

## PCU GAMES 2018

### *Futsal – Laws of the Game*

- A. Each team needs to be present at the sports venue minimum **1 hour before** the start of the match. Please consult your team guide for the departure time at your hotel or hostel.
- B. Only players that are or were active students at the participating universities or university colleges in the academic years 2016-2017 and 2017-2018 are able to compete.
- C. All Futsal matches shall be played in accordance with the most recent FIFA regulations ([www.fifa.com](http://www.fifa.com)), as amended and advised by the PCU Committee. In any dispute, the English text will be regarded as decisive. Please take attention to following points:

1. **Match duration**

The duration of each Futsal game is 2 x **20** minutes (Continuous – NO REAL TIME).  
The clock will only be stopped upon decision of the referee.

**1 min. before the end** of each half the chrono will be stopped. The referee on the pitch will then decide about the final end of each half by blowing his whistle

2. **Half time interval**

The half time interval shall last 5 minutes.

3. **Referee Sheet**

A maximum of 12 players are to be filled out on the Referee Sheet during a match.

4. **Bench**

The bench consists of maximum 5 players fielded, 7 substitutes, a coach and assistant coach, a doctor and physiotherapist. A translator may be present behind the bench.  
All persons on the bench have to be mentioned on the Referee Sheet. Persons who

are not on the Referee Sheet are not allowed on the substitution bench or in the neutral zone where only officials are allowed. Players not on the Referee Sheet should be wearing a different colour of shirt.

All substitute players sitting on the bench must wear **bibs**.

At every substitution the substitute player will **hand** his bib to the player being replaced.

5. **Flying goalkeeper**

A player replacing the goalkeeper and so acting as a flying GK must wear a goalkeeper's jersey with his **original number** on the back. The use of a bib as extra jersey will not be allowed by the referees

6. **Playing back to your own goalkeeper (GK) :**

After playing the ball, the GK touches it again in his **own half** of the pitch after it has been **deliberately** played to him by a **team-mate** without an **opponent** playing or touching it or without the ball has **left the pitch** : the opponent team will be awarded an Indir. Free Kick.

7. **Official table**

The free space in front of the Official Table is to be kept clear. It is not allowed to disturb the persons at the table during the matches.

8. **Time out**

The teams are entitled to request a time out during each half but only when in ball possession. No substitutions can be made during time outs. Replacing the goalkeeper by a field player during a time out is also not allowed. A time out has to be requested at the referee table and not to the referee.

9. **No extra time**

In case of a draw no extra time will be played.

Only during Quarterfinals, Semi-Finals and Finals, 5 penalties will be taken in order to determine a winner. In case, both teams have taken 5 kicks and both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order. If still equal in the second series of 5 kicks, a third series will be taken, but with 5 other players than the previous series. If, before both teams have taken 5 kicks, one has scored more goals than the other could score, even if it were to complete its 5 kicks, no more kicks are taken.

If penalties cannot be taken, decision will be made by allotment, by the Arbitration Commission in the presence of the representative of both teams.

- **Procedure to determine the winner of a match by taking penalty kicks :**

In case penalty kicks need to be taken in order to determine the winner of a match, boths teams will take 3 penalty kicks taken alternately by each team and eachtime by a different player. All eligible players must have taken a kick before any player can take a second kick

10. **Protection**

It is obligatory to wear shin guards (leg protectors) during the match. Jewelry and piercing must be taken off.

The compulsory equipment of each player comprises also the use of **shinguards**. Playing without shinguards will not be allowed by the referees.

11. **Forfeit**

In case of a forfeit or a refusal to play, the result of 0-5 is acknowledged to the opponent. If a team forfeits or refuses more than one (1) game in the same championship it will be taken out of the tournament and all match results of that team will result in 0-5 result for the opponent.

12. **Misconduct**

Any player or any delegation member who commits an act of gross unsporting misconduct during the tournament, shall be reported in writing to the Rector/Chancellor/Director/Head of her/his Institution. Furthermore the organization can exclude them from PCU Games in the future.

13. **Team Colours**

All first named teams in the fixture will be deemed the “Home” team and therefore will play in their colours. It is the responsibility of the away team to change into a different colour.

14. **Accumulated fouls**

Accumulated fouls are all fouls penalised with a **direct free kick** or **penalty kick**. These accumulated fouls are recorded by ref 3. If a player commits his team’s 6th acc. foul in each period of play, a free kick without a wall is taken from the second penalty mark (10 mt) or closer towards the opposing goal (but outside of the penalty area), depending on where the 6th foul has been committed.

15. **4 - seconds count :**

- as soon as a player is able to play the ball at **kick-in + corner kick + free kick**, the referee will award him max. **4** seconds to bring the ball into play (this rule will not be applied for penalty + 10 mt kicks).

- at **goal clearance** : the goalkeeper has **4** seconds to bring the ball into play as soon as he has possession of the ball in his own penalty area (ref will count and decide).

- the goalkeeper can touch/play the ball in his **own** half of the pitch (feet - hands) for only max. 4 seconds.

## 16. Suspension

Real time punishments are in place, even when matches are played without stopping the clock. A player, who is given two (2) yellow cards during the same game, receives a red card and is suspended for the remaining time of that match, but may be replaced by another team member after two (2) minutes or from the moment the opponent scores a goal. When a player receives a direct red card, the player is immediately suspended for the remaining time and for the following match. He may also be replaced by another team member after two (2) minutes or from the moment the opponent scores a goal. If by punishment both teams are with 4 players, and a goal is scored, both teams remain with the same number of players till the full time of punishment (2 minutes) is complete. Time suspended players can only re-enter the field after approval of the referee table. A player who is sent off may not re-enter the game in progress or may not sit on the substitute's bench. Any given card (red / yellow) received during preliminary rounds is taken in account during the quarterfinals, semi-finals and finals. If the fault is considered to be severe, the Arbitration Commission can decide to exclude a player until the end of the competition. This final decision (exclusion for more than one game) will always be taken in the presence of at least two (2) members of the Arbitration Commission.

a substitute may replace a sent-off player and enter the pitch after **5 minutes** of playing time have elapsed since the sending-off. Ref 3 will give the permission to do so. A special **document** will be handed to the officials of the teams which indicates when a substitute can enter the pitch to replace the send-off player.

## 17. Ranking System

The following system shall be applied in order to determine the ranking or qualification:

- 1st     3 points for a win / 1 point for a draw / 0 points for a defeat
- 2nd     Better goal difference
- 3rd     Higher number of goals scored

4th Mutual result

5th Penalty kicks if the circumstances allow so

6th If a winner still cannot be appointed; the winner will be determined by allotment