



FUTSAL RULES, WAIVERS & ROSTERS - Synergy Sports Adventure WAIVERS & ROSTERS

Liability Waivers: All players must sign a liability waiver to participate. Players under 18 require a parent or guardian's signature. **NO WAIVER, NO PLAY.**

Roster Requirement: Each team must submit a roster at the beginning of every session. Failure to submit results in forfeiture.

Roster Submission: The roster is due by the first week of each session, with penalties for delay.

Roster Adjustments: Players may be added to the roster until the third week of play. After this, rosters are frozen (18 max for large fields, 8 max for small fields).

PLAYER ELIGIBILITY

ID Verification: Management reserves the right to verify player identity at any time.

Division Eligibility: Players must meet the division's age requirements.

Roster and Waivers: Only players on the roster and with completed waivers may participate.

Age Requirement: Minimum age for adult leagues is 16.

Professional Status: Players recently paid to play professional soccer must compete at the highest level.

NUMBER OF PLAYERS

U9-U12: 7v7, max of 7 players on the field including the keeper.

U13 and above: 6v6, max of 6 players including the keeper.

U6 & U8: 4v4.

SUBSTITUTIONS

Unlimited substitutions allowed when the ball is in play.

Guaranteed substitutions after a goal is scored.

Substituted players must leave the field before replacements enter.

Wall Rule: Jumping over the wall results in a warning or penalty.

EQUIPMENT

Uniforms: Teams must wear matching uniforms. Home teams must change if there's a color conflict.

Cleats: No screw-in cleats allowed; small fields require turf shoes or tennis shoes only.

Shin Guards: Mandatory at all times. **NO SHIN GUARDS, NO PLAY.**

Knee Braces: Must be inspected before the game.

Casts: Must be padded and approved by the referee or management.

RED CARD MISCONDUCT

Ejections: Red card results in ejection from the game and next game suspension.

Multiple Red Cards: Three red cards in a year result in a 1-year suspension.

Fighting: Any involvement in fighting leads to severe penalties, including ejection from the facility for up to a year or permanently.

GAME TIMES & KICKOFF

Game Start: The clock begins at the scheduled game time. Teams not prepared after 5 minutes will forfeit.

Kickoff: The kickoff does not need to move forward, and every free kick is direct except in specific coed divisions.

FOULS & PENALTIES

Common fouls include tripping, pushing, and dangerous play. High kicks and sliding into opponents are not allowed.

Serious fouls may result in 2-minute penalties.

Red cards for violent conduct will result in ejection from the premises, and the team will play short for 5 minutes.

SLIDING, ENCROACHMENT, AND INBOUNDS

Sliding: Only goalkeepers may slide within their box.

Encroachment: Defenders must maintain 3 yards distance during free kicks.

Inbounds Restart: The ball is placed on the touchline and restarted within 5 seconds.

PENALTY KICKS

Penalty kicks are taken from the penalty spot. Only the kicker and goalkeeper may be inside the box during the kick.

MISCELLANEOUS

Spitting: Penalized with a 2-minute suspension.

Blood Injuries: Must be covered before continuing play.

COED & YOUTH LEAGUE RULES

Coed Open: Teams consist of 3 males and 3 females plus a goalkeeper. Female goals are worth 2 points.

Coed O30: Similar rules to Coed Open with some additional restrictions for males in the opposing box.

Youth Leagues: Double roster options allowed, with goals worth 1 point, or 2 points if scored from behind the white line.

GOALKEEPER RULES

Goalkeepers may hold the ball for 5 seconds inside the box, and they must avoid

handball violations outside the box.
Violations: Results in a free kick from the white line.

SUSPENDED & ABANDONED GAMES

Suspended Games: Final unless due to blackouts.
Abandoned Games: Teams responsible for abandoning a game will forfeit.

STANDINGS & GAME SCORING

Standings are based on records, with tiebreakers including head-to-head results, goal differential, and fewest goals allowed.

LEAGUE WINNERS & SPORTSMANSHIP

Youth & Adult Prizes: Champions receive prizes or discounts.
Sportsmanship: Poor sportsmanship can lead to disqualification from the league.
This summary covers all sections of the rules. Let me know which document format (e.g., PDF, DOCX) you'd like this in, and I will generate it for you!

YOUTH TEAMS: If your team wins the league, you will be awarded a “champion” prize for that session (up to a maximum of 18 roster players for large field and 8 for small field) or \$100 off the next session.

ADULT TEAMS: If your team wins the league, you will be awarded a “champion” prize for that session (up to a maximum of 18 roster players), \$100 off the next session

SPORTSMANSHIP

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from league play.

NOTABLE ITEMS

When the winning team goes up on their opponent by double figures we stop putting points on the scoreboard (only if there is a 10 point difference). We will, however, track the final score on our score sheet. Scores will be posted on the website according to our 10-goal rule. For example, if a team wins by the score of 14 – 3 the website will indicate a score of 13-3.

Referees shall collect \$15 per team prior to the start of the match. Teams are responsible for providing exact change. If a team has not paid at the scheduled start time, the clock will start (without play) and the team that has not paid will forfeit 1 goal per min up to 5 minutes at which the game will be declared a forfeit. If both teams have not paid, the clock will run without play until both teams have paid. The 1 goal per minute penalty will apply to both teams and suspension of the game may occur if payment to the referee is not received.