

 **NLSA Futsal Senior Tournament Laws and Rules**

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**LAW 1 – The Field of Play**

* All games are played at Macdonald Junior High School Gymnasium.
* The field dimensions are 34 meters long and 24 metres wide.
* Similar to outdoor soccer, there are clear boundaries surrounding the field of play. This encourages individuals to play with more control and purpose.

**LAW 2 – The Ball**

* All games will be played with a FIFA approved futsal ball. Futsal balls are slightly smaller, heavier and have less bounce than a regular soccer ball. Because they bounce less, futsal ball tends to stay on the ground more and stay in bounds, which encourages attacking and possession styles of soccer.

**LAW 3 – The Number of Players**

* All games are played 5v5 – 4 field players + a goalkeeper.
* The teams can register maximum 14 players. The goalkeepers must wear a different color jersey that distinguishes them from the rest of the players on either team. They must wear no. 1 while the rest of the team must wear numbers 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, and 14. There will be no exceptions as referees signal individual fouls based on these numbers. All team jerseys must be of the same colour. No exceptions.
* Substitutions are unlimited and can be made on the fly. Players must come all the way off the field of play before the new player may enter.

**LAW 4 – The Player’s Equipment**

* Player’s safety is very important and therefore players must meet the following set of requirements in order to play.
* Must wear tennis shoes or indoor soccer shoes. Players will not be allowed to play in outdoor shoes; they must have a pair of clean shoes to change into.
* Must wear age appropriate shin guards with socks that completely cover them. All team socks must be of the same color. No exception.
* Jewelry is prohibited and must be taken off before playing. Tapping bracelets and earrings is not acceptable – they must be removed.
* All team shorts must be of the same color. No exception.

**LAW 5 and 6 – The Referee**

* Whenever possible a certified referee will be assigned to games to enforce the laws of the games. However at times a young referee doing his/her assessment could be in charge.
* Each team is responsible to fill out the game sheet completely prior to the start of the game. Each player and team official must be recorded on the game sheet and no additions can be made to the game sheet after the start of the game.
* Referee to clearly print and sign the game sheet where indicated in order to get the payments for the game.
* Referee marks score, goal scorers, cards and discipline.
* Referee collects game sheets before the game and keeps them until the end of the game. They verify the name and jersey number recorded on the game sheet and places a check mark beside the individual’s name.
* If play is not able to commence within the 5 minutes of the designated game start time due to one or both teams not being prepared to play (insufficient players, incomplete game sheet) the game shall be cancelled and the team(s) responsible noted on the game sheet.
* A minimum of 4 players are required per team to start and maintain a game.
* A maximum of 14 players and 3 team officials can be listed on the game sheet and can be on the bench.

**LAW 7 – The Duration of the Match**

* Games are played for 50 minutes with two 25-minute halves and a 5-minute halftime. It is vital that games start and end on time to keep the games on schedule.

**LAW 8 – The Start and Restart of Play**

* Kickoff: The away team will kick off to start the game. Home team kickoff to start the second half. The ball is in play as soon as the ball moves in any direction. The ball must be played forward first. The tapped balls are not in play – the ball must move forward.
* Kick-In: When the ball completely crosses the touchline, play is restarted with a kick in on the line nearest to where the ball went out of bounds. Once the ball is stationary, the kicking team has 4 seconds to get the ball back in play. Failure to do so will result in the other team gaining possession of the restart. At the time of kick-in all opposing players must be at least 3 meters from the ball. When the ball strikes the ceiling, play is restarted with a kick-in from a spot on the touchline or halfway line nearest to where the ball crossed.
* Corner Kick: If the ball completely crosses over the goal line and was last touched by the defending team, the correct restart is corner kick for the attacking team. The referee will indicate which corner to take the restart from. The ball must ne placed anywhere on the corner arc and is in play once the ball has been kicked and moved.
* Goal Throw: If the ball completely crosses over the goal line and was last touched by the attacking team, the correct restart is a goal throw from the goalkeeper. The goalkeeper can move anywhere within the penalty areas and has 4 seconds to throw the ball back into play. No other players from either team can directly receive the ball while standing inside the penalty area. Any time the goalkeeper distributes the ball with their hands the must bounce or touch another player before crossing over the half way line. If the ball crosses the halfway line without bouncing or touching another player, the correct restart is a kick-in for the opposing team on the halfway line nearest to where the ball crossed.

**LAW 9 – The Ball In and Out of Play**

* The ball is considered out of play if it completely crosses over the touchline or goal line or if it strikes any object hanging from the ceiling or if the referee signals for an offense.

**LAW 10 – THE Method of Scoring**

* A goal is scored when the ball completely crosses over the goal line, between the two goal posts and under the crossbar. A goal may be scored directly from a corner kick or direct free kick. A goal may not be scored directly from a kick-in, a goalkeeper throw or an indirect free kick.

**LAW 11 – Offside**

* Offside is not enforced in Futsal. The only similar rule is that the goalkeeper’s distribution from their hands must bounce or touch another player before crossing the halfway line.

**LAW 12 – Fouls and Misconducts**

* Direct Free Kick: A direct free kick is awarded to the opposing team if a player commits any of the following offenses: Holds an opponent, handles the ball, slide tackles an opponent, kicks an opponent, trips an opponent, jumps at an opponent, charges on opponent, strikes or attempts to strike an opponent, or pushes an opponent. A direct free kick is taken from the spot on the field where the offense occurred. Once the ball is stationary, the player has 4 seconds to get the ball back into play. All opposing players must remain at least 5 meters from the spot of the free kick.
* Indirect Free kick: An indirect free kick is awarded to the opposing team for the following offenses: Goalkeeper receives a ball with their hands after a teammate played the ball with their feet, goalkeeper handles the ball for more than 5 seconds before distributing the ball, a player plays in a dangerous manner, obstructs an opponent, or prevents the goalkeeper from releasing the ball. An indirect free kick is taken from the spot on the field where the offense occurred. Once the ball is stationery, the player has 4 seconds to get the ball back into play. All opposing players must remain at least 5 meters from the spot of the free kick.

**LAW 13 – The Penalty Kick**

* A penalty kick is awarded for any offense occurring in the defender’s penalty area, which would normally results in a direct free kick. The ball is placed on the first penalty spot and is in play once it has been kicked and moves forward.

 **Extracts from FIFFA Futsal Laws of the Game**

* Teams may call one one-minute timeout per half (when in possession of the ball, ball out of play).
* Teams are comprised of four outfield players and one goalkeeper
* The goalkeeper must wear a different color jersey than the outfield players.
* There are no off sides in futsal.

**Substitutions**

* All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.
* A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
* Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
* All substitutions must take place in the technical area (in front of the team bench) – not at the half-way line.
* All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

**Restarts**

* **Kickoffs**: are indirect. The ball must be played forward first.
* **Kickins**: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. The kicker’s non-kicking foot must be out of bounds or on the line. ( A kickin that goes directly in the opposing goal is a goal clearance for the opposing team. A kickin that goes directly in the defensive goal is a corner kick for the opposing team).
* **Goal clearances**: are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his/her hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.
* **Corner kicks**; are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.
* **Free Kicks**: may be direct or indirect. The ball must be stopped completely before the kick may be taken
* **Penalty Kicks**: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 5 meters and must be behind an imaginary line running from touchline to touchline even with the penalty spot.
* **Distance**: For all the above, except goal clearances, opponents may not be closer than 5 meters.
* **Ceiling**: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kickin from the nearest point on the touchline.

**Fouls and Misconducts**

* **Indirect Free Kicks**: when a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with his/her hands or commits any offence for which play is stopped to caution or eject a player.
* **Direct Free Kicks**: When a player kicks or attempts to kick an opponent , slide tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.
* **Yellow Card/Caution**: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.
* **Red Card/Ejection**: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
* **Accumulated Fouls/AFPK**: All penal fouls are recorded on the score sheet and on the scoreboard. If red fouls blue a sixth time in one half, for that sixth penal foul and all subsequent fouls in that half , blue is awarded an accumulated fouls penalty kick. If the fouls occur farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area), the attacking team may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. All AFPK’s must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 5 metres and must be behind the imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper may be off his/her line, but may not be nearer than 5 meters from the ball. Accumulated fouls are reset to zero at the beginning of the second half.
* **Second penalty Spot**: 10 meters from the center of the goal.
* **Penalty Spot**: 6 meters from the center of the goal
* **Advantage**: Advantage will be applied in futsal, with penal fouls still counting as accumulated fouls. If the referee shouts “ play on” and gestures with both arms, the foul was a penal foul and will be counted accordingly. If the gesture is with one arm , the free kick would have been indirect and thus does not count toward the total.