



AFL SUMMER CLASSIC 2026

Tournament Format

TOURNAMENT OVERVIEW

TOURNAMENT DETAILS

- **Dates:** Friday, August 14 - Sunday, August 16
- **Location:** FIERCE Futsal Facility (401 Chitalpa St., Bldg. 2, Leander, TX 78641)
- **Website:** www.austinfutsalleague.com/tournaments

TOURNAMENT BRACKETS

We proudly serve players of all ages and skill-level, representing a wide variety of clubs and proficiency levels across Central Texas. AFL will form brackets to support player development while maintaining competitive balance.

- **Boys and Girls, 8 Divisions** (U10B, U10G, U11B, U11G, U12B, U12G, U13B, U13G)
- **4 teams per division with 3 group games per team (full round robin)**

REGISTRATION

All Registrations and Payments will be submitted through PlayMetrics. A Team Manager and/or Coach must complete the Team Registration.

- **Team Registration:** \$350
- **Team Registration Deadline:** Monday, August 3
- **Team Registration Link:** [AFL Summer Classic 2026 Team Registration](#)

Once the Team Registration is submitted and the team is accepted, Team Managers/Coaches must invite each player to join the roster. Players will receive an invitation to join via an email from PlayMetrics, and will need to complete the Player Registration to be eligible to participate.

- **Player Registration:** \$10
- **Player Registration Deadline:** Wednesday, August 12
- **Guide to Add Players To Your Team:** [Invite Players & Submit Rosters as Team Admin](#)

ROSTER SUBMISSION, IN-PERSON CHECK-IN

Once all players are registered, the Team Managers/Coaches must submit the roster via PlayMetrics for tournament approval. Referees will conduct a roster check before the first match, and players that have not completed their player registration will be ineligible to play until the registration is completed.

- **Online Roster Submission Deadline:** Wednesday, August 12 @ 11:59pm



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MATCH SCHEDULES

Teams will play a minimum of 3 matches over the weekend. Tournament matches will take place Friday evening, Saturday throughout the day, and Sunday morning through early evening.

- **Schedule Release Date:** Monday, August 10
- Schedules will be published to the AFL PlayMetrics, the [AFL website](#), and sent to Team Managers/Coaches

TOURNAMENT RULES

FIFA FUTSAL LAWS vs. AFL “HOUSE” RULES

Unless otherwise modified below, all matches will be played in accordance with the current FIFA Futsal Laws of the Game. The following tournament modifications and clarifications apply.

In the event of a conflict between these House Rules and the FIFA Futsal Laws of the Game, these House Rules shall govern.

Players, coaches, team managers, and spectators are encouraged to review the [USYF Overview of Futsal Rules](#). Those interested in all of the intricacies of futsal rules can review [FIFA's Futsal Laws of the Game](#).

To create a positive, safe, and development-focused playing environment for players, AFL builds a foundation with FIFA Futsal Laws and modifies as needed to create the following AFL “House” Rules:

Players (Core Numbers)

- Each team: maximum 5 players on court (including goalkeeper)
- Match cannot start/resume if either team has fewer than 3 players

Match Length

To ensure a positive and punctual experience for all teams, the match clock will begin at published times (and again promptly after the 3-minute halftime break) regardless of whether teams are on the pitch.

- Two (2) 20-minute halves
- One (1) 3-minute halftime break



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Substitutions

- Unlimited substitutions throughout the match
- Flying substitutions are allowed at any time while the ball is in or out of play.
- All substitutions must be made through the team's designated substitution zone.
- The player being replaced must completely leave the playing surface before the substitute enters.
- A substitute who enters the court before the replaced player has completely exited commits an illegal substitution.
- Referees may stop play to penalize an illegal substitution in accordance with the Laws of the Game.

Restarts

- Kick-off
 - A kick-off is used to start each half of play and to restart play after a goal is scored.
 - All opponents must remain at least 3 meters (10 feet) from the ball until it is in play.
 - The ball must be stationary on the center mark before the kick-off is taken.
- Kick-in
 - A kick-in is awarded when the whole of the ball has crossed the touchline, whether on the ground or in the air.
 - The kick-in must be taken from the point on the touchline nearest where the ball left the court.
 - The kick-in must be taken within 4 seconds after the player is able to take the restart.
 - If the kick-in is not taken within 4 seconds, a kick-in is awarded to the opposing team.
 - Goal may not be scored directly from a kick-in
- Goal Clearance (like a goal kick)
 - A goal clearance is awarded when the whole of the ball crosses the goal line, having last been touched by an attacking player, and a goal is not scored.
 - The goal clearance is taken by the goalkeeper from within the penalty area by throwing the ball into play.
 - The goalkeeper must release the ball within 4 seconds after gaining possession and being able to restart play.
 - If the goalkeeper fails to release the ball within 4 seconds, a corner kick is awarded to the opposing team.
 - Goal may not be scored directly from a goal clearance
 - The ball must touch the defending half of the court before crossing the halfway line. A goal clearance may not be thrown directly into the attacking half.
- Corner Kick
 - A corner kick is awarded when the whole of the ball crosses the goal line, having last been touched by a defending player, and a goal is not scored.
 - The ball must be placed within the corner area nearest where it crossed the goal line.



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- The corner kick must be taken within 4 seconds after the player is able to take the restart.
- If the corner kick is not taken within 4 seconds, a goal clearance is awarded to the opposing team.
- Goal may be scored directly from a corner
- Dropped Ball
 - A dropped ball is awarded when the referee stops play and no other restart is required under the Laws of the Game.
 - Example: Play is stopped after the ball strikes a referee and the referee determines that the contact affected play.
 - The dropped ball is taken from the location where the ball was when play was stopped, unless otherwise required by the Laws of the Game.

Goalkeepers

The following goalkeeper provisions modify the standard FIFA Futsal Laws for this tournament:

- Goal clearances are taken by the goalkeeper from within the penalty area by throwing the ball into play.
- The goalkeeper may receive and play the ball again after it has been played by a teammate.
- The 4-second possession limit count applies only when taking a restart (goal clearance, free kick, kick-in, or corner kick, when applicable).
- The goalkeeper is not subject to the 4-second possession limit during active play.
- A corner kick is awarded if a goalkeeper, inside their penalty area, controls the ball with their hand(s)/arm(s) for more than eight seconds before releasing it.
- The referee will decide when the goalkeeper has control of the ball and the eight seconds begin and will visually count down the last five seconds with a raised hand.

Direct and Indirect Free Kicks

A direct free kick is awarded for offenses including, but not limited to:

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at, charging, pushing, striking, or tackling/challenging an opponent
- Holding an opponent
- Deliberate handball offenses
- Any offense committed carelessly, recklessly, or using excessive force, as defined by the Laws of the Game

An indirect free kick is awarded for offenses including, but not limited to:

- Playing in a dangerous manner
- Impeding the progress of an opponent without contact



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- Dissent or offensive, insulting, or abusive language and/or actions
- Certain goalkeeper offenses
- Other offenses for which play is stopped to issue a caution or send-off when no other restart is required

Disciplinary Sanctions

A player is cautioned (shown a yellow card) for cautionable offenses, including but not limited to:

- Unsporting behavior
- Dissent by word or action
- Delaying the restart of play
- Persistent offenses
- Other cautionable offenses as defined by the Laws of the Game

A player is sent off (shown a red card) for sending-off offenses, including but not limited to:

- Serious foul play
- Violent conduct
- Denying an obvious goal-scoring opportunity
- Offensive, insulting, or abusive language and/or actions
- Receiving a second caution in the same match
- Other sending-off offenses as defined by the Laws of the Game

A player that is sent off may not participate further in that match, and the team will be reduced by 1 player for two minutes or until a goal is scored.

Card Accumulation

- A player who accumulates two (2) yellow cards during group play is suspended for the next scheduled match.
- A player who is sent off for violent conduct or offensive, insulting, or abusive language/actions is suspended for the remainder of the tournament.

Scoring

- A team that's down by 4 goals adds a player before the next kick-off. If an additional player is unavailable before the next kick-off, a player may be added at the next stoppage.
- If the score between the teams returns within 3 goals, the additional player is removed before the next kick-off.
- The Scoreboard freezes immediately when a team goes ahead by 6 goals. If the scoreboard returns within 5 goals, the scoreboard will resume immediately.
- If a team wins by more than 5 goals, the team will receive +5 for their Goals Scored.
- If a team loses by more than 5 goals, the team will receive -5 for their Goals Against.



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Match Tie-Breakers

If the match concludes at regular time in a tie:

- Group Play Matches - the match ends in a tie
- Finals
 - Proceed to Extra Time (2 periods of 5 minutes)
 - If still tied, proceed to a penalty shoot-out

Penalties/Shoot-outs

- Five (5) PKs will be taken by each team
- If the score is still tied at the end of that phase, kicks continue until one team has scored one goal more than the other from the same number of kicks.
- Players sent off during the match cannot participate

Bracket Tie-breakers

In the case of a tie between a team/teams at the conclusion of group play, the following procedure will be used in the order listed until the tie is broken:

1. Goal Difference
2. Goals Scored
3. Head-to-Head

FREQUENTLY ASKED QUESTIONS

WHAT IS AUSTIN FUTSAL LEAGUE (AFL)?

AFL is committed to a youth-centric environment that fosters player development and sportsmanship above all else. AFL is a proper futsal league that proudly implements the following:

- 5v5 format (including goalkeepers)
- Futsal goals (3m x 5m)
- Futsal playing surface and futsal ball
- Out of bounds (no walls)
- Full-length matches (40 min game, 20 min half. 3 min half-time, 5-7 warm up)

WHY DO PLAYERS LOVE AUSTIN FUTSAL LEAGUE?

AFL is the premier Central Texas venue for playing futsal - one of the fastest-growing sports internationally and an essential component of any serious soccer player's development. Players across



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the globe are recognizing the benefits of a significantly faster pace of play and a substantially higher volume of touches on the ball.

Played on a hard court with fewer players, futsal develops ball control, quick thinking, creativity, and confidence in ways that directly translate to outdoor soccer. Whether you're looking to improve your game or simply enjoy a faster, more exciting version of soccer, AFL is Central Texas's premier place to play.

WHERE ARE MATCHES PLAYED?

FIERCE United recently opened a 14,000 SF facility that is the premier futsal-specific center in Central Texas, located at the following address:

401 S. Chitalpa St., Bldg. 2
Leander, TX 78641

Most matches are played on two full-sized futsal courts with some matches played on the larger "Championship Court." Spectators can enjoy the loft that overlooks all playing spaces.

WHO OFFICIATES MATCHES AND KEEPS SCORE?

Team registration fees include 1-2 officials for each match. All league officials are USYS certified with KidSafe credentials and state-sanctioned background checks.

ARE FOOD AND BEVERAGES PERMITTED IN THE FACILITY?

No. Food, beverages (other than water), and gum are prohibited on and around the playing surface at all times. We ask anyone enjoying the facility to please snack only in the loft area. We appreciate all league members helping us maintain a clean and safe environment for the players.

WHAT ARE THE LEAGUE POLICIES REGARDING CLUB RECRUITING AND SPORTSMANSHIP?

There is ZERO TOLERANCE for club recruiting of any kind or poor sportsmanship by players, spectators, and coaches. Anyone overheard disrespecting opponents, referees, league officials, or spectators will be asked to leave the facility immediately. Repeat violators will be subject to dismissal from the league without a refund. Spectators are encouraged to cheer and have fun. However, shouting instructions to players or otherwise detracting from a positive environment will not be tolerated.

CAN A TEAM ACCESS THE FACILITY FOR PRACTICE SESSIONS OR SCRIMMAGES?

Yes. Email the league director to book a practice session. Teams can rent a single playing surface or the entire championship court if desired.