

FUTSAL ASSOCIATION WOMEN'S CHALLENGE CUP (FAWCC) 2010

RULES & REGULATIONS

A. Registration:

1. Each team is allowed to register a maximum of 12 players. All team must appoint a team manager. The team manager can be registered as a player.
2. No foreign players allowed. Only 3 Permanent Residence is allowed per team. Student's pass holders are allowed. (Documentary proof during registration)
3. Registration fee required. (Refer attachment)

B. Tournament's Group:

1. Two groups will consist of 12 teams divided in 2 groups.
2. Acceptance of teams is based on a first-come-first serve basis.

C. Tournament Format:

1. First Round
 - (a) Group stage single round robin
 - (b) 3 points (Win), 1 point (Draw), No point (Lost)
 - (c) If there is a tie in group position 1st to 3rd placing, goal differences will be taken into consideration.
2. Semi-Final (play-off)
 - (a) Top and Runner-up of the 2 groups will play in the Semi-Final.
 - (b) Winners of semi-final goes into the Final
 - (c) Losers of the semi-finals will play-off for the third placing
3. All 12 teams participated in this FAWCC 2010 will automatically form the FA Women's premier league 2011(FAWPL)
4. Only the Champion will be given priority without registration fees for FAWPL 2011

D. Duration of the game:

1. Duration for the first round matches will be 24 minutes (12 minutes per half). There will be a 2 mins break.
2. Semi, 3rd & 4th Placing & Grand Final match will be 40 minutes (15 minutes per half with a 10 minutes break).

F. Players & Substitutions:

1. There can only be a maximum of 5 players, including the goalkeeper, on the pitch at any one time.
2. Each team will need a minimum of 4 players, including the goalkeeper, at any one time for the match to proceed.
3. Teams are allowed to make unlimited substitutions and at any point in time.
4. A player who has been substituted may return to the pitch as a substitute for another player.
5. Play will not be stopped for substitution of players to occur. (With exception for goalkeepers).
6. Procedures of substitution (except for goalkeeper):
 - a) Substitution(s) must occur in front of the technical area.
 - b) The incoming player can only enter the pitch when the substituted player had exited the pitch.
7. Procedures of substitution for goalkeeper:
 - a) Substitution for goalkeeper can only be made when there is a stoppage in play.
 - b) Substitution for goalkeeper can only be made with a referee's consent.
 - c) The incoming goalkeeper can only enter the pitch when the substituted goalkeeper had exited the pitch.
8. A goalkeeper may change places with any other player, subject to the referee's consent.

G. Start & Restart of Play:

1. The 'home' team on the fixture list will kick-off the first half; the 'away' team on the fixture list will kick-off the second half.
2. The ball is deemed in play once it has been touched; the kicker shall not kick the ball again until any player kicks it.
3. When a goal is scored, the opposing team will restart the match.

H. Throw in / Kick in & Corner Kick / Free Kick & Penalty Kick:

1. Kick in or corner kick will be used at all times whenever the ball is kicked out of playing area.
2. A free kick shall be awarded to the opposing team if a player acts in a careless, reckless or excessively forceful manner. For example, kicking, tripping or charging at an opponent.
3. Sliding tackles are not allowed in the game by outfield players. Once there are 3 sliding tackles by a team, the fourth and more such tackles will result in a penalty to the opposition team.
4. In the event of a free kick, all opposing players are to stand at least 5 meters away from the spot of the free kick.
5. The opposing team may form a wall to defend the free kick.
6. If a player commits an offence within his penalty area, a penalty shall be awarded.
7. A penalty kicker shall be identified and all other players are to stand at least 5 meters away from the penalty spot.
8. The opposing team may not form a wall to defend the penalty kick.
9. A free kick shall be awarded if a goalkeeper uses his hand(s) to control a back pass from his team-mate.
10. In this case, the free kick spot shall be an imaginary spot, half-way between the penalty spot and the kick off spot.
11. All opposing players are to stand at least 5 meters away from the spot of the free kick and they may form a wall to defend the free kick.

I. Penalty Shoot-out (Semi-Finals stages):

1. In the event of a stalemate in the semi-finals stages after regulation time, a penalty shootout shall follow. 10 minutes of extra-time (2 halves) will be given, if the score remains a draw.
2. 3 kicks shall be taken by each team and the winner is the team with the greater number of conversions.
3. If teams are still tied after 3 kicks each, additional kick(s) shall be taken on a sudden death basis by players who have not kicked yet.
4. Players not involved in the match at the end of regulation time shall not be allowed to take a kick.

J. Yellow Card & Red Card:

1. A yellow card shall be awarded to a player who acts in a careless, reckless or excessively forceful manner, and any other manner that the referee deems to be disruptive to the progression of the match.
2. A player shall be awarded a red card if he:
 - a) Receives a 2nd yellow card in the same match.
 - b) Committed a serious foul play or shows violent conduct that is disruptive to play. Eg; deliberately charging at an opposing player with the intention of knocking him down rather than attempting to win the ball.
 - c) Uses offensive, insulting or abusive language or gestures.
3. A player who receives a red card shall not be allowed to continue the match and shall be banned for the next game.
4. If the offence committed is deemed to be excessively violent and/or unruly, and unnecessary, the organising committee of the "**FUTSAL ASSOCIATION**" reserves the right to disqualify the player / team for the rest of the tournament. The team that is expelled from the tournament will not be able to get back their registration fee.

K. Walkover & Abandoning of Match:

1. Teams are expected to report to the respective pitches 15 minutes before their scheduled playing time. Teams which failed to do so may result in a walkover.
2. Teams with less than 4 players, including the goalkeeper, on the pitch due to reasons such as expulsion of player(s) and/or injured player(s), shall not be allowed to continue the match, and the match shall be abandoned.
3. In the event of a walkover or an abandoned match in the round robin stages, a score of 3-0 and 3 points shall be awarded to the opposing team.
4. In the event of a walkover or an abandoned match in the semi-final stages, the opposing team shall be declared the winner of the match and progress to the next round of the tournament.
5. In the event that both teams force a walkover or abandonment of match, both teams shall not be awarded with any points and the match is deemed to be abandoned.

L. Miscellaneous Rules:

1. All players are allowed into the penalty areas.
2. Players are allowed to intercept a back pass by an opposing player to his goalkeeper.
3. Goalkeepers are allowed to handle the ball touched by an opposing player.
4. Goalkeepers are advised to handle the ball whenever they have possession of it; since opposing players are allowed into the penalty area, and no fouls shall be awarded if the opposing player wins the ball fairly when the goalkeeper chooses to control the ball with his feet.
5. The D-area acts as a penalty box like in a 11v11 game (i.e. players are allowed in the D-area, goalkeepers can leave the D-area but only handle ball within it, etc)
6. Opposing players are not allowed to challenge for the ball when it is in the hands of the goalkeeper.
7. Goalkeepers are not allowed to score from a throw, unless the ball touches another player en route to goal. For example,
 - a) the ball deflected off his own player or an opposing player before it enters the goal.
 - b) the opposing goalkeeper, in his attempt to keep out the throw, deflected the ball into his own goal with **any** part of his body, including his hand.
8. Time wasting will not be tolerated and offending player(s) may be given a yellow card by the referee.
9. Team captains are expected to ensure that their respective teams report on time and adhere to the rules and regulations, and disciplinary requirements of the tournament.

M. Safety & First Aid:

1. It is **compulsory** for all players to wear appropriate shoes and shin guards.
2. All players are to remove all accessories, such as watch, necklace, bracelet, prior to each match
3. A player shall not be allowed to continue playing if there is a bleeding wound.
4. A first aid team will be provided in-case of emergency.

N. Team Managers Briefing and Group Draw:

All participating teams must submit their team's registration form on or before 27th August 2010.

Team managers briefing and group draw will be held on 5th Sept 2010. Time & venue will be informed via email. Groupings and tournament format will be announced at the briefing.

M. Protesting Fees

Any protest in the tournament must be lodged immediately after the game with a fee of S\$100.00 (Non-Refundable).