

# Futsal League Rules



## **Rule 1: The Playing Court:**

- The playing area will be a rectangle.
- Length – 84 feet
- Width – 65 feet
- The penalty area is the three point arch.
- The penalty mark is at 25 feet.

## **Rule 2: The ball:**

- Size 3 Official Futsal Ball (low bounce) will be used.

## **Rule 3: Number of Players:**

- A match shall be played by two teams, **each consisting of no more than 5 players, one of whom is the goalkeeper.**
- Minimum number to start a game is 4 and to finish a game is 3.
- Substitution method; A substitution may be made at any time, when the ball is not in play. A substitute is subject to the authority and jurisdiction of the referee, whether he is called upon to play in a match or not.
- A goalkeeper may change with any other player but must wear the goalkeeper's shirt that distinguishes himself from other players.

## **Rule 4: Players Equipment:**

- Usual equipment: Same colored shirts and footwear with rubber soles (not cleats), shin guards (socks should cover shin guards) **Shin guards are optional. Any player under the age of 18 is required to wear shin guards.**
- Goalkeepers: The goalkeeper is permitted to wear long pants, goalies shall wear colors that easily distinguish him from the other players
- If a field player replaces a goalkeeper he shall wear a goalkeeper's jersey or a shirt that easily distinguishes him from the other players.

## **Rule 5: The Referee:**

- Each match shall be controlled by a referee.

## **Rule 6: The time keeper**

- A time keeper will keep the clock and start/stop it as necessary(i.e. timeouts/injury)

## **Rules 7 & 8: The Timekeeper & Duration of the Game:**

- **The game duration will be two halves of 25 minutes.(running clock)**
- The duration of either half maybe prolonged to enable a penalty kick.
- Each team is entitled to a (1) one minute time out in each half.
- Unused time outs do not carry over to the second half.
- The one minute time out can only be requested when the team requesting the time-out is in possession of the ball.
- Half time will be 3 minutes.
- **There will be no overtime during the regular season. Overtime will be an additional 5 minutes.**

### **Rule 9: The Start and Re-Start of Play.**

- A kick-off is a way of starting and restarting play:
  1. at the start of the match
  2. after a goal has been scored
  3. at the start of the second half of the match
- A goal may be scored from a kick off.
- A coin toss will determine who kicks off at the start of the match.

### **Rules 11 & 12: Method of Scoring Fouls and Misconduct:**

- A goal is scored when the whole of the ball passes over the goal line between the goalposts and under the cross bar.
- A goal cannot be scored directly from the hands of the Goal Keeper.
- A direct free kick shall be awarded to the opposing team if a player commits any of the following (10) ten infringements in a manner considered by the referee to be careless, reckless, or excessively forceful.
  1. Kicking or attempting to kick an opponent.
  2. Tripping or attempting to trip an opponent, either by sliding, or by bending down in front of or behind an opponent.
  3. Jumping on an opponent
  4. Charging an opponent
  5. Striking or attempting to strike an opponent
  6. Pushing an opponent
  7. Holding an opponent
  8. Spitting at an opponent
  9. Carrying, striking, or throwing the ball with ones hands or arms
  10. Touching the ball with hands or arms to gain possession.
- An Indirect free kick: shall be awarded to the opposing team when any of the following (5) five infringements is committed. The kick shall be taken where the offence occurred.
  1. Dangerous play
  2. Obstruction
  3. Charging a player in the penalty area
  4. Prevents the goalie from throwing the ball with his hands
  5. Goalie touches or controls the ball with his hands or feet in his own penalty area for more than (4) four seconds.

### **Rule 13: Free Kick:**

1. Types - Direct free kicks and indirect free kicks.
2. For both types, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.
3. If a direct free kick directly enters the opponents goal, a goal shall be awarded
4. In an Indirect free kick the ball has to touch another player before it enters the goal.

### **Rule 14: The Penalty Kick:**

1. To be taken at the penalty mark at the top of the arch
2. All players must be behind the penalty spot, when the kick is taken.
3. The defending goalkeeper shall stay on his goal line, facing the kicker and between the Goalposts until the ball has been put into play
4. Player taking Penalty Kick may not play the ball a second time until is has touched another player.

### **Rule 15: The Kick in:**

- 1 The kick-in is a method of re-starting play (in place of a Throw-in)
- 2 The Kick-in must be taken within (4) Seconds, this will be monitored by the referee;
- 3 The player taking the Kick-in may not play the ball a second time until it has touched another player. Infringement of this rule entails an indirect free kick to the opposing side.

- 4 Players on the opposing team must be at least (10) ten feet away from the point of the kick-in.
- 5 Players cannot score directly from a Kick-in.
- 6 If an opponent interferes with or hinders a kick-in from being taken properly, or doesn't give appropriate space, he/she shall be cautioned for unsporting like behavior and will be shown the Yellow card.

**Rule 17: The Goal Clearance:**

- 1 The goal clearance is a method of re-starting play. **Note: there are NO goal kicks.**
- 2 The ball shall be **thrown** from any point inside the penalty area by the goalkeeper of the defending team
- 3 The goalkeeper may not play the ball a second time until it has been touched by an opponent or has crossed the half way line
- 4 Opponents shall remain outside the penalty area until the ball is in play.
- 5 The goal clearance has to be made within (4) four seconds of the goalkeeper taking possession of the ball.
- 6 A goal cannot be scored on a Goal Clearance.
- 7 Goal clearance throws must be underhand.

**Rule 18: The Corner Kick:**

- 1 A goal may be scored directly from a corner kick but only against the opposing team.
  - 2 The ball must be placed on the corner; if the ball is misplaced the corner kick shall be re-taken.
  - 3 The kicker cannot play the ball a second time until it has been touched by another player; an infringement of this rule entails an indirect free kick to the opposing team.
  - 4 The opponents should be at least (10) ten feet away from the point of the corner (same note as above)
  - 5 The corner kick must be taken within (4) four seconds. Infringement; if the player exceeds the four second rule, a Goal Clearance is awarded the defensive team.
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**Rule 19: Sliding:**

1. No sliding by field players is allowed when another player is within distance of being touched.
2. No field players can play the ball with one knee on the playing surface.
3. Goal keeper is allowed to slide as long as the slide starts within the goal box and doesn't endanger another player.

**Rule 20: Accumulation of fouls:**

1. Fouls that result in a direct kick will accumulate each half
2. When a team reaches 6 or more fouls in a half, the fouled team will get a penalty kick from the penalty mark
3. Accumulation of fouls resets to zero at halftime
4. Accumulation of fouls from second half continue into overtime periods.

**Rosters**

All rosters must be complete by the second week – all players must have paid. For the season ending tourney only players that are on the rosters may play in the tourney.

Any rules not covered in this document, will follow the current FIFA guidelines.