



Soccer - Futsal



COMPETITION MANUAL

Updated: August 2025



GUIDING BODIES

World Police and Fire Games Federation (WPFGF)
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[CLICK HERE FOR GOVERNING BODY FULL RULES](#)

International rules will be followed unless specified in WPFG Guidelines

EVENTS

MEN 18+

WOMEN 18+

Entry Deadline: 1/22/2027

Age as of Date: 12/31/2027

TEAMS

Each team shall start the tournament with a minimum of 5 players and a maximum of 12 players. Each team is permitted one (1) Non-Playing Coach. Each team must start every game with four (4) players plus a goalkeeper on the court. During a game, if a team is reduced by injuries and player ejections, and there are only 3 competitors left, they may continue in the game with a minimum of 3 players.

Active-duty competitors from police and fire agencies may combine to form a team regardless of agency size **WITHIN THEIR COUNTRY OF EMPLOYMENT**. Retired competitors may combine to form a team in any manner they wish including across country lines with other eligible competitors regardless of police or fire agency.



NOTE: Soccer competitors may compete in both Futsal or Outdoor Soccer, when offered, but if a conflict in the games schedules occurs due to a competitor entering both sports, the competitor must choose the sport he/she will compete in. The Host **shall not** adjust game schedules to accommodate individual competitors/teams. The Host will not refund entry fees due to this scheduling conflict.

A **MANDATORY** team captain meeting will be conducted the day prior to the start of the competition. Each team **SHALL** have a representative at this meeting. All final team rosters must be submitted at this meeting. There will be no exceptions to the roster once this meeting has been completed. **NO EXEPTIONS**

A Competitors by Sport/Event (CSE) Report is mandatory for the Sport Coordinator to verify team members with final rosters being submitted by team captains. This will also be used to determine rosters for which medal ceremony's will be conducted.

EQUIPMENT

Portable digital Scoreboard or similar

Official Match Reports

Game Score Records

Bracket Charts

"Size 4" Futsal ball: 3 for each court (should be new balls).

Competitor Check-in Station (table, bench, etc.)

The Host shall provide water and/or liquid refreshment for competitors.

BRACKETING

Groups (from 4 to 5 teams) shall be established. After group play, the top four teams in each group advance to the single elimination finals tournament. **The 5th place team in each pool will not advance into the single elimination tournament.**

If 16 or more teams register to compete in the tournament, "A" AND "B" DIVISIONS will be established: The 1st & 2nd place competitors in each pool will advance to "A" Division; the 3rd & 4th place competitors in each pool will advance to "B" Division.

SCHEDULING

Scheduled for 4 days of competition. The first two days of competition will be Round Robin group play, while days 3 and 4 will be the single elimination tournament. This format could be adjusted depending on the number of teams entered into the event.



Duration of Game: The game shall consist of two 22 minutes halves with a running clock. There shall be a 5 minutes break between the halves.

SCORING

The scoring for group play is: Win = 3 points, Win in penalty kicks = 2 points, Loss in penalty kicks = 1 point, Loss = 0 points.

The following procedure (in descending order) will be utilized to determine how teams from each group advance to the Single Elimination Finals tournament.

- Total win/loss points accumulated in group play
- Team head to head games results
- Goal differential (for vs. against) only the teams involved in the
- Total goals for
- Total goals against

However, Games ending in a tie score during group play shall immediately go to penalty kicks (5 kicks per team) to determine the winner. If a winner is not determined after the initial penalty kicks, one penalty kick per team will be taken until one team wins to determine the winner.

Note: In case of a tie with 3 or more teams in group play, the above tiebreak rules will be utilized to determine the placing for those teams in the single elimination tournament.

In the case of a tie in the Single Elimination Finals tournament, a 10-minute "Sudden Death" overtime period shall be played in two 5-minute halves. The first team scoring in this overtime period is the winner. In the case of neither team scoring in the overtime, each team will then kick 5 penalty kicks (each by a different player) to determine the winner. Any player on the team roster is allowed to participate in penalty kicks including goal keepers. A team with a greater number of players may reduce to equate if they so choose but must notify the referee before the start of penalty kicks. If the score is tied after both teams have taken 5 kicks, kicks continue in a "Sudden Death" fashion until one team has scored one goal more than the other from the same number of kicks.

Player Check-in Procedures: Each player shall Check-in at the "Futsal Check-in Table" prior to each game his/her team plays and show Participant Credentials and present them to the Host Credentials Official. The Credentials Official will give Participant Credentials to the referee before the beginning of the game. The referee shall return the Participant Credentials to the Credentials Official following each game, after noting any player misconduct on the official game record. The



Credentials Official will return the Participant Credentials to the players or the coach/captain.

Players uniforms: Shall be consistent with FIFA and WPFGEF rules. It is highly recommended that teams have two different colored uniforms. In cases of jersey conflicts the Home team will change jerseys. The Home team will be listed as the first team on the schedule.

NO studded footwear is permitted to be worn by any player in the tournament. Appropriate footwear must be worn – for example, flat soled shoes, tennis shoe, sneakers or futsal specific shoes.

All Players must wear shin guards

Wearing jewelry is not permitted during play.

GENERAL FUTSAL RULES

There are no throw-ins in futsal. A kick-in will be used to restart play.

There is no offside in futsal.

Teams are entitled to a one minute timeout in each half. Timeouts are allowed when the team is in possession and ball is out of play.

There are no goal kicks in futsal. Goalkeepers restart play by distributing ball with their hands.

Direct free-kick fouls are accumulated in each half. If one team accumulates 6 or more direct free-kick fouls in one half, the opposing team will be awarded a direct free-kick.

Substitutions

All substitutions are on the fly; this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams' bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his teams' bench -- not at the half-way line.

Teams will switch benches (and ends) at halftime, ensuring that all substitutions take place in the defensive half.

Restarts



Kick-offs: A goal may be scored directly against the opponent from the kick-off. The ball is in play when it is kicked and clearly moves.

Kick-ins: are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team. If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds, the ball is turned over to the opponent.

Goal Clearances: are awarded when the ball exits the court beyond the end-line. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball must be released within 4 seconds (either at referee signal or as goalkeeper is ready). Opponents must be outside the penalty area until the ball is in play.

Corner Kicks: are direct. The ball must be placed in the corner arc area and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds, the restart becomes a goal clearance for the opposing team.

Free Kicks: may be indirect or direct. The ball must be stationary before the kick may be taken.

Penalty Kicks: are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 5 meters (16 feet) and even behind the ball when the kick is taken.

Fouls and Misconduct

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player, an indirect free kick is awarded.

Direct Free Kicks: When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a direct free kick is awarded.

Yellow Card / Caution: If a player is shown two yellow cards in a match, he is shown a red card. Players do not accumulate "yellow cards" from one game to another.



Red Card / Send-off: The offending player who is sent off must leave the vicinity of the court. The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. If a player is ejected from a game by the referee (red card), he/she will be automatically suspended from playing in the following [one] game. The Futsal Discipline Committee will review incidents resulting in a red card and recommend any further discipline to the WPFGF. The WPFGF will rule on the committee's recommendations.

Accumulated Fouls: All direct free kick fouls are recorded on the scoresheet and on the scoreboard. If one team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a direct free kick without a wall. If the foul occurs farther from the attacking goal than the second penalty spot, the Direct Free Kick Without a Wall is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the Direct Free Kick Without a Wall from the second penalty spot or from the spot of the foul. All Direct Free Kicks Without a Wall must be kicked with the intention of scoring a goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half and carry over into extra-time if being played.

Penalty Spot: 5 meters (~16 feet) from goal-line and the center of the goal and placed at the top of the penalty area line.

Second Penalty Spot: 10 meters (~32 feet) from goal-line and the center of the goal.

Advantage: Advantage is applied in Futsal. Direct free kick foul will count as accumulated fouls if advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was a direct free kick foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and will not count as an accumulated foul.

The Goalkeeper

Must wear a different color shirt than their team.

He/She may wear long pants and/or other padding as deemed safe by the match referee.

May receive a kick-in directly.

May kick the ball directly over the half-way line.



May score directly with his/her feet during the run of play.
May not possess the ball for more than four seconds in his/her own half.
May throw the ball directly across the half-way line.
May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
Cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it or it has gone out of play.

AWARDING OF MEDALS TO ATHLETES AND COACHES

One Non-playing coaches can **ONLY** receive a medal if they are eligible to participate in the games. This means that the coach would have to pass the same requirements of an athlete to receive a medal. This coach will receive an Athlete's Credential when they register at the Accreditation Center and should do so at the Special Handling booth to receive the Athlete's Credential.

Coaches who do not meet the requirements to participate in the Games **will not** receive a medal. **Technical Support Personnel SHALL NOT** receive medals.

During the medal presentation, only athletes and eligible coaches are allowed to participate in this ceremony. Each athlete and one eligible coach **SHALL** wear their Athlete's Credential. If the athlete or coach does not present their Athlete's Credential, they **SHALL NOT** receive a medal. This is a mandatory requirement to receive a medal.

Technical Support Personnel and children are not allowed on the podium with the teams during the medal presentation.

The sport coordinator **SHALL** have in their possession a copy of the CSE Report and the team's final roster that was submitted at the team captains meeting to verify the athletes being awarded medals.