

# Futsal Rules

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## General Rules

- There is no overtime, injury time, stoppage time or time outs.
- Teams are composed of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offside.
- Shin Guards, tall socks, and flat shoes (No cleats) are required in order to participate.
- No switching sides after halftime.

## 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 marked area (in front of the team bench)-- *not* at the half-way line.

## Restarts

**Kickoffs:** are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.

**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 of 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 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 indirect or direct. 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 16 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

**Distance:** For all of the above, except goal clearances, opponents may not be closer to the ball than 5 yards

**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 Misconduct

**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 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 an 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.

**Penalty Spot:** 20 feet from the center of the goal

# The Goalkeeper

- Must wear a different color shirt. He/She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick directly to his/her feet
- May kick the ball directly over the half-way line.
- May score directly with his/her feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than four seconds in his/her own half.
- May throw the ball directly across the half-way line. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.
- May only touch/receive the ball once per team possession unless the ball crosses midfield, is touched by an opponent, or goes out of play.

# Points System/Tie Breakers

- Win = 3 points
- Tie = 1 Point
- Loss = 0 Points

Tie Breakers: In Order

1. **Head To Head Competition.** Who beat whom during league play?
2. **Least Goals Allowed.**
3. **Most Goals For.**