

Futsal Rules of Play

General Rules

- Each regular season match consists of two equal halves of 25 minutes.
- A two-minute half-time period will occur between halves.
- Each team gets one timeout per half. The timeout is for one minute (when in possession of ball or ball out of play.)
- There is no overtime, injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper (5 vs. 5.)
- The goalkeeper must wear a different color jersey than the outfield players.
- All players must wear the following: shirt, shorts, shin guards, socks, non-marking sneakers – no exceptions.
- No casts or splints are allowed.
- Players may not wear eyeglasses.
- No slide tackling.
- No off sides.
- No jewelry, earrings, watches, metal barrettes.

Substitutions

- All substitutions take place during play; this includes goalkeeper substitutions. Referees will not stop play for goalkeeping substitutions. Coaches are encouraged to change goalkeepers during halftime, during timeouts and after the opposing team scores.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone. Coaches should have players slap hands at the touchline to ensure that no more than five players are on the court at any time.
- All substitutions must take place in front of the team bench -- *not at the halfway line*.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

Restarts

- *Kick offs are indirect*. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.
- There are no throw-ins.
- *Kick-ins are indirect*. The ball must be placed on the line and the kick must be taken within 4 seconds. The kicker's plant foot must be out of bounds or on the line. (A kick in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick in that goes directly in the defensive goal is a corner kick of the opposing team.)
- *Goal Clearances* are taken when the ball fully 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 end line from either side of the goal.

- The ball may not cross the half way line without first being touched by the ground or another player.
- *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 closer than 15 feet from the ball and must be behind an imaginary line running from touchline to touchline even with the penalty spot.
- Distance from the ball for all of the above, except goal clearances is 15 feet.
- *Ceiling:* If the ball hits the ceiling or other objects, the team that did not touch the ball last restarts play with a kick in 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), prevents the goalkeeper from releasing the ball with her hands, 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, slides or slide tackles (automatic yellow card/caution) an opponent, jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponents, pushes an opponent, holds an opponent, spits at an opponent, touches the opponent while attempting to win the ball, handles the ball deliberately.
- *Yellow Card / Caution:* The offending player is shown a yellow card. Coaches are encouraged to remove the offending player from the match at this time.
- *Red Card / Ejection:* The offending player must leave match and facility. 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
- *Advantage:* Advantage will be applied in Futsal, with penal fouls still counting as accumulated fouls. If the referee shouts, "play" 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.

The Goalkeeper

- Must wear a different color shirt. She may wear long pants and/or other padding as deemed safe by the match referee.
- May slide in his penalty area but only when playing the ball.
- May receive a kick in directly.
- May kick the ball directly over the halfway line.
- May score directly with his 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 her half.

- Clearances and other distributions are indirect. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.

Additional Information for Coaches

- Balls may only be used inside the gymnasium. Players may stretch and loosen in the hallway but may not use balls.
- Wheelies and soccer cleats are not permitted inside facilities.
- Size 4 Futsal ball match will be provided by the league.
- Teams are expected to arrive a minimum of 10 minutes before kickoff. We have to start on time.
- Teams are responsible for providing their own medical supplies, including ice.