



## **Founder's Cup 6/22/19**

**Columbus Futsal – Celebrating 13 years of street play!**

[www.columbusfutsal.us](http://www.columbusfutsal.us)

### ***Kick the Can***

King of the Court style

#### **Area of Play:**

The court is made of asphalt (black top) surrounded on 3 sides by fencing and 1 side by cinder block wall (mural). All surroundings stop the ball from leaving the field of play. There are two points of entry/exit for players on either side of each goal/penalty area at each end.

If the ball touches either the fencing or the wall it is considered dead and must restart in the form of a kick in on the touch line where it went of play. The ball is not to be played off any surrounding surface.

#### **Court Markings:**

The court is marked with a penalty area, half-way line, touch lines, center circle and substitution zones.

There are no goal lines for the ball to cross completely over as the ball must hit the can or go inside the can to score. No player may have any part of their body inside the penalty area in a goal scoring attempt and may not be inside the area to intentionally block a goal scoring attempt.

The penalty area is a semi-circle with a 3 ft radius. This area is a different color than the rest of the court.

The court is divided into two halves by a halfway line. There are no flag posts in the corners, but there are small triangular areas in each corner of the court for corner plays if applicable.

Court size: 94 ft (long) x 45ft (wide)

Penalty area: 3 ft radius

Size of Goal (trash can) size: (circumference) (height)

**Substitution Zones:**

The substitution zones are inside the half of the court defended by said team. Teams will switch sides at half time, therefore, the substitution zones for each team will switch for the second half and any remaining 1v1 challenges after regular time. The substitution zones are marked on the touchlines. A player must cross the touchline and come completely leave the court before the substituting player can enter the court. The substitution zone is the only area where players can enter and leave the area of play.

**The Ball:**

Senda is the approved match ball brand for this cup. All balls are futsal balls, deemed by FIFA Futsal Laws of the Game, or in certain games, Senda Street balls may be used.

**Ball Sizing**

- Size 2: AGES 7 & UNDER (21 inch circumference)
- Size 3: AGES 8 - 12 (23 inch circumference)
- Size 4: AGES 13 & UP (25 inch circumference)

**Teams:**

4-8 players total per team allowed.

No gender limitations apply to youth teams.

Maximum of 4 players on the court at one time.

No goal keepers will be used.

Up to 4 substitute players allowed.

**Duration of Games:**

Group Stage – Two halves of 7 minutes each, plus one-minute interval between each half.

Elimination Stage – 7-minute game, no time outs. If a team reaches 2 goals with time still on the clock, the remaining time is waived, and the next team will come on to face the winner. If no remaining teams are left, the winning team on the court shall be crowned King-of-the-Court.

**Start:**

The ball is placed on the halfway line inside the center circle and the referee blow the whistle.

The ball must go forward over the line.

**Goalkeeper Rules:**

There are no goal keepers.

**Rules for the Penalty Area:**

Players cannot enter the penalty area. This rule applies whether you are attacking or defending. If a player from the defending team enters the penalty area while the ball is in their half, the other team is awarded a penalty kick. If a player from the attacking team enters the penalty area in the defendant's half, the play is blown dead and the ball is turned over with a restart on the touchline to the side the play was blown dead.

**Time-wasting:**

The referee can award a penalty against a team which is persistently time-wasting after the team has been first warned about their conduct.

**Penalty Kicks:**

A penalty kick is given when:

- A player from the defending team enters the penalty area
- If there is an intentional handball called at the discretion of the referee.
- Foul accumulation.
- A penalty kick is taken the halfway line. All players must be behind the halfway line and outside of the center circle. After the kick-taker has taken the penalty kick and ball leaves their foot, the players may pass the halfway line in an attempt to stop the ball or gain possession.

**FORMAT:****4v4 Rush (no gks)**

**1 point if you hit the can with the ball**

**2 points if you make it in the can with the ball**

**Group Stage:** 3 fifteen-minute (15) games minimum per team

**Elimination Stage:** Risk it all, Winner-Stays-ON games with a chance to redeem your team!

7-minute games or first to two (2) goals. If scoreless after 7 minutes, players will decide a one player each per team to do a 1v1 challenge. In the 1v1 challenge the first player to score by hitting the can or a panna (nutmeg) will advance their team.

**Elimination Stage:****King of the Court**

Winner Stays ON - All Teams

Most Points vs Least most points

Winner vs 2<sup>nd</sup> least most points

Winner vs 3<sup>rd</sup> least most points

etc. until all teams have gone

**Champion:****Match Rules:**

All **House Rules** listed apply.

**Group Game duration-** 15 minutes, 7-minute halves with a 1-minute break between the halves.

**Elimination Game Duration-** 7 minutes, or first to 2 goals (or 2 points)

**Offside-** There is no offside in open play. All players are required to be on their half during a kick off.

**4 foul rule-** On the 5th foul and beyond, a penalty will be awarded to the team that was fouled.

**Penalties-** Penalty-kicks will be taken from the halfway mark. All players must stand outside the center circle and behind the halfway line.

**How to score-**

Players can shoot from anywhere during open play.

If the ball is shot and hits the can, it counts as one point.

If the ball is shot into the can, it counts as two points.

**Restarts-** Kick-offs or restarts will be taken at the half-way mark or center circle.

**Out of bounds-** When the ball goes out of play, players must return the ball back into play by kicking the ball in, from the touchline within four seconds. The ball must be completely stopped on or behind the line (max 11 inches). The players plant foot must be on or behind the line. If the ball is not returned to play within 4 seconds, or the ball is moving, or a player takes an improper kick-in by placing their foot over the line, it will be a turnover of possession resulting in a kick-in for the other team. *No goals can be scored directly from a kick-in.*

**Substitutions-** Substitutions will be made "on the fly", meaning players entering the game must wait in their teams designated sub zone, until the player coming off has completely crossed over the line, off the court and into the sub zone.

**Players/Team Requirements-** All registration and waivers must be complete in HTG Sports. Players are required to be registered to one team only per age division. No older players are permitted to play down in age. Players will be allowed to play up one age division. A roster can consist of a maximum of 8 players and a minimum of 4 players. Only four (4) players may be on the court at one time. Players must wear appropriate athletic wear such as shirts, shorts, socks, shinguards and flat sole athletic shoes. Shinguards are required for all youth players (anyone under the age of 18). Only one team can win the match. There will be a guarantee of three matches minimum for each team.

**Tie break-** A 1v1 golden goal will settle a tie in both group stage and elimination stage. The first player that can panna (nutmeg) their opponent or scores against their opponent in the opponent's half, wins the match.

**Inclimate Weather:** Events will be pushed to 6/23/19.

**Location:** Tuttle Park 240 W Oakland Ave., Columbus, OH 43201

**Referees:** 1-man system for youth teams. 2-man system for adults.

**Fair Play:**

Acts of sportsmanship and fair play are encouraged throughout the entire event from all those who attend. Each match will have a certified and licensed referee. Yellow and red cards apply will be applied accordingly at the referee's discretion.

**Score clock:** A volunteer will run a timer, paired with referee watches. No visible score clock will be used.

**Parking:** Lots are available off Oakland Ave. and parking lot access is available down the alley behind Panera on Lane Ave. Adjacent to the Panera is a public access parking garage.

**Exclusion from the tournament for a team:**

If rules are seriously breached (heavy foul play, foul play on purpose, unacceptable behavior on the court towards the referees, the audience or other players), one player or a team can be excluded from the tournament. If a whole team is excluded from the tournament then all the matches played or scheduled to be played by that team will be awarded to the opposition with 0:3 score line. **Play at your own risk. NO FIGHTING will be tolerated on the court or sidelines from any player, spectator, parent, coach, etc.**

**Tournament Points:**

The winning team receives three (3) points. The losing team receives zero (0). If a match ends in a draw, it is decided by golden goal 1v1 challenge until one player has scored or successfully nutmegged the other player. The winning team in this instance will receive four (4) points and the 1v1 challenge loser receives one (1).

**Awards:**

First place finishers of the Winner-Stays-On elimination round receive gold cup trophies.