



**2023 PALARONG PAMBANSA**  
July 29–August 05, 2023 • Marikina City

## TECHNICAL GUIDELINES FOR **FUTSAL**

### I. **RULES and REGULATIONS**

#### 1.1 NAME OF THE COMPETITION

The competition shall be called the PALARONG PAMBANSA FUTSAL 2023

#### 1.2 MANAGEMENT AND ORGANIZATION

This is organized and managed by the DEPARTMENT OF EDUCATION PALARONG PAMBANSA BOARD.

#### 1.3 RULING

The general ruling is anchored by the ruling of International Laws governed by FIFA LOTG 2021-2022 and Palarong Pambansa Technical Guidelines of 2019.

### II. **ELIGIBILITY**

NSAC rules regarding age eligibility and qualification of athletes and accreditation/qualification of coaches shall strictly follow.

### III. **COMPOSITION OF CONTINGENT**

1. A maximum of **twelve (12) accredited** players on a team (5 players & one of whom shall be a goalkeeper; 7 substitutes.)
2. **Two (2) accredited** team officials (Coach and Chaperon)

### IV. **DISQUALIFICATION**

Those not accredited by NSAC shall not allowed to play throughout the Tournament.

### V. **Player Equipments**

#### 1. **For Athletes**

- 1.1. All players' jersey number must only be from 1-12.
- 1.2. All players on the bench must wear bibs of different color from their playing uniform and to their opponents.
- 1.3. **Regional uniform is strictly imposed to use.**
- 1.4. Players are required to wear their complete uniform and in conformity with FIFA Futsal Laws:

#### 2. **Team should adhere to their regional color; alternate uniform shall only be worn in cases of color conflict.**

- 2.1 (Sponsors uniform are not allowed). The player's number 1-12, on the uniform registered on the official list shall also be the same on the starting list and the

same number shall be used by the player throughout the Palarong Pambansa game duration.

- 2.2 Official shirt with sleeves and shorts of their Region represented.
- 2.3 Long socks
- 2.4 Shin guards
- 2.5 Futsal shoes or rubber sole (multi spikes shoes are not allowed)
- 2.6 Undergarments should be the same color with the sleeves and short pants.
- 2.7 Tapes should be the same color with the socks.
- 2.8 The team captain is required to wear an arm band around her left arm to enable the referee to distinguished her from the rest of the team.
- 2.9 All teams are obliged to bring 7 bibs for bench players.
- 2.10 In the event that both teams do not have spare/second outfits, one of the Teams should wear their bibs with a toss coin who decides to wear bibs.
- 2.11 The Goalkeeper must wear a jersey that has a color different from the rest of the team colors and the match officials.

## **VI. PROTEST, PENALTIES AND SANCTIONS**

### **PROTEST**

1. Protest on technicalities shall be put in writing, signed by the coach and the head of the regional delegation. It should be submitted to the Tournament Director (TD) within **one (1) hour** immediately after the conclusion of the match in protest. The TD shall decide within **two (2) hours** upon receipt of the protest.
2. All protests must be supported with the necessary evidence and attachments. Video recordings taken privately will not be considered as evidence.
3. The decision of the TD shall be appealable. Only questions on laws are appealable to the Jury of Appeal. Appeals shall be put in writing, signed by the head of delegation and shall be submitted to the Jury within **three (3) hours** upon receipt of the decision.
4. The Jury of Appeals shall decide within **six (6) hours** upon receipt of the written appeal. The decision made by the Jury is final, irrevocable, and executory.

### **PLAYERS CAUTIONED OR DISMISSED FROM FIELD OF PLAY**

1. A player who will receive two (2) cautions (**yellow card**) shall automatically be suspended from the match following the match in which she received the second yellow card.
2. A player expelled (**red card**) from the pitch by the referee shall be suspended for the next match and a **2 minute lock down rule before replacement**.
3. Disciplinary measures such as caution, expulsion of players and officials shall be carried to the championship game.



4. In case of free for all, 3 players from the opposing team will be given red cards, that team will be automatically disqualified to play and the other team will be automatically declared as winner of the match.

#### **APPEARANCE OF THE TEAM**

1. Team should be at the venue at least thirty (30) minutes before the schedule time and should be already warmed up five (5) minutes before the time while equipment to be used are being inspected.
2. A grace period of ten (10) minutes shall be given to the non-appearing team after the schedule playing. Non-appearance of the team after the grace period will automatically forfeit its game with a score of 1-0 points and the Tournament Committee will meet immediately to decide on further sanctions.

#### **ABANDONED MATCH**

Any Team that abandon their match due to protest or other reason and after an ample time was allowed for the team to reconsider (Maximum 15 minutes allowance), the game is awarded to the opponent. The team that abandoned their match is disqualified from the tournament. Matter will be reported to their Head of delegation.

### **VII. CONDUCT OF THE COMPETITION**

#### **Tournament Format:**

- A. Teams (8 WINNER FROM PRE-QUALIFYING GAMES) will be grouped in 4 in a bracket playing Single Round Robin in the elimination round. They will be bracketed/group as seen in the table below:

<b>A</b>	<b>B</b>
1 – TOP 1 OF CLUSTER 1	1 – TOP 2 OF CLUSTER 1
2 – TOP 2 OF CLUSTER 2	2 – TOP 1 OF CLUSTER 2
3 – TOP 1 OF CLUSTER 3	3 – TOP 2 OF CLUSTER 3
4 – TOP 2 OF CLUSTER 4	4 – TOP 1 OF CLUSTER 4

- B. Top 2 teams of each bracket will qualify in the next round playing semi- final games.
- C. On the Semi-final round (1. A1 vs B2, and 2. A2 vs B1).  
For the Battle for 3<sup>rd</sup> and 4<sup>th</sup> place – LSF1 vs LSF2.  
FOR CHAMPIONSHIP MATCH – WSF1 vs WSF2.
- D. If draw exists after the duration of the match in the semi-final and final match, 5 kicks from the penalty mark will be used to determine the winner.

#### **E. Determining the rankings:**

1. Win - 3 points
2. Draw - 1 point
3. Lose - 0
4. A defaulted game has points/goal score of 1-0.

### **VIII. Number of Players:**

- A. A maximum of 12 **accredited** players on a team (5 field player & one of whom shall be a goalkeeper; 7 substitutes).
- B. Flying substitution shall apply.
- C. Persons on the bench (technical area): 2 **accredited** team officials (coach and asst. coach/chaperon and 7 substitutes).

**IX. Duration of the Game:**

- A. Two (2) halves of 20 minutes per half (running time)
- B. Maximum five 5-minute interval in between half.
- C. Each team is allowed to have a maximum **one (1) minute time out only ONCE per half**. This time out cannot be carried over in the next half if unused.
- D. During Elimination Round up to the Championship Match, on the last two (2) minutes in every half, the rule on running time shall change to stoppage time when an interference or a ball out of play situation occurs.
- E. In case of **Force Majeure**, the recorded time and score shall be kept and shall serve as a basis when the game resumed.

**X. All other rules not so mentioned in these guidelines, FIFA Laws apply.**