

# CPL

## – Rules

- **LAWS OF THE GAME**

- All matches will be played in accordance with current [FIFA Futsal Laws of the Game](#) except where noted below. The following items will further interpret those rules for purposes of this league and/or will provide the administrative framework for the operation of the league.

- **THE PLAYERS**

- All players must possess a valid State ID/Drivers License and must be on the current roster.
- Team rosters may have a maximum of 12 players. Any roster changes must be requested [via e-mail](#) before 3PM of match day by the team captain.
- Team rosters may be updated up to the fifth game of the season. After the fifth game, players may no longer be added or removed.
- Players that do not check-in will not be eligible to play.
- Referees must check in all players and verify according to each team roster.

- **MINIMUM NUMBER OF PLAYERS**

- There must be a minimum of three players on a team to start the game.
- If the minimum is not met, the result is an automatic forfeit.
- If the opposing captain agrees, the game may be played by adding players not on the team roster. An automatic forfeit is recorded and the game will be played as a friendly and not count towards the league standings.

- **FEMALE PLAYERS ON CO-ED TEAMS**

- There must be a minimum of two female players on the field of play at all times.
- A team with less than two female players on the field of play must play down a player.
- Additionally, a co-ed team without any female players may:
  - Play down two players – match result counts
  - Play with four or five male players – automatic forfeit (may still play a friendly match)
- **SUBSTITUTION DURING PLAY AND STOPPAGES**
  - Players may substitute at any time on an unlimited basis provided the substituted player does not interfere with the play at the time the replacing player enters the field of play. Goalie substitutions must occur during the team's own possession or after a goal prior to the restart of play.
- **SUBSTITUTION VIOLATIONS**
  - A team fielding too many players during play will be penalized with a two-minute penalty not designated to any one specific player.
- **MANDATORY UNIFORM**
  - Teams are required to have uniforms provided by the Chinatown Premiere League (CPL)
  - Teams listed first in the schedule are Home teams, teams listed second are Away teams.
  - Home teams wear white color uniform, Away teams wear black color uniforms.
  - Goalkeepers must wear a different color from the rest of the field players.
  - Soccer shorts (black) provided by the Chinatown Premiere League (CPL)
  - Socks (white)
  - Indoor/turf shoes
  - Shin guards are recommended but not required.
- **DANGEROUS EQUIPMENT**
  - Cleats are not allowed
  - Casts, splints, or body braces made of hard materials must be padded to the satisfaction and the permission of the referee or an administrator.

- **HEAD GEAR**

- Players are not allowed to wear any other headgear that has a hard surface attached to it. This includes recreation sunglasses. Sports glasses are the recommended headgear.

- **THE REFEREE**

- Enforce the “Futsal Laws of the Game” and all-league rules.
- A one man system will be used.
- The authority of the referee commences when the referee enters the field of play.
- Record of the game.
- Control of match time and timed penalties.
- The referee shall adjust the length of the match to ensure the next match remains on schedule.
- The referee has the discretion to start the game clock if teams are not ready to play due to jersey conflicts, players arriving late, etc.
- Submit the game record to facility administrator at end of game, including any pertinent information (i.e. penalties, injuries).
- All decisions made by the Referee shall be final.

- **TIME**

- Play will be divided into two 22-minute halves separated by a brief halftime. A running clock will be maintained by a referee. Clock will not stop during injury time.

- **THE GAME**

- All Games will start at their scheduled time. If a team is not ready to play after 5 minutes from the scheduled time, then that team will start a goal down. If a team is not ready to play after 10 minutes, then the game is an automatic forfeit.
- Any team forfeiting a game will be assessed a \$100 penalty to cover referee fees. A \$50 penalty will be assessed if a team provides notice of a forfeit at least two hours before game start time.
- The team listed first on the schedule is the Home team.
- Home team (White team) will always kick off in the first half.

- **SCORING**

- Goals CAN be scored directly from kickoff.
- Goals CANNOT be scored from own half (3v3 rule only)
- Goals CANNOT be scored directly from goal kicks.
- Goals CANNOT be scored directly from kick-ins.
- Regular season games ending in a tie score will be recorded as tie games.
- A forfeit by a team shall result in the score of 3-0. If both teams are deemed by the referee to be at fault to a serious degree, a double forfeit will be the result, and neither team will receive any points.
- A mercy rule will apply and the game will end if a team is winning by a differential of 20 goals. The game score and goals will count and will not be registered as a forfeit.

- **PENALTY KICK:** There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If a player from the defending team touches the ball inside of his own goal box, the offense team will be awarded a penalty kick.

- A defensive penalty will result in a penalty shot.
  - The player taking the penalty kick will be allowed 1 natural step back, as determined by the referee.
  - All players must remain behind or even with the ball and 5 paces from the penalty mark.
  - Players cannot run past the penalty mark until the ball is kicked.
  - An offensive penalty will result in a free-kick for the defensive team.

- **REFEREE TIME STOPPAGE**

- The restart of the match shall go to the team in possession at the time of the stoppage with an Indirect Free Kick. If there was no clear possession, the game will resume with a drop ball at the location where the ball was, when play was stopped by the referee.

- **OFF-SIDE**

- There is no offside.

- **GOAL KICKS**

- Team must place ball on the ground in a stopped position in the designated area prior to taking a goal kick. The ball must leave the penalty area before being received by a teammate.
- **CORNER KICKS**
  - There are no corner kicks.
- **ENCROACHMENT**
  - Players of the opposing side must comply with the five (5) pace radius for the following restarts:
    - Kickoff
    - Free Kicks
    - Goal Kicks
    - Penalty Kicks
    - Kick-ins
  - For any violation of encroachment, the referee may issue a verbal warning to the offending player(s). For any subsequent violation, a Caution will be given to the offending player guilty of the offense.
- **FOULS AND MISCONDUCT**
  - Any player who commits a foul may be penalized by awarding a Free Kick to the opposing team which will be taken at the point of the infraction subject to the exclusion of the penalty kick. All opposing players must be no closer than 5 paces of the ball prior to kick.
  - If a foul has been committed in the penalty area, a Penalty Kick will be awarded.
  - No Slide Tackling – Penalized as an Indirect Free Kick – these shall be defined by the referee as any part of the body, other than the feet, that makes contact with the ground during a challenge or play for the ball. Sliding (not slike tackling) is allowed for goalkeepers within their penalty area.
  - Verbal abuse: taunting of players, referees, or spectators by players, coaches, or spectators are causes for immediate suspension.
  - Accumulated fouls: only five fouls are permitted for each half. After the fifth foul, the team committing a foul will be penalized with a center court PK for each subsequent foul beginning with the sixth foul.
- **PENAL TIME PENALTIES**

- These penalties shall be administered by a Caution or a Sending-off by the referee, depending on the nature and severity of the offense.
- All Cautionable offenses (Yellow Card) will be punished by a 2 minute penalty.
- If a 2 minute penalty is given when a Caution has been issued the penalized player must sit out, and a sub will not be allowed to replace him/her.
- The penalized team receiving a Caution will play one person short for 2 minutes, or until a goal is scored against them, whichever occurs first.
- If a player receives a 2nd Caution in the same match, that player will be Sent Off and ejected from the game. Plus that person will receive a minimum suspension of one additional game.
- Sending-Off offenses (Red Card) will be punished by ejection of the specific player(s) for the remainder of the game and a 5-minute team penalty.
- Ejection of any coach, substitute or non-playing personnel will result in a 5 minute penalty to the offending team.

- **EJECTIONS**

- An ejected player, coach, non-playing personnel or spectator must exit the facility immediately and will not be allowed to return to the facility for a minimum of 1-game.
- An ejected player must serve an automatic minimum 1-game suspension, pay the applicable fine of \$50, and must contact theGround NYC for written approval prior to further participation in any league.
- Upon return, a player will serve a probationary period determined by CPL management.
- Players shall be ejected for incidents of:
  - Violent misconduct or serious foul play
  - Foul or abusive language or action
  - Accumulation of two yellow card penalties
  - Dissent
- Ejection from the facility in one league will jeopardize eligibility in other leagues (i.e. if a player is ejected from any league, the player suspension will include participation in any league).
- An ejected player is also subject to fines and possible multiple game suspensions or banishment from the facility.

- That player must exit the facility prior to commencing game, and may not return prior to management approval. Additional penalties may be incurred by the team if problems persist.
- These will be assessed to both players and bench personnel, whether or not they are on the field of play. The time penalty may be assessed on a specific offending player or on the team if the offense is committed: by the coach, bench personnel, or an unidentified individual on the team. Should any player or non-playing team personnel exhibit misconduct at the conclusion of the game, the referee shall display the appropriate card and inform the facility administration for further action. Should the card issued be a red (ejection), that player or team personnel member must serve an automatic 1-game suspension. Players who participate in multiple leagues will be required to sit out for a minimum of 1 game per team.
- The team captain may contest a player's Yellow/Red card or ejection by submitting an e-mail with their reasoning to the league office before the next game.
- **SEASON SUSPENSION**
  - If the same player accumulates the following during regular season, tournament or playoffs, then that player will be suspended from the league for the remainder of that current season. Additional penal time penalties can be assessed:
    - 6 yellow cards
    - 2 red cards
    - Combined equivalent e.g. 3 yellow cards and 1 red card
- **POINTS SYSTEM**
  - To determine league or tournament standings, the following point system will be used:
    - WIN: 3
    - TIE: 1
    - LOSS: 0
- **TIE BREAKERS**

- The following tie-breaking procedures will be used to determine league or bracket winners for play-off seeding:
  - Head to head competition in common games
  - Goals Forward Minus Goals Against
  - Total points scored in the league
  - Coin toss
- If there are 3 or more teams that are tied in points, then the following tie-breaking procedures will be used to determine league or bracket winners for play-off seeding:
  - Head to head competition in common games
  - Goals Forward Minus Goals Against
  - Total points scored in the league
  - Coin toss

- **OVERTIME RULES FOR PLAYOFFS**

- Golden goal rule (sudden death) will be used in the playoffs.
- Two – 5 minute periods with golden goal.
- If neither team scores after two overtime periods, then teams will go into a sudden death penalty shootout.
- Shootout Specifics:
  - A coin flip to decide winner choice of first kick or second kick.
  - Kickers consist of any or all eligible players or subs.
  - Reduce to an equal amount of kickers for each team.
  - If the first team misses their shot, the 2nd team will have a chance to win the game by scoring a goal.
  - If neither team scores, then round 2 will begin until a winner is determined.