



# Futsal Rules

**MFL \* MMSL**  
**League-Specific Rules**

With the exception of league specific rules mentioned in this document, all matches shall be played in accordance with ["Futsal Laws of the Game 2025-26"](#) as sanctioned by the Manitoba Soccer Association.

## THE PLAYING AREA

1. The playing area will be 25x15 meters.
2. **All non-playing individuals or spectators are not permitted at field level and must be seated within the facility's designated spectator seating areas.**
3. Should no other person be available to supervise children within the facility's designated spectator seating areas, children 12 years old or younger will be permitted to remain at field level, away from the playing area.
4. Children must be supervised by an adult player, coach or manager where the children are located.
5. Should these conditions not be met, the match shall not be started or it shall be halted in the event that the match has already commenced.
6. In both scenarios, the team in question shall be asked to resolve the situation or the match shall be abandoned (resulting in a default loss for the team with unsupervised/inadequately supervised children).

## NUMBER OF PLAYERS

1. Teams may have a roster of **15** players and can dress a maximum of 15 players. Teams may have up to three (3) registered non-playing personnel (team officials) on their team's bench, e.g. coach, manager. All players who are dressed to play, along with the non-playing personnel, shall be under the jurisdiction of the referee.
2. **Youth players, with properly completed Youth to Senior permits, are allowed to compete as guests.** A youth player who plays for a particular team as a guest in the play-offs shall be "play-offs tied" to that particular team.

## DURATION OF THE GAME

1. **Teams are required to be ready for designated kick-off time.** Games begin at the designated start time; **the clock begins counting down.**
2. The duration of the game shall be **two equal periods of 25 minutes running-time** with a two (2) minute half time interval.
3. Games are to be played as per the game clock (or referee if game clock not available)  
**There is NO ADDED TIME.**

4. **If a team does not have the minimum three (3) players required after five (5) minutes of the scheduled start, the match will not be played.** (Game will be declared a default, see page 5.)
5. If a team arrives late for the game but within the five-minute grace period, the game may be shortened to allow the following games to begin on time.
6. No timeouts will be given in the game.

## **FINES AND PENALTIES**

<b>Infraction</b>	<b>Fine</b>
Fighting	\$100 fine + suspension
Red Card	\$20 fine + automatic suspension
4th Yellow Card (and beyond)	<i>\$10 each</i>
Late Arrival (5 min)	\$25 fine
Fan Misconduct	\$50 team fine
Forfeit	\$200 fine

## **TIEBREAKERS**

1. Goal difference
2. Head-to-head result
3. Goals scored
4. Fewest disciplinary points (cards)

## PLAYER AND TEAM REGISTRATION

- All players must be 18 years of age or older by the first game of the season.
- Each team must register a minimum of 6 players and a maximum of 15 players.
- Every participant must register as MSA (Manitoba Soccer Association) player registration before taking part in any game.
- Each team must designate a team representative/captain responsible for communication and conduct.
- Roster Add Deadline: No additional players may be added to a team's roster once the playoffs have started.
- Playoff Eligibility: Players must appear in at least 3 regular-season games to qualify for playoffs.

## PLAYOFFS

- Playoff seeding is based on regular-season standings.
- Top 8 teams qualify for playoffs.
- Playoffs use a **single-elimination format**.
- Tied playoff games go to a **5-minute overtime for 2 halves**. (no golden goal). If still tied, a **3-player penalty shootout** decides the winner.

## DISCIPLINE AND CONDUCT

- **Accumulated Cards:** Four yellow cards in the season = 1-game suspension.
- All cards **reset for playoffs**.
- **Violence, discriminatory behavior, or abusive conduct** may result in suspension or permanent removal from the league.
- Teams are **responsible for the conduct of their players and spectators**. Fines or suspensions may be applied for misconduct.
- Any player that receives red card will be subject to further suspension as per the MSA discipline minimums.

## YOUTH GUEST PLAYERS:

- A team must submit a completed Youth Guest Player Permit (the permit should be provided by the Youth Player) to allow a Youth Guest Player to play for their team.
- Youth Guest Player Permits can be obtained from the Winnipeg Youth Soccer Association (WYSA) Office at 211 Chancellor Matheson Road, Winnipeg, Manitoba R3T 1Z2.
- A copy must be sent to the MFL email ([info@manitobafutsalleague.com](mailto:info@manitobafutsalleague.com))

IN ACCORDANCE WITH MMSL AND MSA RULES - TO PLAY YOUTH PLAYERS  
THE TEAM REP ON THE BENCH MUST HAVE A CURRENT CPIC IN PLACE AND  
PROVIDED TO MFL EMAIL (info@manitobafutsalleague.com)

Rostered Youth Players:

Any 17-year-old youth player who turns 18 between November 2025 to April 2026 of the current indoor season may register as a senior player at the beginning of the indoor season during the September to December registration period.

To further clarify this, the player must be 17 when they register, not 16 turning 17 between October – December time period, otherwise they have to wait until January 1st to register as a senior player.

**Youth Player** – a youth player is a player who is under the age of 18 at any time during the year;

**Senior Player** – a senior player is a player who turns 18 or older on or after January 1 in any year.

## DEFAULTS

- All teams are expected to play their scheduled games and not default any games. It is not a right for a team to default a game in the season and should a default occur, the team will be fined \$150.00 for the first default and \$250.00 for the second default. Should a third default occur, the team will be fined \$300.00 and the face possible expulsion from the league.
- For all defaults the opposing team would be awarded 3 points and the team that defaults would have 1 point deducted from their standings. The opposing team will be awarded a 3-0 win.

## FORFEITS

- A forfeited game will result in a loss for the forfeiting team; the opposing team would be, awarded 3 points and the team that forfeits would have 1 point deducted from their standings.
- In all forfeited games the administration, referee and field rental fee of said game will remain the property of the M.F.L.
- Forfeited games will not be rescheduled.
- Upon approval of forfeiture, the M.F.L staff will inform both teams by phone or email.
- The opposing team will be awarded a 3-0 win, forfeiting team will have 1 point

deducted from their standings.

- The team forfeited the game will receive \$200 fine.

## **RULEBOOK AMENDMENTS**

- MFL reserves the right to **amend or clarify rules** during the season with prior notice to team representatives.