

Kingston Futsal League - 2017/18 Rules and Regulations

Last updated: October 10, 2017

Teams

1. All fees owing must be paid in full at least two (2) hours prior to a match day's initial kickoff for a team to be eligible to play. The team not in good standing shall forfeit the game.
2. Players may not be registered with or play with more than one (1) team and must be fully registered forty-eight (48) hours prior to a match day's initial kickoff.
3. No more players may be registered after the end of the first business day after Match Day Seven (December 18, 2017).

Players

1. No more than fifteen (15) players may be listed on a game sheet. A maximum of two (2) team officials may be present in the technical area. If a team does not have separate team officials, one of the players must be designated as the team official for the game and shall be identified to the match officials.
2. Teams must have three (3) players including a goalkeeper present, eligible, and dressed to play by the scheduled kickoff time, otherwise the team shall forfeit after a ten (10) minute grace period.
3. Only players listed as eligible on game sheets may participate in a game and be in the team's technical area. Players must be fully and properly dressed to be present in the technical area.
4. If player identification is requested, a valid Ontario Soccer player book or card, or official government issued identification with valid picture may be used.

Call-ups

1. A call-up player must be a registered player in good standing with Futsal Kingston and Ontario Soccer. Being in good standing includes, but is not limited to, the player not being under suspension.
2. The player must be registered with a Futsal Kingston team in a lower division.
3. A call-up player may only play in divisions higher than his own.
4. A player may play a maximum of three (3) call-up games per season with another team.
5. A card received by a call-up player is treated as any other card and contributes to that player's seasonal total (regardless of division).
6. A team may use a maximum of three (3) call-up players per game.

Games

1. Primary colours must be registered with the league in advance of playing. Alternates (when available) must be disclosed. All uniforms (other than GK) must have clearly visible and unique numbers that are a minimum six (6) inches in length.
2. In the case of colour conflicts, the visiting team must change their uniforms.
3. All players on a team should wear matching shorts and socks.
4. Match balls will be supplied by the league.
5. The duration of matches shall be two (2) periods of twenty (20) minutes, played in running time. There shall be a three (3) minute halftime in order to switch benches. Timeouts shall stop the clock.
6. Game time will begin at the scheduled kickoff time, even if teams are not on the pitch and ready to play.
7. Teams must be at the venue at least fifteen (15) minutes prior to kickoff. Games will begin with a full team equipment check.
8. Late arrivals must 'check in' with third official (when available) or bench-side referee for an equipment check before being allowed to enter the game.
9. Players must remain seated on the player benches at all times during play, except when preparing to make a substitution, at which point the pinnie must be clearly visible.

Facility Requirements

1. No backpacks or non-playing equipment may be stored by the benches.
2. All outdoor footwear must be left at the gym entrance or put into a plastic bag for transport into the gymnasium.
3. Only flat-bottoms, non-marking shoes will be permitted for use.
4. Teams must clear all waste from their bench area post-match.
5. The home team in the final match of the day must assist with teardown.

Standings

1. Three (3) points shall be awarded for a win, one (1) point for a draw, and zero (0) for a loss.
2. Tie breaking procedure:
 - Head-to-head play (Points, GD, GF)
 - Goal differential
 - Goals for
 - Coin toss
3. If multiple teams are tied, then the procedure will be used to remove the lowest ranked team, then begin again from the top once a team has been eliminated.

Forfeits

1. Forfeits shall be recorded as a 3-0 scoreline (or the game's current scoreline, whichever is better for the non-forfeiting team). If both teams must forfeit, the scoreline shall be recorded as 0-0.

Discipline

1. Discipline will be handled as per Ontario Soccer's disciplinary procedure.
2. Players or team officials who are dismissed or sent off must leave the gym and pitch environs immediately.

Fees and Fines

1. Clear all waste from bench area post-match: may incur a \$25 fine.
2. Home team in the final match of the day must assist with teardown: may incur a \$25 fine.
3. A forfeit may incur a \$100 fine and/or a one (1) point deduction, dependant on circumstance.
4. Failure to provide a DBH Committee member when selected: \$100 for each instance.
5. Failure to be in good financial standing by match day kickoff: \$100
6. Found guilty of intentionally playing an ineligible player: \$100.