**Youth Futsal**

**Rules + regulations**

**Rosters – ALL Leagues**

* League play will be 5v5 – 4 + goalie.
* Youth Sports Manager may alter roster size depending on number of registrants.

**Equipment – ALL Leagues**

**Game balls:** Provided at game site. 6U – Size 3 | 8U+ – Size 4

**Team shirts:** Provided by SCPR

**Cleats/shin guards:** NOT required, although encouraged in older age divisions

**GAME PLAY – League by League**

**14U / 11U** – Two 20-minute halves + 5-minute halftime | No timeouts | Sub as needed

**8U / 6U** – Four 8-minute quarters + 5-minute halftime | No timeouts | Sub as needed

**Scores/standings – League by League**

**14U / 11U**– Scores + standings will be kept. Winning coach will report score.

*Tie-break/PK rules listed below.*

**8U / 6U** – Standings are NOT kept.

**IN GAME RULES – All Leagues**

**Coaches:** Welcomed/encouraged to be on the court at 6U/8U only. At 11U/14U, **please stay off the court/in bench area.**

**Corner kick:** Awarded when ball crosses end line, last touched by defending team; taken from corner.

**Free kick:** Awarded after handball or foul at the spot. Defenders must be 10 feet from kick.

**Goalie throw:** Awarded when ball crosses end line, last touched by attacking team; goalie throws from anywhere within 3-point basketball arc

**Goalies:** May touch the ball with hands only within 3-point basketball arc.

**Offside:** No offside in futsal.

**Possession:** Determined by COIN TOSS; will alternate each half/quarter.

**Kick in:** Awarded when ball crosses touch line, last touched by opposition; ball placed on line and must be stationary when kicked. Defenders must be 5 feet from kick.

**Cards:** **Yellow/Red** for excessive fouls and/or behavioral misconduct by player/coach, as judged by official. ***RED = ejection.***

**Tie-break rules**

**Penalty Kicks** (PK) will be held. Each PK will be taken alternately from the top of the 3-point basketball arc (11U/14U) or free throw line (6U/8U) in groups of three (3) from each team. Shooters are chosen by coaches. A second group of three (3) will take PK if game is still tied. If no winner is determined after this, PK will then go to sudden-death scenario, where the first team to score a goal unmatched by the opponent is declared the winner. The goalkeeper must remain on the goal line during the kick. No shooter can take second PK until everyone on the team has attempted one. The team who wins the PK shootout will be awarded one “point.”

**Example scenario:** Regulation ends in 2-2 tie.

Team A converts 4 total PKs and Team B converts 3. Team A has won the game 3-2 – NOT 6-5. This will matter when it comes to standings with goals allowed and goal differential. Updated May 16, 2019