



RECREATION FUTSAL LEAGUE RULES

Updated 1/3/2017
Wolves Futsal Club
(A Sidekick Sports Academy company)

LAWS of the GAME

QUICK RULES

- NO punting
- NO off-sides
- Switch benches at halftime
- Kick-offs and Kick-ins are *indirect*
- Players have 4 seconds to take restarts (kick-ins, goal kicks, etc)
- Goal clearances are distributed with the hands ONLY
- Defenders must be 16 feet from the ball on all restarts
- Substitutions on the fly, but player must leave before substitute enters
- Beginning with the 6th foul in a half, penalty kicks from the second penalty mark are taken

GAME LENGTHS

- All games are 40 minutes in length
- Matches are broken up by two 20-minute periods

MORE DETAILED RULES

- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- There is no overtime, injury time or stoppage time.
- U8-under teams are comprised of three outfield players (3 v 3)
- U8-plus teams are comprised of four outfield players and one goalkeeper (5 v 5)
- A team must have three players to begin a match. No team may have fewer than three players on the pitch at any time.
- The goalkeeper must wear a different color jersey than the outfield players.
- All players must wear the following: shirt, shorts, shinguards, socks, non-marking sneakers -- no exceptions.
- Each team must wear a distinctively colored shirt with a number on the shirt.
- No casts or splints are allowed.
- Players may not wear eyeglasses. Sport-specific eyewear worn with a strap are okay.
- Jewelry (including hair beads), watches, earrings, metal barettes and other dangerous items are not permitted.

- Legal contact shall not be careless, reckless or excessive.

Substitutions

All substitutions are on the fly/flow of play. This includes goalkeeping 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 are asked to have players slap hands at the touchline to ensure that no more than five players are on the court at once.

Any substitute who enters the field of play before the player being replaced has completely left the field of play will be shown a yellow card.

All substitutions must take place in front of the team bench -- *not* at the half-way 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.

Kick-ins: 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 plant foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal – without being touched – 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 wholly crosses the goal line after being touched last by the attacking team. **The goalkeeper must use their hands** to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area. A ball thrown directly into the opposing goal – without being touched – results in a goal clearance for the opposing team.

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 16 feet.

Ceiling: If the ball hits the ceiling or other object, 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 or commits any offence for which play is stopped to caution or eject a player. **Heading the ball is an offence and is restarted with an indirect free kick.**

Direct Free Kicks: When a player kicks or attempts to kick an opponent, slide tackles an opponent with harm, 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. Coaches are encouraged to remove the offending player from the match at this time. If a player earns two yellow cards in a match, he is shown a red card. If a player earns three single yellow cards during any league session (including friendlies), he is suspended for one game.

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. Any player that earns two red cards during a league session will be suspended for the remainder of the session, including playoffs.

Accumulated Fouls / AFPK: All penal fouls are recorded on the score sheet and on the scoreboard. If red fouls blue a sixth time in one half, for that sixth penal foul and all subsequent penal fouls in that half, blue is awarded an accumulated fouls penalty kick. If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. A clearly identified kicker must shoot all AFPK's at goal. The defending team may not make a wall and 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 spot of the kick. The goalkeeper may be off her line, but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half.

Second Penalty Spot: 30 feet from the center of the goal (midway between basketball three-point arc nearest goal & half court line)

Penalty Spot: 20 feet from the center of the goal (top of the basketball three-point arc nearest goal)

Advantage: Advantage will be applied in futsal, with fouls still counting as accumulated fouls. If the referee shouts, "play on" 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. May wear long pants and/or other padding as deemed safe by the match referee.
- May slide in his own penalty area but only when playing the ball.
- May receive a kick-in or kick-off directly.
- May kick the ball directly over the half-way line.
- May NOT receive the ball twice from teammate(s) in possession before the opponent touches the ball first.

- 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 own half.

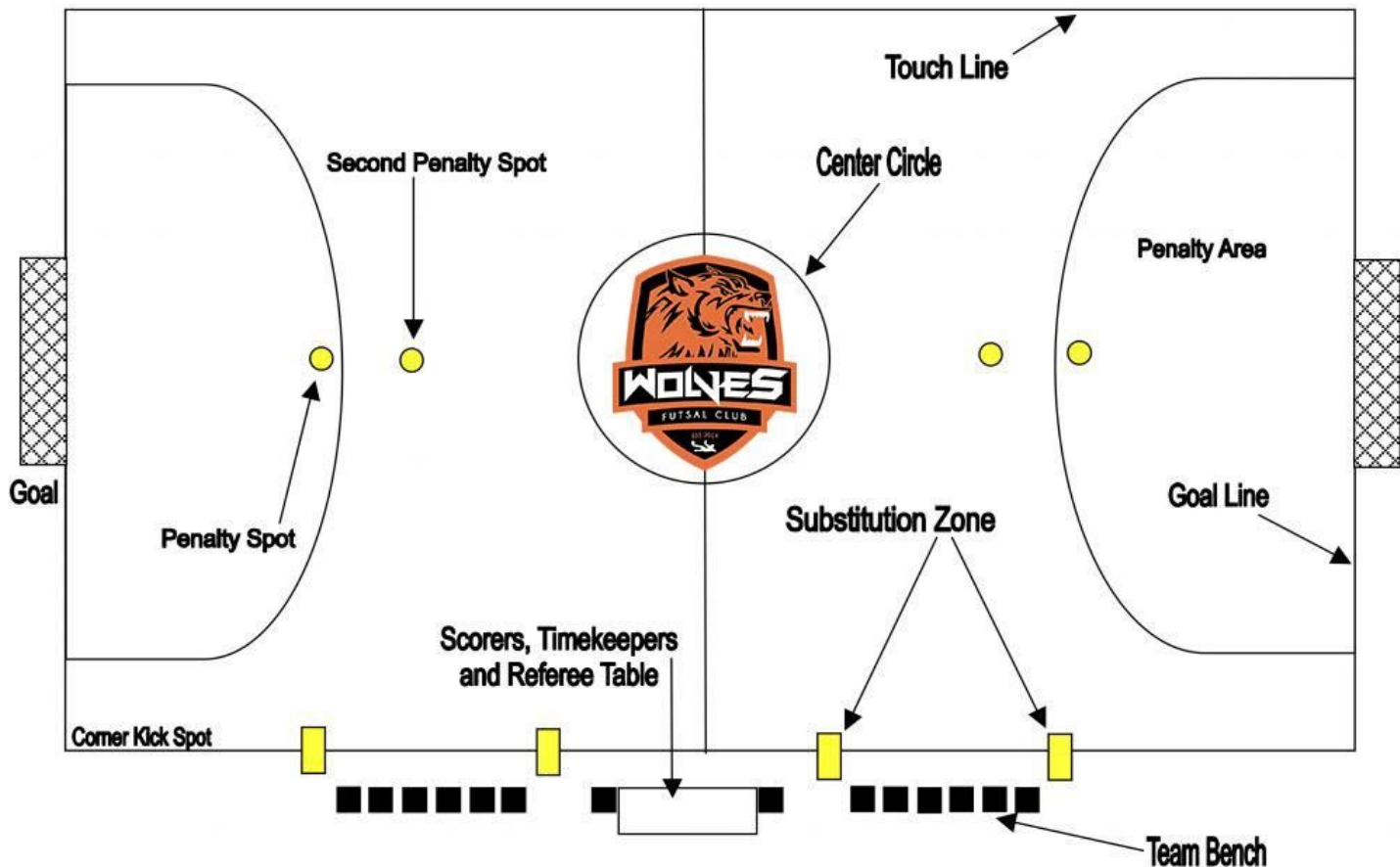
PLAYOFFS/EXTRA TIME

- If a Playoff Match ends in a tie after regulation, the following applies to determine a winner:
 - Three-Minute Overtime – Golden Goal (i.e. first team to score immediately wins)
 - No switching of the benches
 - Fouls & timeouts carry over from the second half
 - If no goal is scored at end of Overtime, then Penalty Kicks are taken to determine winner:
 - Net is chosen at which the kicks will be taken
 - Coin toss decides which team takes the first or the second kick (captain of higher seed in playoffs makes call)
 - Subject to the conditions explained below, both teams take three kicks (i.e. **Best of Three**)
 - The **kicks are taken alternately** by the teams
 - If, before both teams have taken three kicks, one has scored more goals than the other could score even if it were to complete its three kicks, no more kicks are taken
 - If, after both teams have taken three kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
 - **All players and substitutes are authorized to take the penalty kicks**
 - **A goalkeeper may be replaced by any player while kicks are being taken from the penalty mark**
 - **Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick**
 - **An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken, provided that the referee is informed and his equipment is suitable**
 - Only the eligible players, including the goalkeepers, the referees and the third referee are permitted to remain on the pitch when kicks from the penalty mark are being taken
 - All eligible players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch with the third referee
 - The goalkeeper who is the team-mate of the kicker must remain on the opposite side to the substitution zones, on the pitch level with the penalty mark and at least 5yds from it
 - If, at the end of the match or extra time and before the kicks start to be taken from the penalty mark, one team has a greater number of players, including substitutes, than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded
 - If a team must reduce its numbers to equate with that of its opponents, it may exclude the goalkeepers as players eligible to take the penalty kicks
 - A goalkeeper excluded from taking penalty kicks in order to equate the number of players of his team with that of its opponents, i.e. who is located in his technical area, may replace his team's goalkeeper at any time



Additional Information for Coaches

- Wheelies and soccer cleats are not permitted inside facilities.
- Flat-soled indoor soccer shoes and/or cross-training shoes are BEST to play in.
- All players must change their footwear in the facility lobby before entering the gymnasium. Coaches with wet or dirty feet must change their footwear as well.
- U12 and younger leagues will use size 3 ball; U13 and older leagues will use a size 4 ball. In most cases match balls will be provided by the league; however, in the event a match ball is not provided, the home team is required to provide a match quality ball.
- Teams are expected to arrive a minimum of 20 minutes before kickoff.
- Teams are responsible for providing their own medical supplies, including ice.
- In the event two teams are wearing the same color, the home team must change colors and must do this before kickoff. If your team doesn't have a change strip, please be sure you have pinnies.
- Head coaches are responsible for controlling the conduct of their assistants, managers, players and spectators.



For additional information, please go to:

wolvesfutsal.com