

# WILDCAT FUTSAL FRIENDLIES

Saturday, January 21, 2023 | 10:00 am - 6:00 pm

**DETAILS:** HS aged Girls Teams

\$200/team | Roster-minimum 6 players, maximum 8 players Each team gets 3 – 30 minute games (two 15 minute halves)

Deadline to Register: Saturday, January 14 at 12:30 pm | Open to first 24 teams registered

Game Times/Schedule Sent Out: Monday, January 16 by 12:30 pm

**LOCATION:** Indiana Wesleyan University – Main Campus

4201 S. Washington Street, Marion, IN 46953

Troyer Fieldhouse (see information for location below)

(interactive campus map – <a href="https://www.indwes.edu/undergraduate/campus-map/">www.indwes.edu/undergraduate/campus-map/</a>)

**CHECK-IN:** Troyer Fieldhouse- Lobby

Opens at 9:30 am, please check-in at least 30 minutes prior to your first game

**QUESTIONS:** Contact Mary Seiffert at <u>mary.seiffert@indwes.edu</u>

TO REGISTER: www.iwusoccer.com

- Team Contact should register online first (regardless of payment option)

- When registering your team online, the Team Contact must first register your team, as each player can then register under your specific team name once that is completed (if your team is not registered first, then players from the team will not be able to register
- When registering be sure to indicate whether boys team or girls team
- When registering please include your affiliated organization (school or club name) for scheduling purposes

#### WHAT IS FUTSAL?

Futsal is a fast paced small-sided game. It is a  $5 \, v \, 5$  game played on a hard surfaced, basketball-sized court with a smaller, low-bounce ball. Futsal is played with boundaries (without walls). It is one of three officially recognized FIFA games along with soccer and beach soccer – each with their own World Cup.

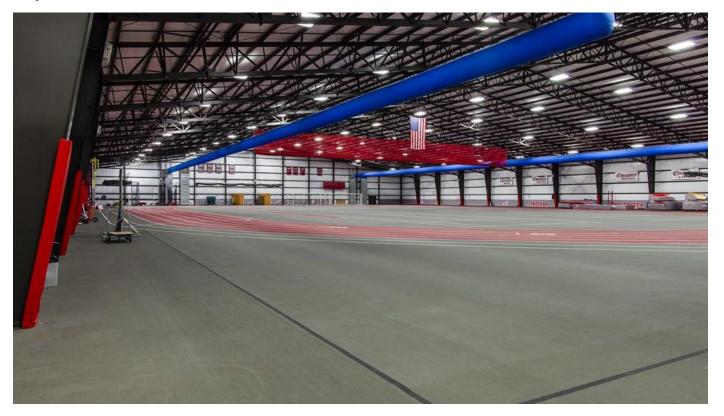
Futsal places a large emphasis on technical skill and creativity in high-pressure situations which can be translated to the outdoor game. The sport is a great skill developer as it demands quick reflexes and transitions, fast thinking and decision making, and a high level of skill and accuracy in passing. The small space and pace of the game allows for more engagement and participation during games.

# TROYER FIELDHOUSE

Troyer Fieldhouse - outside



Troyer Fieldhouse - inside



Located at the end of Wildcat Drive by the tennis courts Parking outside of Troyer Fieldhouse

# WILDCAT FUTSAL FRIENDLIES – EVENT FORMAT & RULES

## **EQUIPMENT TO BRING:**

- Shin Guards, Shirt, Shorts, Socks
- Water Bottle (drinking fountains nearby)
- Appropriate Shoes (flat soled indoor soccer shoes or running shoes, no cleats)

#### **UNIFORMS:**

Teams do not need official uniforms or jerseys, but please wear same color (except for goalkeeper) or bring training vests to wear (we will have training vests available at each field if needed or for rotating goalkeepers/conflicts)

# FIRST AID/INJURIES:

A First Aid kit will be on site but there will NOT be an athletic trainer or medical staff

INDIANA WESLEYAN UNIVERSITY IS NOT RESPONSIBLE FOR ANY INJURIES THAT OCCUR DURING THE EVENT (players must have signed Liability Waiver in order to participate in event)

Referees/Coaching Staff reserve the right to remove a player from game play if there is cause to believe that continued participation may result in further injury/harm

### **GAMES:**

Two 15 minute halves with 3 minute half time – Running Clock

Game clock starts promptly at scheduled game time (every 45 minutes, whether teams are ready or not), so be on the sideline ready to go at least 3 minutes before game time

Must clear benches/court within 3 minutes of game ending

Teams in next game may take the court to warm up/stretch immediately following the end of the previous game (approximately 10 minutes before game start)

Teams will attack/defend in the same direction for both halves (defensive half is on team's bench side)

Home Team on schedule kicks off 1st half, Away Team on schedule kicks off 2nd half

# PLAYERS/ROSTERS:

5 v 5 on the court (4 field players, 1 goal keeper)

Roster size- Minimum of 6, Maximum of 8

Each team must have a **Team Contact** (adult – can be on sideline but not necessary, contact for team information/registration, etc.) and a **Team Captain** (player – responsible for team conduct, contact for team information/registration, etc.)

Rosters are final at the beginning of the event (players cannot move from one team to another team during the event without expressed permission from the event director only under special circumstances)

#### **BALL**:

Official Futsal Ball (Futsal size 4), low-bounce

## **CHECK-IN/REGISTRATION:**

Troyer Fieldhouse- Lobby Opens at 9:30 am, please check-in at least 30 minutes prior to your first game

The following must be completed before your team can compete in your first game:

- Team Check-In/Roster Form completed (if not received in advance)
- Full Payment received (if not received in advance credit card online with registration or check mailed)
- Signed Liability Waivers turned in (if not received in advance)

Mail any payments, roster forms, or liability waiver forms ahead of time to:

Indiana Wesleyan University Athletics Attn: Mary Seiffert/Women's Soccer 4201 S. Washington Street Marion, IN 46953

#### **OTHER NOTES:**

Reminder- This event is designed to be fun for everyone involved and is meant for enjoyment of the sport and overall skill development (all referee decisions are final)

Extremely rough play (consistent intentional fouling), dissension, and/or foul language will NOT be tolerated (this applies to all players and spectators) and may result in dismissal from the event

Limited concessions will be available on site (lobby of Troyer Fieldhouse, cash/check only, no credit card processing available)

A Fan Shop will be open to purchase Indiana Wesleyan University Women's Soccer team gear and other merchandise (lobby of Troyer Fieldhouse or in the hallway outside of the IAC gym, cash/check only, no credit card processing available)

Parking on campus is free and there is a lot right outside of Troyer Fieldhouse (parking map – <a href="https://www.indwes.edu/about/docs/visitor-parking-map.pdf">www.indwes.edu/about/docs/visitor-parking-map.pdf</a>)

We ask that if you don't feel well or are experiencing any COVID-19 symptoms, or have been in close contact with anyone testing positive for COVID-19- please stay home

#### **COURTS IN TROYER FIELDHOUSE:**

This location will be taping down court lines for the Futsal court

Dimensions are roughly – 100′-110′ long by 65′-75′ wide

Surface- multi-purpose Mondo flooring (indoor soccer shoes or running shoes, no cleats)

Bownet official sized Futsal goals will be used



#### **GAME RULES:**

Reminder- This event is designed to be fun for everyone involved and is meant for enjoyment of the sport and overall skill development (all referee decisions are final)

**GENERAL RULES-**

No offside rule in play

KICK OFF-

Opposing team must give at least 3 yards until ball is in play

Kick off may go in any direction

BALL OUT OF PLAY (SIDELINES)-

Kick-ins from where the ball leaves play along the sidelines

Kick-ins are indirect kicks and cannot go directly into the goal without touching anyone

Opposing team must give at least 3 yards of space until ball is in play

Ball must be completely stopped before kick-in is taken

#### CORNER KICKS-

Corner kick from where goal line and side line meet

Corner kicks are indirect kicks and cannot go directly into the goal without touching anyone

Opposing team must give at least 3 yards of space until ball is in play

### **GOAL KICKS-**

No "traditional" goal kicks

Goalkeepers may restart play with hands (throw/roll) or feet (set down and play anywhere within penalty box/goal box area) – cannot pick the ball back up if it is placed on the floor to play

Opposing team must give at least 3 yards of space until ball is in play

## FOULS/MISCONDUCT & FREE KICKS-

At the referee's discretion, any contact that is careless, reckless, or with excessive force will result in a foul and will be penalized with a free kick for the opposing team

All free kicks are indirect kicks and cannot go directly into the goal without touching anyone (penalty kicks, or pks, are the only exception to this rule- they are direct kicks)

Any defending "wall" must give at least 5 yards of space until ball is in play

Penalty Kicks will be taken from the free throw line, are direct kicks, and other players may not enter the penalty box until the ball is kicked (goalkeepers must at least one foot on the goal line until ball is kicked)

Extremely rough play (consistent intentional fouling), dissension, and/or foul language will NOT be tolerated (player will be subbed for first offense and will be dismissed from the game and potentially the entire event for second offense- no exceptions!)

#### **GOALKEEPER RULES-**

Goalkeepers CANNOT pick up back passes (infractions to this will result in a penalty kick)

#### SLIDE TACKLING/SLIDING-

Sliding in Futsal is allowed under certain conditions and is left up to the discretion of the referee:

A player may slide to intercept or direct the ball with no opponents near by (i.e. player attempting to stop the ball from going out of bounds, player intercepting a pass, or player directing the ball into the goal when there is not another defensive player close to the ball)

PLAYERS AND COACHES SHOULD USE THIS GENERAL RULE – IF YOU SLIDE NEAR ANOTHER PLAYER, ASSUME A FOUL WILL BE CALLED

Exception- Goalkeepers may commit to the ground within the penalty box/goal box in an attempt to play the ball (not another player)

#### SUBSTITUTIONS-

Free substitutions are made on any dead ball

Player can only enter or leave the game in their team's bench area

Player may only enter the game after the player they are replacing has left the field (failure to do so results in a caution and an indirect free kick for the opposing team taken from where the ball was situated when the game was stopped to caution the player)

# **OTHER NOTES:**

Extremely rough play (consistent intentional fouling), dissension, and/or foul language will NOT be tolerated (this applies to all players and spectators) and may result in dismissal from the event