



# Futsal Rules

## **RULE #1: THE PLAYING COURT**

- A. Basketball court (90ft L X 45ft W)
- B. Penalty Kick top of 3 point arch (19ft)
- C. Goals (2m h x 3m w)
- D. Goal box is marked by blue lines

## **RULE #2: THE BALL**

- A. Size: #3 (Ages 7-12) Size: #4 (Ages 13 & up) Official Futsal Ball (Low Bounce Ball)
- B. Circumference: 60-62 cm
- C. Weight: 390-430 grams
- D. Bounce: 55-65 cm on first bounce
- E. Material: Leather or other suitable material (i.e. not dangerous)

## **RULE #3: NUMBER OF PLAYERS**

- A. A full team will start with 5 players including the goalkeeper
- B. Minimum number of players to start match: 3
- C. Minimum number of players to finish match: 3
- D. Maximum number of substitutes: 7
- E. Substitution limit: None
- F. Substitution method: No flying subs! Stoppage of play when in control of the ball.

## **RULE #4: PLAYERS' EQUIPMENT**

- A. Usual equipment: Same colored shirts, shorts, socks and footwear with rubber soles. **Shin-guards are mandatory for players under the age of 18. Optional for 18 and older.**

## **RULE #5: REFEREE**

- A. Duties
  - 1. Enforce the rules
  - 2. Apply the advantage rule
  - 3. Keep record of all incidents before during and after game
  - 4. Stop game when deemed as necessary
  - 5. Caution or expel players guilty of misconduct, violence or unsportsmanlike conduct
  - 6. Signal restarts after stoppage of game
  - 7. Decide if ball meets with stipulated requirements
- B. Positioned on same side as player benches
- C. Timekeeper; starts and stops time according to discretion

## **RULE #6: DURATION OF THE GAME**

- A. Duration: 42 minute game
- B. One 1 minute time out per team per game

## **RULE #7: THE START OF PLAY**

- A. Procedure: A coin toss will determine who kicks off. The ball is deemed in play once it has traveled the distance of its own circumference; kicker shall not touch ball before someone else touches it; ensuing kick offs taken after goal scored and start of second half. May not score directly from kick off.

## **RULE #8: FOULS AND MISCONDUCT**

- A. Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area) occur:
1. Kicking or attempting to kick an opponent
  2. Tripping an opponent
  3. Jumping at an opponent
  4. Charging an opponent in a violent or dangerous manner
  5. Charging an opponent from behind
  6. Striking, attempting to strike or spitting at an opponent
  7. Holding an opponent
  8. Pushing an opponent
  9. Charging an opponent with shoulder (i.e., shoulder charge)
  10. Sliding at an opponent (i.e., sliding tackle)
  11. Handling the ball
- B. Indirect free kick awarded when any of the following 3 offenses is committed:
1. Dangerous play
  2. Obstruction
  3. Charging player in penalty area
- C. Players shall be cautioned when:
1. A substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
  2. He persistently infringes the laws of the game
  3. He shows dissent with any decision of the referee
  4. He is guilty of ungentlemanly conduct. The aforementioned four Yellow Card offenses are punishable by an indirect free kick taken from the point of infringement
- D. Players shall be sent off for:
1. Serious foul play
  2. Violent conduct
  3. Foul or abusive language
  4. Second instance of cautionable offense
  5. Intentionally impeding a clear goal opportunity
  6. Intentionally handling the ball in penalty area

Direct free kicks (or penalty kicks) accompany the expulsion for 1,2,5 and 6. Indirect free kicks, for 3 and 4

- A. Rules of Expulsion:
1. The player sent off is out for the rest of the game and is not even permitted to sit on the reserve bench.
  2. The team of the player sent off can substitute for that player after two minutes of playing time or after the opposing team scores, whichever comes first.
  3. The timekeeper shall oversee the 2-minute penalty.
  4. The substitute cannot come on until the ball is out of play and he has the referees consent.

## **RULE #9: FREE KICK**

- A. Types: Direct free kicks, and indirect free kicks
- B. Wall: 5 yards away until ball is in play
- C. Ball in play: After it has traveled the distance of its own circumference
- D. Time limit: Kick must be taken within 4 seconds
- E. Restriction: Kicker cannot touch the ball again until another player has touched it.

## **RULE #10: ACCUMULATED FOULS**

- A. Accumulated fouls refer only to all the fouls mentioned in Rule #10
- B. Once a team has accumulated 5 fouls during a game, from the 6th foul:
  - a. That team shall not be allowed a defensive wall
  - b. All fouls will award opposing team a PK

#### **RULE #11: PENALTY KICK**

- A. To be taken from penalty mark at the top of the arch
- B. The kicker is to aim at goal with the intention of scoring
- C. All players must be behind the arch
- D. The kicker shall not play the ball a second time until it has been touched by another player

#### **RULE #12: KICK IN**

- A. To be taken in place of the throw-in
- B. The ball is placed on the out-of-bounds line before kicking
- C. The kicking must be taken within 4 seconds; if it is not, the kick is given to the opposing team
- D. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect kick to the opposing team from the point of infringement
- E. Players on opposing team must be at least 5 yards away from the point of kick in
- F. Cannot score directly from a kick in

#### **RULE #13: CORNER KICK**

- A. Ball placed on the corner. If ball is misplaced, the corner kick is taken over
- B. Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark
- C. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement
- D. Players on opposing team must be at least 5 yards away from the point of the corner kick

#### **RULE #14: PENALTY KICKS**

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

#### **RULE #15 HAND BALL CLARIFICATION**

Deliberate handling of the ball that denies the opposing team a goal or an obvious goal-scoring opportunity will result in the following: -a penalty kick will be awarded & -the player committing the foul will be sent off and shown a red card (at referee's discretion).

#### **RULE #16 CAUTIONED PLAYERS (YELLOW CARD):**

Players that receive two yellow cards in one game will result in a red card. (Please see Red card rule) Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

#### **RULE #17 Player Ejection (Red Card):**

Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the game and banned from the facility for the duration of the event.

#### **RULE #18 GOAL CLEARANCE:**

There are no goal kicks, but a throw in by the goalkeeper. **The goalkeeper has 4 seconds to throw the ball in play from the behind the baseline.** The goalkeeper may not score from the throw in. The goalkeeper can not touch the ball until it crosses the mid-court line or the opposing team touches the ball.

#### **RULE #19 SUBSTITUTIONS:**

Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field.