulation “**Big**” matches for:
- Divisions U10 - U16 will utilize Courts #1 and #2

### **Tournament Seeding**

Seeding using the following point system will be posted at the conclusion of Pool Play (“**mini**”) games for each Division:

- 3 points for a win
- 1 point for a tie or win by forfeit
- 0 points for a loss

***A tie in points at the end of Pool Play will be determined by the following tie breakers in the order listed:***

1. Head to head
2. Combined team goal differential (goals scored, less goals allowed). Up to +/- 3 goal differential per contest (a 6-2 decision would be a +3 for the winning team and a -3 for the losing team)
3. Least goals allowed
4. Most goals scored
5. Coin flip conducted by Tournament Director

### **Single Elimination Tournament Championship Format**

- If a Division has more than 4 teams, only the top 4 seeds play for the championship.
- In each division seed 1 vs 4; seed 2 vs 3

***Regulation match tie games will be determined by Penalty Kick Shoot-Out. There is no OT.***

#### Penalty Kick Shoot-out:

1. Main referee decides goal to be used.
2. Coin tossed to decide order. The home team calls the coin toss.
3. Three kicks to be taken by 3 different players selected from the suited players. Captain of each team announces these 3 to the main referee before the kicks are taken.
4. If two teams are still tied after 3 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not yet kicked.
5. The taking of kicks shall continue in the same team order, each kick being taken by a different player. This will continue until one team scores one goal more than the other. This team will be declared the winner.
6. After five players, teams may choose to repeat kickers, if they desire. No individual player may repeat a penalty shot until at least four other teammates have gone through again. (If you take the 1<sup>st</sup> PK, you may take the 6<sup>th</sup>, 11<sup>th</sup>, etc.). Once a team starts to recycle kickers they will keep the same order that they used until that point.
7. Players sent off during the match are not eligible to take these kicks.
8. Any eligible player may change places with the goalkeeper.
9. While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch.
10. The assistant referee shall control this area.

#### **LAW XVI – FOULS AND MISCONDUCT**

***Direct free kick*** awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area):

1. kicking or attempting to kick an opponent
2. tripping an opponent
3. jumping at an opponent
4. charging an opponent in a violent or dangerous manner
5. charging an opponent from behind
6. striking, attempting to strike, or spitting at an opponent
7. holding an opponent
8. pushing an opponent
- 9. charging an opponent with shoulder (i.e., shoulder charge)**
- 10. sliding at an opponent (i.e., sliding tackle)**
11. handling the ball (except goalkeeper)

***Indirect free kick*** awarded when any of the following 7 offenses is committed. The indirect kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

1. dangerous play (i.e., attempting to kick ball held by goalkeeper)

2. impeding
3. charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- 4. goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)**
5. goalkeeper picks up or touches with his hands a back pass
6. goalkeeper picks up or touches with his hands a kick-in from a teammate
7. goalkeeper controls the ball with their hands for more than 4 seconds

***Players shall be cautioned (i.e., shown yellow card) when:***

- a substituting player enters the pitch from an incorrect position or before the player being substituted has entirely left the pitch
- player persistently infringes the Laws of the Game
- player shows dissent with any decision of the referee
- player is guilty of unsporting conduct

These 4 yellow-card offenses are punishable by an ***indirect free kick*** taken from the point of the infringement, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

***Players shall be sent off (i.e., shown the red card) for:***

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impede a clear goal scoring opportunity (i.e., through a “professional foul”)
- (f) Intentionally impede a clear goal scoring opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e), and (f); indirect free kicks, for (c) and (d). The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

***Rules of Expulsion:***

- The player sent off is out for the rest of the game and is not permitted to sit on the reserves’ bench.
- The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores – whichever comes first.
- The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
- Substitute cannot come on until the ball is out of play and he has the referee’s consent.

***Additional miniBIG Rules of Expulsion (clarified for 2014):***

- If an individual is shown a red card, they must sit out their team's next contest.
- If an individual is shown a red card for "fighting", that player will not be permitted to continue participating in the tournament.
- If a player accumulates three separate yellow cards in three separate contests, they must sit out their team's next contest.

**LAW XVII – FREE KICK**

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 yards away until the ball is in play
- Ball in Play: After it has been touched by a player from the team awarded the free kick.
- Time Limit: Kick must be taken within 4 seconds after placement by the referee.
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

**LAW XVIII – ACCUMULATED FOULS**

This rule will be enacted during the knock-out games only (semifinals and finals).

Accumulated fouls refer to the fouls mentioned in Law XVI, **direct free-kick fouls only**. The first seven (7) accumulated fouls by each team during the game are recorded in the summary of the game.

***Position of Free Kick***

For the first seven accumulated fouls recorded by either team:

- The players of the opposing team may form a wall to defend a free kick
- All opponents are at least 5 yards from the ball until it is in play
- A goal may be scored directly from this free kick

**Beginning with the eighth (8<sup>th</sup>) accumulated foul recorded for either team in the game:**

- The player taking the free kick has to kick the ball with the intention of scoring a goal and may not pass the ball to another player
- The players of the opposing team may not form a wall to defend a free kick
- Once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper, or has rebounded from the goalpost or crossbar, or has left the playing court.
- No free kick may be taken from a distance of less than 5 yards from the goal line.
- If a player commits the 8<sup>th</sup> foul of his team in the opposing team's half or in his own half



in front of an imaginary line parallel to the halfway line and passing through the second penalty mark from the goal line, the free kick is taken from this second penalty mark. The second penalty mark is described in Law I. The free kick is to be taken in compliance with the provisions stipulated under Position of Free Kick.

- If a player commits the eighth foul of his team in his own half of the playing court between the second penalty mark line and the goal line, the team awarded the free kick may choose whether to take it from the second penalty spot or from the place where the infringement occurred.

### **Infringements/Sanctions**

If any of the following situations occur:

If a player of the defending team commits an infringement to this Law:

- The kick is retaken, only if a goal is not scored
- The kick is not retaken if a goal is scored

If a player of the same team as the player taking the kick infringes this Law:

- An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

### **LAW XIX – PENALTY KICK**

A penalty kick is awarded against a team which commits any of the offences for which a direct free kick is awarded as outlined in Law XVI, inside its own penalty area and while the ball is in play.

*A goal may be scored directly from a penalty kick.*

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each game.

- The ball is placed on the penalty mark
- The player taking the penalty kick is properly identified
- The defending goalkeeper remains on his goal line between the goal posts until the ball has been kicked
- The players other than the keeper are located:

- inside the playing court
  - outside the penalty area
  - behind or to the side of the penalty mark
  - at least 5 yards from the penalty mark
- The kicker shall not play the ball a second time until it has been touched by another player

#### **LAW XX – KICK-IN**

- To be taken in place of the throw-in.
  - The ball is placed on the touch line and must be stationary before kicking.
  - The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds after being placed on the touchline; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5' away from point of kick-in.
  - Cannot score directly from a kick-in. It must touch another player before entering the net for a goal (i.e. if it glances off a defender or touches a GK's hands it would be a goal).

#### ***Infringements/Sanctions***

For any infringement of Law XX: An indirect kick is given to the opponent at the point where the infringement occurred.

#### **LAW XXI – GOAL CLEARANCE**

- The goal clearance is a method of restarting play.
  - A goal may not be scored directly from a goal clearance. (It must touch another player)
- The goal clearance is awarded when: the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XIV.

#### ***Procedure:***

- Goalkeeper of the defending team throws ball from any point within penalty area; ball must first touch goalkeeper's side of the pitch.
- Opponents remain outside of the penalty area until the ball is in play
- Goalkeeper does not play the ball a second time until it has touched another player

#### ***Infringements/Sanctions***

**If the ball is not thrown directly beyond the penalty area:**

- Goal clearance is retaken.

If, after the ball is in play, the goalkeeper touches the ball a second time, before it has touched an opposing player or has crossed the midfield line,

- an indirect free kick is awarded to the opposing team from the place where the infringement occurred. (if the GK throws the ball out to themselves outside the penalty area)
- If the second GK touch occurred before the ball leaves the penalty area, the ball was never officially in play and the goal clearance is retaken.

Clarification of GK rules:

- If the GK is restarting play from a Goal Clearance, they may not drop the ball to their own feet. The ball must be thrown to another player outside the the penalty area.
- If the GK has the ball in their hands as a result of a shot, the GK may drop the ball to their own feet to play the ball, provided the ball touches the playing surface before it touches their feet. (No punting. “Drop-kicks” are permitted).

## **LAW XXII – CORNER KICK**

- a corner kick is a method of restarting play.
- a goal may NOT be scored directly from corner kick

***A corner kick is awarded when:***

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XIII.

### ***Procedure***

- the ball is placed precisely at the corner mark
- opponents remain at least 5 feet from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked or touched
- the kicker does not touch the ball again until it has touched another player

### ***Infringements/Sanctions***

An indirect free kick is taken by the opposing team if:

- the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred.
- the corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect kick is taken from the corner.

### ***For any other infringement***

- the corner kick is retaken

### **LAW XXIII – PROTEST**

#### ***Protests Will Not Be Allowed***

- Referees must file a written report for any abusive language or behavior used by players and/or coaches toward or against them. Likewise, any spectator who has interfered with the game by word or deed must be reported to the Tournament Director.

### **LAW XXIV– COACHES**

- Coaches shall at all times encourage clean competition and good sportsmanship.
- Coaches shall abide by and uphold the Rules and Regulations of the Tournament.
- Coaches shall participate in positive coaching that instructs and encourages players during the games. Negative comments about officials will not be tolerated.
- Coaches shall remain in their designated team areas during the course of play.

### **LAW XXV – DISQUALIFICATIONS**

- ***Tournament Director may disqualify any team, at any point during the tournament, if a team refuses to abide by the Rules and Regulations of the Tournament***

### **LAW XXVI – INJURIES**

- Injuries to a participant or spectator or damage caused by a participant or spectator shall be reported to the Tournament Director at the first opportunity to do so. Each injury requiring medical attention shall be reported to the Tournament Safety Director.

### **ANNEX 1**

- Any situation or subject not covered by the aforementioned Rules and Regulations will be decided upon by the Tournament Committee.