



## 2011/12 FUTSAL PROGRAM

### GENERAL PROCEDURES & REGULATIONS

Game Length: 2 x 20 minute halves, 5-minute half time break

Clock: Running clock, except stop time last 2 minutes of second half

Time-outs: One 30 second time out, each half, per team

Filling out game sheets: Only ONE game sheet is used. Home team to fill out the game sheet then hand it over to the Away team for them to fill out.

Third/Fourth Official: Home team to provide a scorekeeper. Away team to provide assistant scorekeeper. Scorekeeper will manage the score indicator (flip-chart) Assistant will track team fouls, time outs. The scorekeeper and assistant will be located at centre of court (on sideline) facing supporters where possible.

#### Duties of the Volunteers:

##### Scorekeeper

- Home team volunteer
- Keeps track of the score using flip chart
- Must swap the score at half, when teams change sides
- Set the time clock: 20 minute halves with stop time the last 2 minutes of second half

##### Assistant Scorekeeper

- Away team volunteer
- Tracks teams fouls and time outs on game sheets (allowed 5 fouls per half, after that opposing team awarded a penalty shot per foul)
- Referee will indicate when foul committed, then check off appropriate box on game sheet
- When a team takes a time out, check off 1<sup>st</sup> Half and/or 2<sup>nd</sup> Half boxes under appropriate team



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**Set-up:** First set of teams (both teams from first game of time period) are to set up nets, score table, & flip chart, all which can be found in storage room. They will also need to request the scoreboard controls from the front entrance desk.

**Take-down:** Last set of teams (both teams from last game of time period) are to remove nets, score table & flip chart and put them back into the storage room. They must return the scoreboard controls to the front entrance desk.

### **Miscellaneous:**

- Imperative the games start on time
- Supporters are restricted to the bleachers at St. FX Sports Centre – 2<sup>nd</sup> floor
- Futsal soccer balls only to be used in games (size 4)
- Non marking footwear to be worn by players
- Prior to game, no kicking balls against side walls or glass
- Players and Team Officials must remain seated on team benches during game



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### GAME SHEETS REPORTING PROCEDURES

- 1 The **HEAD COACH** of the **EACH TEAM** is responsible for:  
Ensuring that each player dressed is recorded on the game sheet against his/her corresponding ID # and jersey #. All officials ID#'s must be recorded on the game sheet (*Trialists shall be noted in accordance with article 3.6 & 3.7*). It is the duty of Head Coach, through the team's officials, to ensure that game sheets are properly prepared. If a player's name appears on the game sheet and is not crossed off, he/she is presumed to have played the game unless and until proven otherwise to the Commissioner. It is the team officials' responsibility to cross off names of players that are not in the game and to sign the game sheets. For more details please refer to rule 4.6.
  
- 2 The **HEAD COACH** of the **HOME TEAM** is responsible for delivering, emailing or faxing in the **game sheet** within **24 hours of the game** to the EIYSA office.  
  
EIYSA ADDRESS: 10129 – 123 Street  
Email: [admin@eiysa.com](mailto:admin@eiysa.com)  
Fax #: 780-444-4321
  
- 3 Teams will be fined per rule 11.1 & 11.2 if they fail to comply with the above procedures.
  
- 4 Should your game not be played, send an email with the game report to the EIYSA Office. Advise why the game wasn't played and include the game particulars - date, time, age/category and teams.