

Modified Adult Futsal Laws of the Game (Auburn Parks & Rec)

Playing Rules

- 5v5 matches (including keeper). 7-11 players on roster. Size 4 Futsal ball will be used.
- The match will last two equal periods of 25 minutes of running clock. 5-minute half. No timeouts.
- In tournament play, tiebreakers are a 5-minute sudden death extra period. If still tied, it is a best of 5 shootout from the penalty mark. If still tied, sudden death shootout with each team having an attempt.
- Shin guards are mandatory. Do not wear soccer cleats. No jewelry
- Sliding is permitted. Slide tackling is not allowed. Home team wears white, away team wears dark. GK distinguishing color.
- The goalkeeper can only touch the ball once per possession. The goalkeeper plays the ball to a teammate with hands or feet; the goalkeeper cannot touch the ball again in his own defensive half until the possession changes. The goalkeeper acts as a field player when playing in the offensive half.
- Goalkeepers may not throw the ball directly into the opposing goalie's penalty area.
- There is no offside. No throw-ins. Kick-ins and goal clearance within 4 seconds.
- A match may not start (forfeit) if either team consists of fewer than three players.
- No team shall play with more than a one-player advantage.
- Mercy Rule: 8 goals or more at halftime or thereafter, the game is ended in favor of the winner.
- The match is abandoned (forfeit) if one of the teams has fewer than three players on the pitch.
- Substitutions are done on the fly. The substitute only enters the pitch after the player being replaced has left the pitch. A substitute player may replace a sent-off player and enter the pitch 2 full minutes after the sending-off, provided that they have the authorization of the referee or assistant referees.

Direct free kicks beginning with the 6th accumulated foul by each team

- If a player commits their team's 6th accumulated foul in the opposing team's half or in their own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark, the free kick is taken from the second penalty mark. The foul count will restart at halftime.
- If a player commits their team's 6th accumulated foul in their own half of the pitch between the imaginary 10 meter line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the place where the infringement occurred.
- No defensive wall. A goal may not be scored directly from a goal clearance.
- The goalkeeper stays at least 5 meters from the ball. The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5 meters from the ball.
- On a restart, opponents must be outside the penalty area until the ball is in play. Attacking players may be in the penalty area.
- The goalkeeper cannot throw the ball over the halfway line, unless it touches the pitch or another player first. Otherwise, an indirect free kick from the center line is awarded to the opposing team.

Yellow/Red Cards

- A player must sit for at least 5 minutes when receiving a yellow card.
- Two yellow cards on any one player will eject him from the game. He will not have to sit out the next game. However, a red card given to any player will result in suspension for the remainder of that game and his team's next scheduled game. Four yellow cards, or two red cards, on any one player will result in suspension from the league for the remainder of that season.

Team Cumulative Cards

- Yellow cards are one infraction point and red cards are considered two infraction points.
- 6 card infraction points total on a team will result in a forfeit of the next regular season game (excludes playoffs).
- 8 card infraction points total on a team will result in the entire team being removed from the league.

