

2027 COMPETITION RULES

The 'Bury Baller League is built around small-sided football, quick decisions and a schedule that moves on time. These rules establish the match framework for Year 1 while allowing Catena FC to issue additional operational instructions where needed.

1 | GOVERNING RULES & AUTHORITY

The 'Bury Baller League generally follows the FIFA Futsal Laws of the Game except where modified by these Competition Rules. Match officials have authority over decisions made during play. Catena FC retains final authority over competition administration, scheduling, eligibility, Gamechanger implementation and circumstances not specifically addressed in the published rules.

2 | MATCH FORMAT

5v5: four field players plus one goalkeeper. A minimum of four players is required to start a match. A match may continue with no fewer than three players.

3 | MATCH CLOCK & KICKOFF

Matches consist of two 24-minute halves with a three-minute halftime. The official match clock is a running clock and begins at the scheduled kickoff time, whether or not teams, players or coaches are ready. The clock may be stopped only at the discretion of the match official or competition staff for significant injury, safety concerns or exceptional operational circumstances. No additional time is added for routine delays, substitutions or late arrival.

4 | SUBSTITUTIONS

Unlimited substitutions are permitted on the fly. Substitutions do not stop the match clock. At no time may a team have more than five players on the playing surface.

5 | UNIFORMS & PLAYER EQUIPMENT

Teams must bring two clearly distinguishable uniform colors to every match. In the event of a color conflict, the team designated as home on the official schedule will change. Goalkeepers must wear a color clearly distinguishable from both teams and the match official. Shin guards are required. Jewelry is not permitted during match play. Players must wear footwear approved for the playing surface and host facility; cleats are not permitted.

ON TIME MEANS ON TIME.

The match clock starts at the scheduled kickoff. Uniform changes, warm-ups, late players and routine team delays do not move the schedule.

HOW WE PLAY

FOOTBALL. UNTIL THE GAME CHANGES.

The match is played as futsal-inspired 5v5 football with competition-specific modifications designed for the space, the schedule and the developmental purpose of the league.

6 | OFFSIDE

There is no offside.

7 | BALL OUT OF PLAY & RESTARTS

Throw-ins are not used. When the ball leaves the playing area over a touchline, play restarts with a kick-in from the point where the ball exited. A goal may not be scored directly from a kick-in. Corner kicks are awarded when the ball crosses the goal line after last being touched by a defending player, consistent with futsal restart procedures.

8 | GOALKEEPER PLAY

The goalkeeper may use their hands only within the designated goalkeeper area. Distribution by hand or foot is permitted from within that area; punts and drop-kicks are not permitted. Once the ball is in play, the goalkeeper may receive the ball at their feet, participate in possession and travel outside the goalkeeper area as a field player.

9 | SLIDE TACKLES

Slide tackles are not permitted. The goalkeeper may slide within the designated goalkeeper area only as part of a legitimate save attempt. Outside the goalkeeper area, the goalkeeper is treated as a field player and may not slide.

10 | CARDS & DISCIPLINE

Yellow and red cards may be issued by the match official. A player receiving a red card is removed from the match and may not be replaced; the team plays short for the remainder of the match. The player is also suspended for the team's next scheduled match. Catena FC may impose additional discipline for serious or repeated misconduct.

11 | GAMECHANGERS

Each regular-season match includes one randomized Gamechanger. The assigned Gamechanger creates a separate competitive result within the match and is used to award Gamechanger Championship Points.

The football result and Gamechanger result are scored independently. A Baller unit may earn up to eight Championship Points from the football result and up to two additional Championship Points from the Gamechanger result.

Detailed activation procedures, scoring criteria and implementation instructions will be issued to participating teams prior to competition.

SOLVE. CREATE. CONTROL.

The Gamechanger changes the problem. How teams solve it can change the Championship Table.

MATCH ADMINISTRATION

KEEP THE COMPETITION MOVING.

Year 1 rules are intentionally straightforward: protect the football, protect the schedule and respect the facility.

12 | FORFEITS

A forfeited match is recorded as a 1-0 result. The non-forfeiting Baller unit receives the maximum 10 Championship Points available for that match; the forfeiting Baller unit receives zero. The match clock will not be delayed for a late team. Catena FC determines when an absence, insufficient player count or other circumstance results in a forfeit.

13 | TEAM, COACH & SPECTATOR CONDUCT

Players, coaches and spectators are expected to conduct themselves appropriately and follow the direction of match officials, Catena FC staff and facility staff. Coaches are responsible for the conduct of their team and associated spectators. Individuals may be removed from the playing or spectator area when necessary for safety, conduct or facility compliance.

14 | FACILITY RULES & EVENT-DAY INSTRUCTIONS

All teams, players, coaches and spectators must comply with host-facility rules and policies. Facility-specific requirements communicated by Catena FC or facility staff are considered part of the Competition Rules and must be observed at all times. These may include restrictions relating to footwear, food and beverages, spectator areas, team areas, equipment and access to the playing surface. Facility-specific policies and event-day instructions may be distributed separately through the league's official communication platform and are binding for participating teams, players, coaches and spectators.

15 | SCHEDULE & OPERATIONAL ADJUSTMENTS

Competition staff may make reasonable schedule, competition-band, field or operational adjustments when required by facility needs, safety, delays, roster considerations or other unforeseen circumstances. This may include doubleheaders, off-weeks, opponent changes or other scheduling modifications. Teams are responsible for monitoring official league communications for updates.

16 | FINAL AUTHORITY

Match officials retain authority over decisions made during play. Catena FC retains sole and final authority over competition administration, format, scoring structure, Gamechanger mechanics, scheduling, team placement, eligibility, discipline, standings and interpretation of these rules. There are no protests of match-official decisions. Circumstances not specifically addressed may be resolved by Catena FC in the best interest of safety, fairness, development, competitive integrity and effective administration of the competition.

OFFICIAL COMMUNICATION

Facility policies, Gamechanger procedures, schedule updates and other event-day instructions may be issued through the league's official communication platform before or during the competition.