



TECHNICAL RULES FOR  
**ISF WSC FUTSAL**  
UPDATED JULY 19, 2017

*"We are school sport"*



The competition will be run according to current ISF and FIFA rules under the direction of the ISF Technical Commission for Futsal.

Specific ISF regulations are:

### **GENERAL**

1. General provisions:

- a. The competition is open for school teams.
- b. There will be a competition organised in the following categories:
  - school teams, boys
  - school teams, girls
- c. Each country may enter only one team in each category.
- d. The host country may take part with a 2nd team, if it is useful to fill up the groups.

2. All players of the school team must have been enrolled at the same school since the beginning of the school year.

3. Students aged 18, 17 and 16 years on 31 December of the year of the World Schools Championship concerned can participate.

4. Each team shall be composed of 12 players and 2 teachers (1 teacher / 1 coach). Each country must provide one referee per team.

All referees shall be in possession of a national (highest level) or international futsal qualification. The referees cannot combine their position with other positions, like head of delegation, teacher or coach.

5. The players must be enrolled as full-time students at the school which they represent. They must be attending schools which provide a general education.

The following are not eligible to participate:

- a. pupils of vocational schools who only attend that school as a complement to their vocational training,
- b. school teams and pupils enrolled at schools which provide sports training without any general education,
- c. part-time (e.g. afternoon) sports schools which take pupils from a variety of schools for training in one or more sports,
- d. teams formed as part of clubs, companies, universities or other institutions.

6. Each participating team must be nominated officially by the organisation responsible for school sport and which is member of ISF.

7. Only players registered on the team's list handed in the accreditation are authorized to take part in this competition.

8. Mixed teams are not allowed.
9. The number of participating teams in boys and girls categories is limited respectively to 24 for boys and 16 for girls. If the number of teams entered by the closing deadline is greater than 24 or 16, article 6.2 of the ISF General Competition Rules shall apply.

## COMPETITION

1. The competition shall be divided in two rounds:
  - First part of the competition: **qualification games** in groups (all x all).
  - Second part of the competition: **classification games** by a knock out system.
2. Points shall be awarded as follows (qualification games in groups):
  - Win = 3 points
  - Draw = 1 point
  - Match lost = 0 points
3. The ranking of each team in each group shall be determined, from top to bottom, by the greatest number of points obtained in all group matches.  
If two or more teams are equal on the basis of the above criteria, their rankings shall be determined as follows:
  - a. Greatest number of points obtained in the group matches between the teams concerned;
  - b. Goal difference resulting from the group matches between the teams concerned;
  - c. Goal difference in all group matches;
  - d. Lowest number of red cards obtained by the teams concerned;
  - e. Lowest number of yellow cards obtained by the teams concerned;
  - f. Drawing of lots by the ISF Organising Committee.
4. System of play – Boys' tournament
  - a. The 24 teams (maximum number) will be divided into four groups of six teams.
  - b. The qualification round will consist of five rounds of three matches per pool, according to the Berger table.
  - c. The classification round will consist of knock-out matches organised as follows:
    - Places from 1 to 8 for the winners and runner-ups of each pool.  
Quarter finals: winner of pool A against runner-up of pool C and vice-versa; winner of pool B against runner-up of pool D and vice-versa. A1-C2, A2-C1, B1-D2, B2-D1.  
Semi finals: winner A1-C2 vs winner B1-D2, winner A2-C1 vs winner B2-D1.
    - Places from 9 to 16 for teams ranked 3<sup>rd</sup> and 4<sup>th</sup> in each pool.  
Quarter finals: 3<sup>rd</sup> in pool A against 4<sup>th</sup> in pool B and vice-versa; 3<sup>rd</sup> in pool B against 4<sup>th</sup> in pool D and vice-versa. A3-C4, A4-C3, B3-D4, B4-D3.  
Semi finals: winner A3-C4 vs winner A4-C3, winner B3-D4 vs winner B4-D3.
    - Places from 17 to 24 for teams ranked 5<sup>th</sup> and 6<sup>th</sup> in each pool.  
Quarter finals: 5<sup>th</sup> in pool A against 6<sup>th</sup> in pool B and vice-versa; 5<sup>th</sup> in pool B against 6<sup>th</sup> in pool D and vice-versa. A5-C6, A6-C5, B5-D6, B6-D5.  
Semi finals: winner A5-C6 vs winner A6-C5, winner B5-D6 vs winner B6-D5.
5. System of play – Girls' tournament
  - a. The 16 teams (maximum number) will be divided into four groups of four teams.
  - b. The qualification round will consist of three rounds of three matches per pool, according to the Berger table.
  - c. The classification round will consist of knock-out matches organised as follows:

- Places from 1 to 8 for the winners and runner-ups of each pool. Quarter finals: winner of pool A against runner-up of pool C and vice-versa; winner of pool B against runner-up of pool D and vice-versa. A1-C2, A2-C1, B1-D2, B2-D1. Semi finals: winner A1-C2 vs winner B1-D2, winner A2-C1 vs winner B2-D1.
- Places from 9 to 16 for teams ranked 3<sup>rd</sup> and 4<sup>th</sup> in each pool. Quarter finals: 3<sup>rd</sup> in pool A against 4<sup>th</sup> in pool B and vice-versa; 3<sup>rd</sup> in pool B against 4<sup>th</sup> in pool D and vice-versa. A3-C4, A4-C3, B3-D4, B4-D3. Semi finals: winner A3-C4 vs winner A4-C3, winner B3-D4 vs winner B4-D3.

#### 6. Exceptions to the competition format (boys' and girls' tournaments)

In case two teams from the host nation reach the quarter finals, they shall automatically play each other as only one team from the host country is allowed to reach the medal games.

In case the maximum number of teams is not reached, the ISF Technical Commission for Futsal shall determine a match schedule according to the number of teams and the rules mentioned above

#### 7. Duration of the match – actual time

- Boys' Tournament – all matches except the final: two halves of 15 minutes each shall be played, with a 5-minute break between them. Each team may request a 1-minute time-out per half.
- Boys' Tournament – final game: two halves of 20 minutes each shall be played, with a 10-minute break between them. Each team may request a 1-minute time-out per half.
- Girls' Tournament – all matches: two halves of 15 minutes each shall be played, with a 5-minute break between them. Each team may request a 1-minute time-out per half.

#### 8. Extra-time

If, after the end of the standard time of the final game in the Boys' and Girls' Tournament, a match ends in a draw extra time of two periods of 3 minutes each will be played, with a 1-minute break between them. A 5-minute break will be respected between standard time and extra time.

#### 9. Penalty kicks

If, after the standard time (extra time for final games) in classification games, a match ends in a draw, kicks from the penalty mark will be taken to determine the winner with the following procedure:

- The referee chooses the goal at which the kicks will be taken;
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick;
- Subject to the conditions explained below, both teams take three kicks;
- The kicks are taken alternately by the teams;
- If, before both teams have taken three kicks, one has scored more goals than the other could score even if it were to complete its three kicks, no more kicks are taken;
- If, after both teams have taken three kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks;
- All players and substitutes are authorized to take the penalty kicks;
- Each kick is taken by a different player and all eligible players must take a kick before any player take a second kick;
- If, at the end of the match or extra time and before the kicks start to be taken from the penalty mark, one team has a greater number of players, including substitutes, than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded.

#### 10. Accumulated fouls

Accumulated fouls shall be penalised with a direct free kick for the opponent according to the following rules:

- Girls' tournament: direct free kicks will be taken beginning with the fifth accumulated foul by each

team.

- Boys' tournament: direct free kicks will be taken beginning with the fifth accumulated foul by each team up to semi-finals and with the sixth accumulated foul in the final game.

#### 11. Misconduct

- Misconduct shall be penalised with a caution or a sending off.
- A yellow card is shown to a player to communicate a caution.
- A red card is shown to a player to communicate a sending off.
- If player or substitute is penalized with two yellow cards during the match or matches he will be suspended 1 match in the following match of the team.
- The yellow card count is erased after the end of the qualification games, unless the second yellow card is shown to a player during the last qualification game.
- In case of red card suspension, the Disciplinary Commission can decide to suspend the athlete for more than one match.

#### 12. Other rules

- All teams must show up at the competition venue not later than 15 minutes before the scheduled beginning of the match.
- In case a team shows up later than 5 minutes after the scheduled beginning of the match, it will automatically lose the match by 0-3.
- In case a team fails to show up, it will automatically lose the match by 0-3.
- 10 minutes before the beginning of the match, referees shall check players of both teams according to the specified lists.
- Shirt numbers from 1 to 12 shall be used. All players shall wear the same shirt number throughout the whole tournament. The flying goalkeeper numbering rule is valid.
- Participating teams must bring their own bibs.
- Each player must wear shin guards.
- A maximum of 3 and a minimum of 1 non-playing officials shall be allowed to sit on the team bench.
- Matches should be played on flat, non-abrasive surfaces made of wood or other artificial material.
- Concrete or tarmac floors are to be avoided.
- The official competition balls must bear one of the following:
  - "FIFA Quality PRO" logo
  - "FIFA Quality" logo
  - "IMS – International Match Standard" logo
- The brand of the official competition ball shall be communicated in Bulletin 3.
- 3 warm-up balls per team will be provided by the Local Organising Committee (LOC) before the game; teams needing more than 3 warm-up balls must bring their own extra balls.

#### 13. Draw

- The draw will be a public event and participating teams may send observers at their own expense.
- The group draw will take place during the second preliminary visit in the presence of the official ISF delegate and the (vice-) president of the ISF Technical Commission for futsal.
- If after the draw one or more teams withdraw from the competition, the ISF Technical Commission for futsal may modify the draw in order to balance the number of teams in each group.
- The LOC will publish the draw immediately on the ISF website and thereafter, as required, all alterations.

#### 14. Prize giving

- Each participant will receive a commemorative certificate.
- The teams finishing first, second and third will be rewarded with medals and trophies.
- The "Joy of moving - Trophy" (Fair Play) will be awarded to a delegation by the Disciplinary Commission following consultation with the ISF Technical Commission, the LOC and the delegations.

NB. Additional information will be included in bulletin 1, 2 and/or 3 of the relevant ev

