



Summer Street Soccer Tournament Rules (2026)

TEAMS:

4-8 players total per team. All players must be listed on the team roster submitted at least 20 mins prior to your first game.

Maximum of 4 players per team on the court (no goalkeepers) with up to 4 substitute players.

PLAYER RULES:

No slide tackling allowed. Slide tackles will result in a direct free kick and may, at the discretion of the referee; result in a yellow or red card to the offending player.

The player shooting the ball must be in the attacking half to score. Courts are marked with halfway lines. Shots taken from the half line are counted as a goal.

Any player repeatedly fouling will first be verbally warned, then yellow-carded with a 2-min required substitution. If the player comes back on and fouling continues, a red card will be issued with expulsion from the game and potential future match suspensions.

MATCH DURATION:

Each match will be one consistent period lasting 20 minutes. No halftime. Teams will attack the same way the entire length of the game.

KICKOFF & RESTARTS:

The match starts with two players standing back-to-back at the center of the court with the ball placed between their backs. The referee will count down "3-2-1-Go." On "Go" both players turn and play begins. If a player turns early, the play is restarted. After a third early turn, by the same team, possession is automatically awarded to the opposing team.

Restarts are made by placing the ball on the touchline closest to where the ball went out of bounds and kicking it back into play.

Defenders must allow at least 6 feet (2 yards) of space between them and the ball when kicked back into play. The same process will be followed for any fouls called by the referees.

Goals CANNOT be scored directly from a sideline kick-in or kickoff but CAN be scored from corner kicks.

All kick-ins, free kicks, and corner kicks must be taken within 5 seconds. Failure to do so will result in possession being awarded to the opposing team.

GOAL AREAS:

The "mouth of the goal" is the marked circular area with a radius of 2 feet (4 feet in diameter) centered on the midpoint of the goal line.

No player may remain in the goal-mouth area for more than 3 consecutive seconds if the ball is not in the area.

If the ball is in the goal-mouth area, players may remain there without restriction until it leaves.

Any player violating this rule will first receive a warning from the referee. Subsequent violations will result in suspension for the remainder of the match.

SUBSTITUTION ZONE:

Substitutions are made “on the fly”. Substitutes must remain behind the touchline until tagged by the exiting player.

Preliminary round games will be scored as follows:

Win = 6 points

Tie = 3 points

Loss = 0 points

TIEBREAKERS:

In case of tied scores after the preliminary rounds, the winning team will be decided in the following order:

1. Winner of Head-to-Head competition (only includes the tied teams).
2. Goal Differential (max of 5 per game)
3. Least Goals Allowed (max of 5 per game)
4. Most Goals Scored (max of 5 per game)
5. Most Shutouts
6. Least Amount of Red Cards

Teams still tied after all the above will toss a coin to determine the points winner.

FORFEIT RULES:

Forfeited games will be recorded as a 5-0 win for the non-forfeiting team.

If a team does not have 4 players at the start of the match, the team may play the match with 3 players.

Any fewer than 3 players on a team is a forfeit. A forfeit by one team

results in the opposing team receiving maximum points for the match.

Every team is expected to show up to its designated court 5 minutes before each match. If a team arrives more than 5 minutes after the match is set to start; the team automatically forfeits the match.

THE BALL:

The ball used for this tournament is a Size 4 Futsal Ball and conforms to those standards provided in the FIFA Futsal Rules of the Game.

COURT SURFACE & MARKINGS:

The courts are a concrete surface inside large, shed coverings with approximately 3 ft high barricades on the sidelines and netting on the goal lines.

The court is marked with two sidelines, two goal lines, and halfway mark.

The "mouth of the goal" is marked as a circular area with a radius of 2 feet (4 feet in diameter), centered on the midpoint of the goal line. There are no flag posts or corner arcs on the courts.

DIMENSIONS:

Court: 75ft (long) x 45 ft (wide) / Goals: 4ft (tall) x 6 ft (wide).

ONE FINAL THING:

All referee decisions are final and must be respected by all players.

The TSC & Fútbol community is built on respect, sportsmanship, and good vibes. We are committed to maintaining that culture throughout this tournament. So please, keep that in mind when you're competing and have some fun!

Tournament Rules Approved by Tournament Director (June 2026)