# ATILIM UNIVERSITY DIRECTORATE OF SPORTS

#  16TH PRESIDENCY CUP FUTSAL TOURNAMENT GAME RULES

1. Atılım University students, academic and administrative personnel, and alumni may take part in the 16th Presidency Cup Futsal Tournament.
2. Participants are required to be wearing gym shoes and appropriate clothing. Teams are required to have a white and a dark colored t-shirt for each game. Teams without them will lose the relevant game automatically.
3. Each player may only participate in one team.
4. Games start after sweepstakes.
5. Teams will have 3 minutes to warm up.
6. Teams not playing a total of 2 games will be disqualified.
7. Teams are to consist of 7 players including 1 goalkeeper (5 main players, and 2 substitute players). Teams are required to present a list of players during the application. Players not included in the initial list may not take part in the tournament.
8. Games are played by five-person teams.
9. Games are limited to take part within the field measurements of the basketball court.
10. Teams are required to be ready and at the court 10 minutes in advance.
11. Teams unable to start with their 5 players will automatically lose the game.
12. Teams unable to enter the field within 3 minutes into the game will automatically lose the game.
13. Players, except the goalkeepers, cannot interfere with any ball by sliding. If that happens, the sliding player will be penalized with a foul.
14. If any player is excluded from the game as per the rules, teams may continue playing with 4 players for 2 minutes. If the opposing team scores a goal within or after 2 minutes, 1 player from the substitutes may be included in the game. The team with two remaining players automatically loses the game.
15. In case of an automatic loss, the score is set to 5 – 0 and for the team still in the game.
16. Players getting two yellow cards or one red card are sent off. They will be suspended for the next match.
17. If a player’s bleeding after an injury cannot be stopped, the player has to leave the game. The player cannot rejoin the game until their bleeding stops.
18. Goalkeepers may initiate goal kicks (off shots) with their hands only, and may not step outside of the marked basketball area (blue area) or interfere with their hands while holding the ball. If they do, they will be penalized with a yellow card and the opposing team starts the game with a free kick. In addition, if the goalkeeper scores a goal with their hands, the goal will be void and the ball starts with a referee throw.
19. Goalkeepers may hold the ball for 4 seconds after receiving it. Otherwise, the opposing team is awarded an indirect free kick from the spot where the ball was the last time.
20. Players shooting corners and free kicks must also have the ball in play within 4 seconds. Otherwise, the other team earns the ball.
21. Group games are played in 2 halves of 10 minutes, semi-finals are played over 2 halves of 15 minutes, and the final game is played over 2 halves of 20 minutes. The timer is not stopped while the ball is out of play. The score at the end of the game is the final score.
22. If the qualifying games end in a draw, a 3-minute overtime period follows. If the tie is still not broken, 3 penalty kicks are shot. If the tie is still not broken in the 3 penalty shoot-outs, then a series of penalty shoot-outs starts.
23. The game does not need to stop for a substitution to be possible. However, the player joining the game must wait standing.
24. A 10-meter penalty kick is shot for fouls committed after 5 team fouls in one half (6th foul and subsequent fouls). If the foul is closer than 10 meters, the player may shoot a penalty kick from the point where the foul was committed. Fouls are set to **zero** at halftime.
25. The goalkeeper cannot leave the goal line during a 6-meter penalty shootout.
26. In the 10-meter penalty, the goalkeepers may approach the ball by 5 meters.
27. During free kicks and corners, the opposing team player may come within 5 meters of the ball.
28. Teams are entitled to 1 timeout of 1 minute for each game.
29. Negative actions other than fair play during the match will be punished by the referee as an automatic loss. In the event of repeated infractions, the relevant team is eliminated from the tournament.
30. The fixtures and standings of the basketball tournament will be announced and updated on the official page for Atılım University Directorate of Sports (<http://spor.atilim.edu.tr>). Teams are required to stay updated on their game days and times.
31. Regarding the rules not written here, the referee's decision during the match and the decisions of the Directorate of Sports in other cases are valid, and the participants in the tournament are deemed to have accepted these rules.
32. Each team participating in the tournament is deemed to have accepted the items written here.