WINTER FUTSAL rules

**Game play**

2x20 min halves

5 min half time

• The league is COACHLESS no one but players is allowed on bench/standing areas!

• There are no offsides in 5v5/Futsal.

• Substitutions can be made anytime on the fly from the side where the teams are.

• No slide tackles (keepers are only players allowed to go to ground and only in the box)

• When the ball is out of play it will be a kick in (4 seconds to kick once ball is able to be kicked).

• Kick ins are indirect except corners and opposing team must give 3yd radius of space to restart play.

• If ball is not kicked in 4 seconds it switches possession (corners become goal kicks and goal kicks

corners).

• There are no goal kicks the keeper starts with the ball in their hands and it’s a goal throw. 4 second rule applies to the goal throw as well.

• 4 second rule applies to corners and goal kicks as well but not to penalties and kickoffs.

Keepers cannot punt the ball nor do drop kicks. (throw, roll, or set down and play with feet is

acceptable).

• A throw from a save or a goal throw can not go directly into the opponents goal.

• Fouls are the same as soccer

• Free Kicks are taken from spot of infraction with a 5m radius

• Fouls accumulate, after the 5th foul kicks are taken from the second penalty spot with no wall. Everyone besides gk and kicker are to be behind half way. Every foul after that follows the same rule. The kick can be taken from the spot of infraction with a wall if team would prefer.

• Any foul in the attacking penalty area is taken from the penalty spot

• Keepers can not use hands if ball is passed back to them from their own team, a kick from the penalty spot is the result as there are no indirect free kicks inside the court.

• Keepers also can not dribble the ball back into their box to pick it up

• The ball can only be passed back to the keeper’s feet once and must cross mid court or touch the other team before it can be played back to the gk again. This is to encourage players to go forward and attack.

**Teams**

• 5-9 players per team, no coaches.

• Teams must wear same color uniform and bring an alternate color as well. Incase of conflict away team changes (2nd team listed on schedule). Numbers are not required. We do not provide extra jerseys.

• Players can be younger then the age group but not older unless it is to complete a team that is short and the opposing team agrees.

**Disciplinary**

• Straight red cards carry a one game suspension

• Two yellows mean a player has to sit out the rest of that game not the next

• Any severe misconduct will be reviewed by head referee and league director to decide if

player can continue in the league.