

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: 12 players max can be suited to play in a game. Can have up to 3 guest players per game. Guest players must be on your roster as guest players before your game.

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

Game Duration – 23-minute halves, running clock, with a 2-minute halftime.

BASIC GAME RULES

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

1. Four seconds on all restarts – Restarts are: **kickoffs, kick-ins, corner kicks, goal clearance, & free kicks.** The referee must visibly perform the count. Except on Direct and Indirect free kicks and kickoffs, where the count isn't visible.

2. Goal Clearance – Rule applies to AFL and PFL divisions
(No punting nor drop kicking is permitted for AFL divisions only)

- When the keeper saves the ball and prevents it from going out of bounds, he/ she can then throw it anywhere on the court.
- When the ball goes out of play, the keeper must then play ball on his/her side of the court first.
- *If the ball is thrown over half-line and indirect kick is awarded to opposing team at the spot where the ball crossed the half line.
- In all goal clearance situations opposing players must be outside of the goalkeeper box.

3. Pass Back to the Goalkeeper Rule – **Once the keeper plays the ball, it cannot be passed back to him/her unless there is a change of possession and the ball is then recovered, at which point it can be played back. A change of possession happens when the opposing team merely touches the ball, which, if then recovered, can be played back to the goalkeeper.**

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

Procedure: The substitute enters the pitch only after the player being replaced tags him.

NOTE: Substitution of goalkeeper is the same as with any other player.
HALFTIME, teams will switch benches to substitute from their defending area.

KICKOFFS – KICK INS – RESTARTS

Kickoffs – At the start of the match, taken by the home team. The ball is in play when kicked and moves. A goal may not be scored directly from the kickoff.

**If ball enters the opponent's goal, a goal clearance is awarded.*

Kick-Ins – The kicker must have one foot on the touchline or behind it, the ball must be on the touchline or behind it. Infringement is penalized by awarding the kick-in to an opposing player. Suppose an opposing player is closer than the required distance. In that case, the kick in is retaken **(unless advantage is given)** – **Cannot score directly from a kick-in.**

**If the ball enters the opponent's goal, a goal clearance is awarded. If the ball enters the kicker's goal, a corner kick is awarded.*

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

Four Seconds on all Restarts – Restarts are **kickoffs, kick-ins, corner kicks, goal clearance, & free kicks.** The referee must visibly perform the count. Except on Indirect free kicks, where the count isn't visible.

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

EQUIPMENT/GAME FORMAT

Score Table – The referee manages the score table.

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

**City Futsal will provide the game ball*

Uniforms – Players on the same team must wear the same color uniforms – Shin guards and footwear with flat soles **(no turf shoes allowed)**. The goalkeeper's uniform must be a distinctly different color from that of his team, the opposing team, and the referees. The home team changes color in case of clashing 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 the permission of the referee.
- Hard casts are not permitted.
- The end of each period is indicated with an acoustic sound **(buzzer)**; once the referee hears the buzzer, he/she announces the end of the period or match with his whistle.
- **(a)** 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.
- **(b)** ball played towards one of the goals before the buzzer sounds; the referee must wait for the kick to end before announcing the end of the period or match with a whistle.

In both cases, the period or match ends when:

- (a) the ball goes directly into the 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 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. The ball was heading towards the opponents' 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 it's out of play.

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

FOULS & VIOLATIONS

Fouls penalized with a direct free kick for:

Tripping | Pushing | Shoving | Holding | Charging | Striking an opponent | Handling the ball deliberately **(except goalkeeper within his/her penalty area.)**

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

Accumulated Fouls – Once a team reaches five accumulated fouls, the sixth and all subsequent fouls are sanctioned with a direct free-kick without a wall and taken from the second penalty mark. Accumulated fouls from the first half don't carry over to the second half.

Fouls penalized with an indirect free kick for:

- Passback to the Goalkeeper Rule: once the 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 the top of the penalty area.
- Goalkeeper handling the ball on his/her 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
- Goal clearance violation
- For dangerous play and obstruction
- For illegal substitutions.

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

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

Procedure: the substitute enters the pitch only after the player being replaced tags him.

Infringement is sanctioned with a stop of play and an indirect free-kick from the ball's position at the stoppage's time, against the team committing the infraction.

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

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, and technical details regarding filling in the scorebook improperly.**

A player, manager, or coach ejected will have an automatic minimum one **(1)** game 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 the referee must file an incident report.

CONTROL OF SIDELINE CONDUCT

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 conduct abuses.** The team manager/coach will be responsible for their fans' behavior. 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.

Games that end due to disruptive behavior will also result in a fine of \$50