

SPORTS NETWORK and FITNESS

RULES FOR FUTSAL

October 2007

Sports Network and Fitness, Inc. rules for FUTSAL are based on FIFA Laws of the Game modified for indoor play in our facility. The major differences are summarized below.

1. Number of Players:

U-11 and younger	6 Normal	4 to start
U-12 and older	5 Normal	3 to start

(Coeds may play with a maximum of 3 males or a maximum of 4 females up to the normal allowed.)

2. Ball: SNF will provide futsal balls.

An Official size 3 Futsal ball will be used for all age groups.

3. Substitutions: Unlimited "on the fly" without the referees permission. Must occur at the touchline in front of the player's own bench and must not interfere with play (IFK).

4. Rosters: 18 maximum. League players may be added up to the last game before playoffs. Tournament rosters are final after the first match.

- a. All players must be rostered **and** able to provide proof of age on request.
- b. Team rosters may be inspected for accuracy at any time. Teams may make roster challenges at any time during a match – they will not be accepted after a match. Valid challenges will result in a forfeit win of that match.
- c. Players can play for only one team within a division. Goalkeepers are the only players allowed to play for more than one team in the same division. They may not serve as field players for either team.
- d. Players must have reached the respective age to play in age specific divisions i.e. 30 years old for O30, 18 years old for adult leagues etc. For all youth players USSF age groups apply. SNF reserves the right to combine age groups if necessary to equal the level of play or to fill divisions. Teams will be given the opportunity to withdraw without penalty if this situation does not appeal to their group.
- e. Unless specified as a coed competition, adult and high school players must play in their appropriate divisions due to liability issues.

5. Equipment:

- a. ***Cleated soles and turf shoes are not permitted.*** Flat soled indoor soccer shoes or athletic shoes are required. Rental shoes may be available.

- b. **Shinguards are required for youth and high school leagues and tournaments** and are strongly recommended for adult league and tournament play.
- c. **Teams are required to have a dark colored jersey and alternate light colored jersey. Referee has the final say on what is acceptable. Goalkeepers must be distinguishable.**

6. Duration of Play:

A running clock is used for all matches in order to keep games on schedule. The referee may, at his/her discretion, extend time by no more than 2 minutes in cases of penalties or severe injury.

<u>Type match</u>	<u>Half</u>	<u>Halftime</u>	<u>Time-outs</u>
League	2 x 25's	2minutes	1 minute each per half
Tournament	2 x 15's+	2minutes	1 minute each per half

One 5 minute sudden victory overtime period will be played for league playoffs and tournament quarter-final, semi-final and final matches. The overtime period will start with a drop ball. Modified FIFA PKs (see rule 21) will be taken if a match is still tied at the completion of 1 overtime period.

Time-outs

Teams are entitled to a one minute time-out in each period except overtime. Only the team in possession may call a time-out. Subs must wait until the time-out is complete. Unused 1st half time-outs do not carry over.

7. Kick Off: The ball may be played backwards. A goal may be scored directly from the kick-off. All players of the opposing team must be at least 10 feet from the ball until it is in play.

8. Five Second Restart Rule: A restart must occur within 5 seconds of placing the ball for a free kick, corner kick or goal clearance (IFK) once the defenders have given the required 10ft..

Note: Goalkeepers must also release within 5 seconds after gaining possession and returning to their feet (PK spot). Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area

9. Ball Out of Play: If the ball passes completely over the touch line or goal line, the restart is a kick-in, goal clearance or corner kick. If the ball hits the overhead netting, the restart is an IFK under the point of contact. A goal MAY NOT be scored directly from a kick-in.

10. Offside: There is no offside.

12. Slide Tackling: Sliding is permitted by goalkeepers in the penalty area provided he/she does not endanger the safety of the opponent. Players may slide in open space

but **not tackle**. Referees will use discretion for normal keeper play in the penalty area.

13. Injuries: All injuries must be reported to the manager on duty. Any player who is bleeding must leave the field.

14. Goalkeeper Releases: Goal clearance procedure: ball shall be thrown or kicked from a dribble from any point inside the penalty area by the goalkeeper. He/she may not play the ball a second time unless it has been touched by an opponent or crossed the halfway line. (IFK from the penalty spot). There are no mid-court restrictions. Goals may be scored from a keeper's goal clearance.

15. Pass Back Rule and Restrictions: A player may pass the ball back to the keeper using his/her head, chest, knee etc. provided that he/she receives it after the ball has crossed the halfway line OR has been touched or played by an opponent. (IFK from point of infraction)

16. Misconduct:

Referees are instructed that sliding tackles and shoulder charges are illegal. Any other contact, regardless of intent, that puts an opponent off balance and at risk of falling is also a foul in Futsal.

a. Blue: 2 minute penalty with replacement.

b. Yellow: 2 minute penalty without replacement.

c. Red: 5 minute penalty without replacement. The offender must leave the playing area and sit out the team's next match.

d. Bench personnel can be issued cards and are required to leave the playing area if red carded.

e. Time penalties are not reduced by the scoring of a goal. Goalkeepers must serve their own penalties.

***Accumulated fouls:** Are those punishable by a direct free kick as in Law 12.

- The first five accumulated fouls committed by each team are recorded by the referee on the match report. The defending players may form a wall and must give the appropriate distance. Kick is taken from the point of the infraction.
- At the 6th accumulated foul, the defending team may not form a wall. All players shall remain on the pitch behind an imaginary line that is level with the ball, parallel to the goal line, and outside the penalty area. The kicker must shoot and not pass.
- If the 6th foul was committed by a player in the opponent's half or in the space between the midfield line and the second penalty mark of his/her own half, the kick shall be taken from the second penalty mark. If a player

commits a 6th foul in his/her own half between the second penalty mark and the goal line (but not in the penalty box), the opponent can choose whether to take the kick from the second penalty mark or at the place where the infringement occurred.

Sports Network and Fitness, Inc. reserves the right to require any player, coach, team or visitor who engages in violent, abusive, threatening or offensive conduct to leave the premises. They may also be suspended from further play, leagues and activities if circumstances warrant.

17. Free Kicks: Indirect (IFK) and Direct (DFK). Opposing players must give 10 FEET on all free kicks or be cautioned (Rekick).

18. Tie Breakers:

League Play

1. Most Points
2. Head to Head
3. Goal Differential
4. Least Goals Against
5. Most Goals For
6. FIFA PKs (modified)
7. Coin Toss

Tournaments

1. Most Points w/o Bonus Points
2. Head to Head
3. Most Bonus Points
4. Goal Differential
5. Least Goals Against
6. FIFA PKs (modified)
7. Coin Toss

19. Point System: Win - 3 Tie - 1 Loss - 0

Bonus Points: (for tournaments only)

- | | |
|-----------------|----------------|
| Shut-out | 2 Bonus Points |
| 4-5 goals | 1 Bonus Point |
| 6 or more goals | 1 Bonus Point |

21. FIFA PKs (modified): The kicker is limited to a one step approach. The five players to take kicks must come from the six on the field when time expires. If the score is tied after five kicks, the same five players alternate kicks until one team wins.