



Futsal Rules

As of November 15, 2023

Players & Rosters

Match is played 5v5, one of whom is the goalkeeper. A match may start if either team has a minimum of 3 players.

Roster size: 14 players max can be suited to play in a game. Can have up to 3 permit players per game. Permit players must be on your roster as permit players before your game.

Players (including goalies) cannot be rostered on more than two teams in the same division.

Game Duration - 24-minute halves, running clock, with a 2-minute halftime.

Basic Game Rules

There are 5 basic rules that your team must know before playing their game:

Four seconds on all restarts - Restarts are: kick offs, kick ins, corner kicks, goal clearance, free kicks Referee must visibly perform the count. Except on Direct and Indirect free kicks, and kick offs, where count isn't visible.

Goal Clearance

Done by throwing or rolling the ball. No punting nor drop kicking is permitted.

When the ball goes out of play (meaning when the ball goes out of bounds), keeper must then throw or roll the ball. Rolling the ball out to a player is a good way to practice this rule.

Pass Back to the Goalkeeper Rule -

Once keeper plays the ball, it cannot be passed back to him/her unless there is a defensive touch of the ball or it goes out of bounds.

Substitutions -

Unlimited and are done on the fly and via the team's substitution zone.

****Procedure:* the substitute enters the pitch only after the substitute player hands the pinnie to the player they are replacing. Infringement is sanctioned with a stop of play where the substitute will be asked to perform the substitution event correctly. An indirect free kick from the position of the ball at the time of the stoppage, against the team committing the offence.

Note: Substitution of goalkeeper is same as with any other player.

Halftime

Teams will switch benches to substitute from their defending area.

Equipment/Game Format

Score Table - Each score table will be comprised of 1 individual:

Ball - Futsal ball of proper size for the age playing. Size 200 (#3) for U6 thru U13, and size 400 or 500 (#4) for U14 and older. Home site will provide Futsal ball.

Uniforms - Players on same team must wear same color uniforms (jerseys, shorts and socks), shinpads and footwear with flat soles (no turf or cleat shoes allowed). The uniform of the goalkeeper must be a distinctly different color from that of his team, the opposing team and the referees. Home team changes color in case of conflicting colors. All players must wear numbered jerseys, and no two players on the same team may have identical uniform numbers.

- A player wearing a soft cast is permitted to play with permission of the referee.
- Hard casts are not permitted.

Timekeeper indicates end of each period with an acoustic sound (buzzer), once referee hears the buzzer, he/she announces the end of the period or match with his whistle.

Note: time is extended if a penalty kick or direct free kick must be taken or retaken, the period in question is extended until the kick has been taken.

In both cases, the period or match ends when:

- (a) the ball goes directly into goal and a goal is scored
- (b) the ball leaves the pitch
- (c) the ball touches the goalkeeper or another player in the defending team, the goalpost, crossbar or ground, crosses the goal line and a goal is scored.
- (d) the defending goalkeeper or another player in the defending team touches the ball or it rebounds off the crossbar or goalpost and does not cross the goal line.
- (e) the ball touches any player in the team that played the ball, except if an indirect free kick was taken and the ball was heading towards the opponent's goal after being touched by the second player.

Time Outs - Each team has ONE timeout per half and can only be taken when in possession of the ball and or out of play.

Note: Referee can ask for a time out at his discretion at any time (injury, for delay of game, if needs time to explain a rule to a coach or player and)

Fouls and Violations

Fouls - Fouls penalized with a direct free kick for:

- kick / attempt to kick an opponent
- trips an opponent
- jumps at an opponent

- charges an opponent
- striking an opponent / attempt to strike
- pushes an opponent
- tackles an opponent
- handling the ball deliberately (except goalkeeper within his/her own penalty area.)

All the above are considered accumulated fouls, and direct free kick taken from the place where the offense occurred.

Fouls penalized with an indirect free kick for:

- Pass back to the Goalkeeper Rule: once keeper plays the ball, it cannot be passed back to him/her unless there is a change of position. Violation sanctioned with an indirect free kick from top of the penalty area.
- Goalkeeper handling the ball on his own half for more than 4 seconds.
- Goalkeeper touches the ball with his/her hands in the penalty area after kicked to him/ her by a teammate including on kick ins.
- For dangerous play, and obstruction
- For illegal substitutions.

Indirect free kicks are taken from the place where the infraction occurred unless it takes place in the penalty area, then it's taken at the edge of the penalty area.

Accumulated Fouls - Once a team reaches 5 accumulated fouls in a half, the sixth and all subsequent fouls in the same half are sanctioned with a direct free kick without a wall, taken from the second penalty mark or from where the foul occurred within the final 10 meters. Accumulated fouls from the first half don't carry over to the second half.

FOULS OF MISCONDUCT A player or a coach can commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as well as technical details regarding filling in the scorebook improperly.

A player manager or coach ejected will have an automatic minimum one (1) game / games suspension regardless of the cause of the ejection. Depending upon the severity of the unacceptable conduct, a suspension for more games may occur.

Yellow Cards are not accumulated from game to game. If a red card is given to a player/coach and they are sent off, they must serve his/her game suspension during the next scheduled match.

Yellow and Red cards must be noted on the referee game sheet, and an incident report must be filled by the referee.

****CONTROL OF SIDELINE CONDUCT* (Code of Conduct)***

Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". League Staff has the authority and the responsibility to remove any person(s) from the facility for abuses of conduct. The team manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach and the fans who behave in an abusive or disruptive manner.

Kick offs/Kick ins/Restarts

Kick Offs - at the start of the match the home team chooses what goal to defend. Ball is in play when kicked and moves any direction. A goal may be scored directly from the kick off. Coin toss is still taken to decide who kicks-off.

Kick Ins - If an opposing player is closer than the required distance, the kick in is retaken (unless advantage given) - Cannot score directly from a kick in. Player can kick in ball to goalkeeper, but the goalkeeper cannot pickup the ball.

Corner Kicks - Same as with kick ins - Can score directly from a corner kick.

Four Seconds on all Restarts - Restarts are: kick offs, kick ins, corner kicks, goal clearance, free kicks Referee must visibly perform the count. Except on Indirect free kicks, where count isn't visible.

Distance on Restarts: 5 meters - (all kick ins, corner licks, free kicks, kick offs, penalty kicks, goal clearance)
Infringement is penalized with a direct free kick from the spot of the infringement, and the infringing player is cautioned.

Goal Clearence: When keeper saves the ball and prevents it from going out of bounds, he she can then throw it or punt anywhere on the court.