

## PCU GAMES 2022

### 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 2020-2021 and 2021-2022 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**.  
A maximum of 5 substitutes per team are allowed to warm up at the same time.  
At every substitution the substitute player will **hand** his bib to the player being replaced.
  - 5. Playing back to own goalkeeper**  
An indirect free kick will be awarded if a goalkeeper, after playing the ball, wherever on the pitch, touches it again in his/her **own half** of the pitch after it has been **deliberately** played to the goalkeeper by a **team-mate** without an opponent playing or touching it or without the ball has left the pitch.
  - 6. 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.
  - 7. Time out**  
The teams officials are authorised to submit a request for a 1 minute timeout to the third referee / timekeeper, using the document provided. The third referee / timekeeper grants a timeout when the team that has requested it is in possession of the ball and the ball is out of play.

8. **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, both teams will take 3 penalty kicks taken alternately by each team and each time by a different player. All eligible players must have taken a kick before any player can take a second kick.

9. **Protection**

The compulsory equipment of each player comprises also the use of **shinguards**. Playing without shinguards will not be allowed by the referees. Also jewelry and piercings must be taken off.

10. **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.

11. **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.

12. **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.

13. **Accumulated fouls**

Accumulated fouls are those penalised with a **direct free kick** or **penalty kick**.

A direct free kick from the second penalty mark (10 mt) is awarded for the 6<sup>th</sup> accumulated foul and all subsequent such fouls committed by a team per half. However, if the 6<sup>th</sup> or subsequent accumulated foul is committed inside the offender's penalty area, a penalty kick is awarded instead. If the 6<sup>th</sup> or subsequent accumulated foul was committed closer to the opponent's goal than the second penalty mark (10 mt), the kicker may choose to take the 10 mt kick either from the second penalty mark (10 mt) or from the place where the foul was committed.

The defending team's players may not form a "wall" to defend a 10 mt kick.

14. **4 - seconds count**

The referees will clearly show the four-seconds count in the following situations: corner kicks, kick-ins, goal clearances, direct or indirect free kicks (including 10 mt kicks) and when the goalkeeper controls the ball in his/her own half of the pitch.

15. **Suspension**

A player who is given 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 5 minutes or from the moment the opponent scores a goal. He will also be suspended for the next match.

When a player receives a direct red card, the player is immediately suspended for the remaining time and for (at least) the following match (depending on the decision of the Arbitration Commission). He may also be replaced by another team member after 5 minutes or from the moment the opponent scores a goal.

Any given card (red / yellow) received during preliminary rounds is taken in account during the quarterfinals, semi-finals and finals. A 2<sup>nd</sup> yellow card for the same player in different matches will lead to a one-match ban for the next game.

If by punishment both teams are with 3 or 4 players (equal), and a goal is scored, both teams remain with the same number of players until the full time of punishment (5 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.

If the foul 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 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. The referee(s) 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.

16. **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