

# AITIA CORPORATE GAMES 2019

## 5-v-5 FUTSAL

### GENERAL INFORMATION

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#### DATE

12 October 2019, Saturday

#### TIME

Registration: 0815hr onwards

Competition: 0900hr – 1800hr\*

Prize Presentation: 1800hr – 1830hr\*

\*subjected to real-time completion of all scheduled matches

#### REGISTRATION CLOSING DATE

30 August 2019, Friday 2359hr

(or when all slots per sport event category are fully taken up, whichever earlier.)

#### VENUE

Kovan Sports Centre  
60 Hougang Street 21 Singapore 538738

#### EVENT CATEGORY

Men's Opens

#### TEAM COMPOSITION

- Teams may register a minimum of six (6) players and up to a maximum of ten (10) players.
- A player may only represent one team in the competition.
- A maximum of 5 players are allowed on the court at any one time.
- Special requests for changes in the team list must be submitted to Organisers, and approval will be granted on a case by case basis.

## COMPETITION FORMAT

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### GAME PLAY AND FORMAT

- Preliminary Round will be played through Round Robin format.
- Allocation of teams to each group is based on random system draw pre-decided by the Organiser.
- The preliminary round winner shall be the team with the greatest number of points in each group.
- **Point System**
  - Three points will be awarded for a win.
  - One point will be awarded for a draw.
  - There will be no points for a defeat.
- Top two of each group will advance to the knockout stage of the CUP competition.
- Third and fourth placing teams of each group will proceed to the knockout stage of the PLATE competition.
- If the score-line is a draw at the knockout stages, kicks from the penalty mark will follow. Three kicks from each team will first be used to determine the winner. If this is not possible, then sudden death rules will apply to determine the winner.

### ORDER/DURATION OF PLAY

- Group Stage will be played with a duration of eight minutes per match with NO breaks in between.
- Knockout stages of both CUP and PLATE tiers will be played in two halves, each half lasting five minutes with a 1-minute break in between. Teams are to change sides during the interval.

### TEAM LINE-UP

- Each team **MUST** have a goalkeeper and four outfield players.

### MINIMUM NUMBER OF PLAYERS

- Each team **MUST** field a goalkeeper and a minimum of **TWO** outfield players.

### GROUP TIE-BREAKER

- Should teams be level on points at the end of the group stage, there will be three steps taken to determine which team will take the higher position.
- The first step will be through **HEAD-TO-HEAD**. Should teams be level on points, the specific result between the teams will be considered as the first tie-breaker.
- Should this fail to separate the teams, then goal difference will be used as the second tie-breaker, followed by the number of goals scored as the third tie-breaker.

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- Should the first two tie-breakers fail to separate the teams, kicks from the penalty mark will be used to decide which team will take the higher position in the group standings.

## **WALKOVER**

- Should a team fail to show up at their designated court at the specific time, a THREE minutes grace time will be given, with timing controlled by the referee. Once the time passed the three-minute mark, then the team present at the court will be awarded three points and a win, with a scoreline of 3-0 in their favour. The team that failed to show up will have a 3-0 scoreline against them.

## **SCORING AND TIME KEEPING**

- Goals can be scored at any part of the court as long as the referee has indicated play to be active.
- For a goal to be scored, the whole of the ball MUST be deemed to have crossed the goal-line, with the final determination made by the referee in charge.
- Teams cannot score directly from the kick-off. Teams can score directly from the corner kick.

## **OFFICIALS**

- Referees from Football Association of Singapore will officiate all matches.
- All referees will wear the appropriate BLACK jersey for all matches. Should a team choose to wear black as their jersey, bibs of a contrasting colour from BOTH the opponents and the referee are required to be worn.
- The referee is the official time-keeper of the duration of the match.

## **DISQUALIFICATION**

- A team will be disqualified if it commits any of the following:
  - Fielding unregistered player
  - Fielding an ineligible player (i.e. player who is not a staff under the registered company)
  - Fielding a player with unruly conduct (unsportsmanlike behaviour)
- All results involving the team which has been disqualified will be considered null and void.

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## **ATTIRE AND DRESS CODE**

- All players within a team must be in uniform attire. In the event of colour clash of shirts, the first team on the fixture would be required to wear bibs over the top of the shirts.
- All players are to wear jerseys with numbers and shorts. Sleeveless shirts are NOT allowed.
- All players must have a corresponding jersey number and the numbers must not be repeated with any other teammate
- Goalkeepers must wear gloves and must have an accompanying jersey number.
- All players are to wear boots and shinpads.
- All players MUST wear shinpads and socks that are long enough to cover the shinpads. Failure to wear shinpads, will mean the player is not eligible to play.
- No exposed jewellery is permitted to be worn by players while on the court. This includes, but is not limited to, bracelets, necklaces and earrings.
- All players are to wear EITHER football OR futsal turf shoes prior to playing their matches.
- Metallic studs are NOT permitted.

## **FIRST AID**

- The Organising Committee will provide professional medics and ambulance on-standby.
- Teams are recommended to provide their own first aid kit and individual medication.

## **EVENT ADMINISTRATION**

- Random checks of players' identity may be conducted from time to time.
- Any disputes can only be raised during the time of event and a \$50 non-refundable fee will be charged upon dispute raised.

## **LIABILITY**

- The Organising Committee, Aitia Institute, Player Group, officials, partners and sponsors shall not be liable for any accidents, injuries or losses of personal properties that may have been suffered during this event.

## **AMENDMENTS**

- The Organising Committee shall have the right to delete, add to or amend the rules and regulations laid down herein.

# **FUTSAL RULES AND REGULATIONS**

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## **GOVERNING RULES**

- International rules modified for Aitia Corporate Games 2019 – Futsal.
- Each game during the group stage will be played within eight minutes. Any additional time is at the discretion of the referee to compensate for time lost for injury or other match-related incidents that directly affect the match to be played.
- The knockout stage will be played in two halves of five minutes with a 1-minute break in between.

## **SYSTEM OF THE GAME**

- Futsal balls will be used for all matches. The system of the game will largely emulate the 11-a-side format of football, with a few distinctions, due to the peculiar nature of the field of play.
- Given the enclosed nature, sliding is PROHIBITED at all times. All forms of sliding will be punished with a minimum of a yellow card. A red card will be shown to the guilty player if the referee deems the foul to have been executed with excessive force.
- The team penalized with the red card will have to play the remainder of the match with four players in the court.
- The red-carded player will serve a two-match suspension, sitting out at the next two matches.
- Players shown three yellow cards will be suspended for one match, sitting out at the next available match upon receiving his third yellow card.

## **START OF PLAY/RESTARTING PLAY**

- The game will start upon the referee's whistle and play will commence at the halfway line, with the specific team having the option of EITHER kicking the ball forward or backwards. A goal scored directly from the kickoff mark is NOT ALLOWED.
- Corner kicks will be awarded if the defending team kicks the ball beyond the goal-line of their respective half. A goal scored directly from the corner is ALLOWED.
- Should the ball touch the roof of the net, play will be stopped and a kick-in will be awarded in favour of the opponent at the nearest possible area closest to the kick-in line.
- Should the ball cross the goal-line directly from a kick-in, NO GOAL will be allowed. Play will be restarted with a goal-throw by the goalkeeper.

## **STOPPAGE FOR INJURY TIME**

- Any additional time is at the discretion of the referee to compensate for time lost for injury or other match-related incidents that directly hinders the match to be played.