GMAA Futsal Handbook

Section 1: Sports Committee

The Futsal Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season of the above sport. The chairperson shall call one meeting prior to the opening of the season. A mid or post season meeting may be called at the discretion of the chairperson of the above sport or at the request of 1/3 of the coaches involved in this sport.

Section 2: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline
2.2) Classification:

Boys or Girls
Bantam, Midget or Juvenile
Division 3 (D3), Division 4 – Level 1 (D4.1), or Division 4 – Level 2 (D4.2)

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first game.
3.2) AA or AAA players: A 'AAA' player is a player who is registered with a unisport federation as a 'AAA' player between July 1st and June 30th of that school year.
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3.3) AA and AAA Requirements
Girls & Boys: D3: Unlimited AA and AAA players are permitted per game
D4.1: Unlimited AA and one (1) AAA players are permitted per game
D4.2: A maximum of one (1) AA and no (0) AAA players are permitted
Exception: Bantam D4.2: No (0) AA or AAA players are permitted
3.4) Playing up: For those schools that have more than 1 team at the same level (Bantam, Midget, Juvenile) but in a different division (D3, D4.1, D4.2) students are permitted to play 'up' for one game (same rule as people who play 'up' an age category). D4.2 to D4.1, D4.2 to D3, and D4.1 to D3. As soon as they play their second game with the higher division they cannot go back down. Players may not move down in the same age group. For those schools that have two teams at the same level and in the same Division, there will be no 'transfers' permitted, each team will have a distinct roster.

Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)

4.1) Players' equipment is according to F.I.F.A. guidelines except non-marking running shoes must be worn.
4.2) Shin pads must be worn with proper soccer socks covering the shin pads.
4.3) Teams must wear team uniform with numbers on the back.
4.4) Team members may be permitted to wear bicycle shorts, tights or sweatpants under the regulation soccer short. All team members must wear the same colour undergarment (i.e. either school colour or black).
4.5) No jewelry is permitted, reading glasses are not permitted either. Glasses must be modified for sports and made of plastic material and secured properly around the head.
4.6) Only a medical bracelet is permitted, and it must be tuck away safely with a wrist band or tape.

Section 5: Scheduling & Starting Time

5.1) The schedule shall be drawn up by the coaches at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6). No scheduling may take place before the meeting begins and no division information will be given out prior to the scheduling meeting.

5.2) Coaches will draw up their own schedules in three scheduling meetings. Every school is encouraged to play on Mondays and Fridays during the season.
5.3) League games have priority over any exhibition game and/or tournament.
5.4) Teams should play a minimum of six (6) games and a maximum of eight (8) games (with a crossover if necessary).
5.5) There must be a minimum of 4 teams in a level in order to draw up a schedule of games for that level, otherwise the level will be eliminated and/or combined with another level.
5.6) Schools will be permitted to enter more than one team in same category (Juvenile, Midget, or Bantam.) Schools will also be permitted to enter a maximum of two teams at the same level in the same category. For those schools that have two teams at the same level and in the same Division, there will be no 'transfers' permitted, each team will have a distinct roster.
5.7) Coaches are encouraged not to adjust or alter the schedule for any reason other than a school closure. Changes to the schedule can be made during the (5) five working days after the schedule is posted on the website (www.gmaa.ca), assuming both schools involved agree to that change. Both coaches must notify the GMAA of the change. No changes will be accepted after noon the working day before the scheduled game (except in emergencies). If changes are made after the 5-day grace period, a $10 charge will be applied to the team requesting the change.

Section 6: Governing Rules & Rule Modifications
6.1) Futsal rules apply with GMAA modifications.
6.2) All participating schools are required to provide adequately marked and equipped playing facilities for all scheduled competitions. The recommended minimum size playing area shall be (25m x 16m). The standard net size for Futsal is 2m x 3m (a handball net), however any measurement within 5 inches (12.7cm) of the standard will also be accepted. Any school whose nets do not fall within the acceptable range would not be permitted to host games. The penalty spot will be 6m from the goal line. The lines used to determine the perimeter of the futsal playing area, and the penalty area shall be determined by the host school and explained to the referee and the opposing coach prior to the game.
6.3) An official FUTSAL ball will be used for all GMAA Competitions.
6.4) The game shall be played with 5 players, with one being identified as a goalkeeper at all times. The minimum number of players required to start a game shall be five (5) and a team may not continue playing with fewer than four (4) players. Teams not meeting these minimums shall lose the game by default.
6.5) The game shall consist of 2 halves of 25 minutes, running time. Each team is permitted one (1) time out of one minute per half. A time out may only be requested by the team in possession of te ball and during a stoppage in play. Referees must indicate the exact amount of time remaining in the match following the time out. Half time shall not exceed (5) five minutes. At half time teams MUST change benches according to futsal laws. Time will only be stopped in the case of injury or time out.
6.6) Ceilings and suspended objects are out of bounds. Upon contact with any of these, the ball is put back into play by a kick-in from the point nearest where the ball struck the ceiling.
6.7) Players have 4 seconds to carry out the following: Direct free kicks, Indirect free kicks, Kick-ins and Corner kicks. Restarts by goalkeeper – A goalkeeper may only have the ball in their possession, in their own half, for a maximum of 4 seconds. Any infringement of the 4 second rule is sanctioned appropriately.
Any infringement of the 4 second rule is sanctioned as follows:

Situation	**Restarting Play in the event of a 4-second violation**	
	Method of restart	From where
Direct free kick	Indirect free kick to the opposing team	Where the initial free kick was taken

Indirect free kick	Indirect free kick to the opposing team	Where the initial free kick was taken
Kick-in	Kick-in to the opposing team	Where the initial kick-in was taken
Goal Clearance	Indirect free kick to the opposing team	On the penalty area line at the point nearest to where the infringement occurred
Corner kick	Goal clearance to the opposing team	In the penalty area
Restart play by a goal keeper	Indirect free kick to the opposing team	Where the infringement occurred (or on the penalty area line if the foul was committed in the penalty area)

6.8) An indirect free kick cannot be taken against the defending team from within the defending team's penalty area. The ball is placed on the penalty area line closest to where the infraction took place.
6.9) All free kicks are direct except for: kick-offs, kick-ins and goal clearance. The minimum distance is 5 meters on all restart accept the kickoff which is 3 meters.

6.10) In each half, a direct kick without a wall is called by the referee once a team has exceeded 5 fouls. Until the end of the half, a direct free kick without a wall will be granted for each foul added to the 5 team fouls. The ball is placed ten (10) meters from the goal line. The goalkeeper must be at least five (5) meters from where the ball is positioned. All other players on the field must be at least five (5) meters behind the ball. The kicker is identified and must shoot at goal. Accumulated fouls are only counted for fouls which are punished by a direct free kick
Should a playoff game go into extra time, the accumulated fouls are continued from the second half.
6.11) The goalkeeper must restart play with a goal clearance, the ball may cross the center line without having touched the floor or a player. No goal can be directly scored from a goalkeeper's restart.
6.12) The goalkeeper, after having played the ball with his hands or his feet, (within his team's defensive half) cannot play the ball a second time when received from a teammate, unless it has touched an opponent (or has gone out of play). In summary, the goalkeeper may only play the ball one (1) time per possession of the ball by his team (within his team's defensive half). This law does not apply to a goalkeeper playing the ball in his team's attacking half. * If the ball is played a second time, play is restarted be an indirect free kick awarded to the opposing team from where the infraction occurred.
6.13) There will be no offside.
6.14) Slide tackles are not permitted. Tackling is punished by a Direct Free Kick. ("Tackling" implies physical contact made by an opponent sliding or lunging on the ground and making contact with the opponent. A player cannot be punished for sliding to avoid a ball going out of play or into the goal or for any other reason as long as no OPPONENT is within playing distance (referee's discretion) A player who attempts to slide tackle an opponent without any contact MAY BE punished with an Indirect free kick if no contact was made with the opponent and the referee deems it to be dangerous play.
A goalkeeper within his/her penalty area may play the ball on the ground with his/her feet or hands but cannot slide tackle an opponent (implies contact with feet/legs from a slide or lunge at an opponent (not body or arms).
6.15) Substitutions can be made at any point during the game including on the fly. Players must enter and exit through the subbing zone and only when the player exiting has reached the zone.

Substitution Zone: A 5m zone, located in front of each team's bench, measured 5 meters from center. Teams must switch benches at halftime. See diagram on page 10 of Futsal LOTG.
6.16) Mercy Rule: If the goal differential in the game reaches seven (7) goals, the game can be terminated at the discretion of the losing coach.
6.17) At half time teams MUST change benches according to futsal laws.

Section 7: Regular Season Games
7.1) Number of Players: A team is considered to be five players. These players must be dressed and ready to play at the scheduled starting time.
7.2) Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first regular season game.

7.3) Officials
All officials for school scheduled games shall be assigned by GMAA. As much as possible all will be covered by two officials.
7.4) Officials
a) Should a coach have a complaint re officials, the coach should write a letter to GMAA stating the cause of complaint. A copy will be sent to the Futsal chairperson and the referee assignor.
c) Officials who are also Coaches should not referee Futsal games of the same sex and division in which he/she coaches, whenever possible.
7.4) Scoring for Team Standings - 3 points for a win and 1 point for a tie

Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)
8.1) Due to the scheduling issues and school trips during the spring, it is suggested that the futsal championships not be a showcase championship. Championship games will be played at the home of the higher seed and games will be played by a predetermined date on the calendar.
8.2) In playoffs, in order to align with the FIFA laws of the game overtime will be 2 x 5-minute periods in their entirety. If match is still tied after the overtime, then we proceed to a 3 vs 3 shootout to determine the winner.

Section 9: Duties of Home School & Visiting Schools
9.1) Home team responsibilities
a) The home team shall supply a minor official to oversee the scoresheet, game ball and score sheet.
b) The official scoresheet must be printed off S1 by the HOME COACH (listing both teams) and
c) The home team must upload the results and scoresheet to S1 the night of the match.
d) Provide table and chairs for timer and scorer and benches for players.
e) Provide lockers for visiting team.
f) Provide changing facilities for officials.
g) Arrange for staff to control spectators.

9.2) Visiting team responsibilities
a) Visiting teams must be supervised from the time they arrive to the time they leave the school.
b) All game sheets are to be signed by both staff members and the referee at the end of the game

Section 10: Discipline of Players
10.1) Referees may, without prior warning, send a player off the court for fixed and definite period of time (COOLING-OFF PERIOD) if their conduct or type of play makes it necessary. This is NOT AN EJECTION and should be used only when the referee feels that it would prevent a more serious situation from developing. The player may be replaced on the court by another eligible

player. The referee shall determine the length of any such COOLING-OFF PERIOD, i.e. 10 minutes, 15 minutes, the remainder of the half or the balance of the game.
10.2) Both coaches must be notified of any action taken by the referee. N.B. Ejection MUST BE REPORTED to both coaches and on the game report - An ejection carries an automatic 2 game suspension which will be reviewed by the discipline committee and may be increased or reduced.
10.3) The ejection of any player from a game will result in a suspension of that player from at least two following games. It is the coaches' responsibility to keep that student out for the next two games until an official letter is sent to the school outlining the details of the suspension.
10.4) RED CARD: the offending team must play shorthanded for a period of 3 minutes. If the opposing team scores within these three (3) minutes, the match resumes 5v5.
10.5) 2 yellow cards in game = ejection. Ejections MUST BE REPORTED to both coaches and on the game report.

Section 11: Provincials

The team winning the GMAA futsal championship, providing all members of the team are eligible will represent GMAA at the school provincial championships without being challenged. If the first-place team is unable to attend, the second-place team can attend in their place. If the second-place team cannot attend, the GMAA will not send a team at that level.

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