

# The MAC 5v5 Tournament Rules

**Guiding principle for the Tournament is to keep it  
fast, fun and fair!**

Divisions:

Boys U10, U12, U14, High School - Girls U10, U12, U14, High School

**THE MAC CRYSTAL LAKE DOES NOT ALLOW CLEATS – INDOOR SHOES ONLY**

Roster:

10 player roster - 5 minimum - Rosters are frozen after check in

5 players on the field with 1 designated as a GK in a GK uniform.

Field Size:

60 wide x 120' long Prox.

3 meter x 2 meter Bownet futsal goals

18' half circle, GK area at each goal

12yd, 2-point shooting line in each half prox

Scoring:

1 point for goals scored inside the shooting line.

2 points for goals scored from outside shooting line.

Kick in for ball out of play where ball went out

Yellow card = 2 minute penalty

Red card = OUT OF GAME. No Sub

Player cannot play in remaining games

Free substitution from half line

Restart kick-ins from goal area

Games:

2 x 12 minute games, 2 minute half time

3 game guarantee

3 points for win, 1 point for tie, 0 points for loss

In case of tie, winner decided by head to head record

If still tied, decided by best goal differential

If still tied, team with most goals

If still tied, penalty kick shootout to decide

If playoff game (or bonus game) is tied after regulation, 5 minutes golden goal

If still tied, penalty kick shootout to decide

Penalty Kick Shootout (ONLY USED IN CHAMPIONSHIP GAMES IF NECESSARY):

Kicker starts at the 2 point line, Goalkeeper on the goal line

Referee signals start with a blow of the whistle

Kicker has 8 seconds to shoot the ball, no rebounds

Goal is awarded if ball passes the goal line, shot must have occurred before the 8 second rule

5 shooters followed by 1, 1, 1

Team leading after 5 kicks wins

If tied after 5, go to golden goal thereafter

If tied after 8 kicks, return to shooter #1

Fouls:

FIFA rules apply

Off-Sides:

No Off-Sides

Throw-Ins:

Are indirect kick-ins

Corner Kicks:

Are direct

Goal Throws:

Are indirect

Fouls:

Fouls outside shooting line are direct; fouls inside shooting line are indirect

Defensive Walls:

5 yards from spot of ball

Goalkeepers:

Pass backs cannot be picked up by the GK

Sportsmanship:

Violent or dangerous play or foul and abusive language is carded

Rosters:

Rosters cannot be changed after check in. Teams violating this policy will forfeit game(s) in question in group stage and automatically sent to consolation bracket if in knockout stage.

Substitutes:

May enter the game at will from the half line, exiting player must be within 1 yard of the half line

Late Team Rule:

The team late within the first 5 minutes, receives 1 goal against them. A team more than 8 minutes late forfeits the game with a default score of 2-0 to the opposing team. If both teams late more than 8 minutes, the game will be recorded as a 2-0 loss for both teams

Playoffs/Bonus Games:

Any ties after regulation time will be settled by 5 minutes of sudden death

Protests:

All decisions on the field will be made by the referee. All protests should be directed to the tournament director within 30 minutes of end of game.

The Tournament Director:

Has the final decision in any dispute or conflict