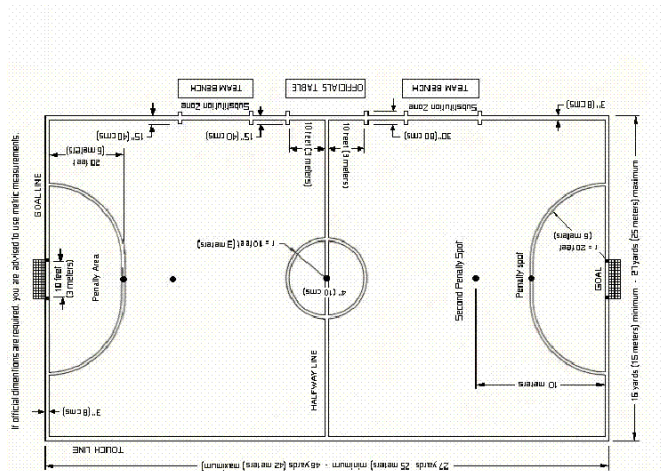


Rules of Futsal

Law 1. The Playing Court



Law 2. The Ball

- Size 4

Law 3. Number of Players

- 5v5 (including keeper)
- 7-11 players on roster
- Must have at least 3 players to start the match, or it is a 3-0 forfeit.
- The match is abandoned if one of the teams has fewer than 3 players, one shall be goalkeeper.
- No team shall play with more than a one player advantage.
- Substitution limit: None
- Substitutions are done on the fly, All players enter and leave through the substitution area. The substitute only enters the court after the player being replaced has left the court.
- Unregistered players are not allowed to play in the league. If this happens, a red card will be issued to the team, and the player must leave the facility.

Law 4. Players' Equipment

- Players must not use equipment or wear anything that is dangerous.
- Shin guards are mandatory.
- Do not wear soccer cleats.
- Shirts, Shorts, Socks, Protective shin guards and Footwear with rubber soles are to be worn.
- No jewelry.
- Players must be inspected before the match.

- Home team wears white/light colored shirts and away team wears dark shirts.
- Goalkeepers must wear colors that are different than players.

Law 5. Main Referee

- Duties: Enforce the laws, apply advantage rule, keep record of incidents before during and after the game, stop game when deemed necessary, caution or send off players guilty of misconduct, violent conduct or other unsporting behavior, allow no others to enter the court, stop the game to have injured players removed, signal for the game to be restarted, ensure the ball meets requirements, conducts coin toss.
- Position: The same side as the player benches.
- Can overrule the second referee's calls.
- There is NO off side in Futsal.

Law 6. Second Referee

- Duties- Same as main referee, with the addition of keeping check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly and keeping check on 5-minute punishment after yellow card caution.
- Positions: The side opposite to player benches.

Law 7. Timekeeper

- Duties: Start game clock after kick-off, stop when signaled by referee (ex. Injury), and restart it as signaled by referee. Keep check on 5-minute punishment for cautioned/yellow carded players, keep check on 2-minute punishment for send off and indicate end of first half and match, record fouls, indicate when a team has exceeded 5 foul limit, record score, players cautions/yellow cards and sent off/red cards and other information relevant to the game, keep check on 8 goal or more by halftime or after "Mercy Rule." If a team is making a mockery of the game for the purpose of not reaching the mercy rule, the game may be called by the officials. A yellow card will be assessed to the team if this happens. This is at the discretion of the officials and the P & R Staff.

Law 8. Duration of the Game

- Duration: Two equal periods of 25 minutes, clock may be stopped by referee (ex. Serious Injury)
- Time may be prolonged only to take a penalty kick.
- Half-Time: Maximum of 5 minutes.
- Players switch benches at half-time.

Law 9. The Start of Play

- Procedure: Coin Toss is to determine which team will kick-off and the other team gets to kick-off the second half.

- Teams change benches at half time
- Kick off procedure: Opposing team waits outside the center circle, ball is deemed in play once it has been touched, the kicker shall not touch the ball before some else touches it, ensuing kick-offs taken after goals scored and start of second half.

Law 10. Ball In and Out of Play

- Ball out of play: When it has wholly crossed the goal line or touchline, when the game has been stopped by the referee, when the ball hits the ceiling (restart is with a kick-in at the side closest to where the ball touched the ceiling).
- Lines: Touchlines and goal lines are considered inside the playing area.

Law 11. Method of Scoring

- When the whole of the ball has passes over the goal line, between the goal posts and under the crossbar (except by illegal means)

Law 12. Fouls and Misconduct

- A Direct Free Kick is awarded when a player intentionally commits any of the following 11 offenses. Penalty Kick is awarded when infringement.
 - Kicking or attempting to kick an opponent
 - Tripping an opponent
 - Jumping at an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind
 - Striking, attempting to strike or spitting at an opponent
 - Holding an opponent
 - Pushing an opponent
 - Charging an opponent with shoulder (ex. Shoulder Charge)
 - Sliding at an opponent (ex. Sliding tackle)
 - Handling the ball (except goalkeeper)
- An Indirect free kick is awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in the penalty area):
 - Dangerous play (ex. Attempting to kick ball held by goalkeeper)
 - Obstruction
 - Charging the goalkeeper in the penalty area (ex. Goalkeeper charge)
 - Goalkeeper throws the ball directly over the halfway-line without it first touching his own side of the pitch or any player)
 - Goalkeeper picks up or touches with his hands a back pass
 - Goalkeeper picks up or touches with his hands a kick-on from a teammate
 - Goalkeeper control the ball with any part of his body for more than 4 seconds

- Goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent
- Players shall be cautioned (ex. Shown yellow card) when:
 - A substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
 - He persistently infringes the Laws of the Game
 - He shows dissent to any decision of the referee
 - He is guilty of ungentlemanly conduct
 - These 4 yellow card offenses are punishable by an indirect free kick taken from the point of infringement (or from the 6-meter line when infringement takes place in the penalty area)
- Players shall be sent off (ex. Shown the red card) for:
 - Serious foul play
 - Violent conduct
 - Foul or abusive language
 - Second instance of cautionable offense (ex. Second yellow card)
 - Intentionally impeding a clear goal opportunity (ex. Through a “professional foul”)
 - Intentionally impeding a clear goal opportunity in the penalty area by handling the ball
 - Direct free kicks (or penalty kicks) accompany the expulsion for all except Foul or abusive language (from the 6-meter line if infringement takes place in the penalty area)
 - Indirect Free Kick for Foul or abusive language (from the 6-meter line if infringement takes place in the penalty area)
- Rules of Expulsion
 - The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves’ bench.
 - The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores- whichever comes first.
 - The 2-minute punishment shall be checked by the timekeeper or by the assistant referee, if there is no timekeeper).
 - The substitute cannot come on until the ball is out of play and he has a referee’s consent.
- Sliding is permitted, slide tackling is not allowed.
- 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 the 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 the 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.

Law 13. Free Kick

- Types: Direct Free Kick and Indirect Free Kick
- Wall: At least 5 meters away until the ball is in play
- Ball is in play after it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player.

Law 14. Accumulated Fouls

- Accumulated fouls refer only to all the fouls mentioned in Law 12 (1-11). Once a team has accumulated 5 fouls during a half (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:
 - That team shall not be allowed a defensive wall
 - All free kicks shall be direct (no indirect free kicks)
 - All accumulated foul infringements committed within 10 meters of the goal line shall be punished with a direct free kick taken from the point of infringement or from the second penalty spot; infringements committed from 10 meters or further from the goal line shall be punished with a direct free kick to be taken from the second penalty spot.
- Procedure
 - Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball parallel to the goal line.
 - The goalkeeper shall remain in his penalty area at least 5 meters away from the ball
 - The kicker must aim at the goal with the intention of scoring.
 - No other player may touch the ball until it has been touched by the pitch rebounded from the goal post or crossbar or has left the pitch.
 - If the infringement took place in the penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-meter line on the spot nearest to where the infringement occurred.
- The foul count is restarted at halftime.

Law 15. Penalty Kick

- To be taken from the Penalty mark on the midpoint of the 6 meter line.

- The kicker is to aim at the goal with the intent of scoring.
- All players must be out of the penalty area and the players of the opposing team must also be at least 5 meters from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.

Law 16. Kick In

- To be taken in place of a throw-in
- The ball is placed on the touchline or 10 inches behind the line before kicking. The ball must be stationary.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 meters away from the point of kick-in.
- Cannot score directly from a kick-in.

Law 17. Goal Clearance

- To be taken instead of a goal kick.
- A goal may not be scored directly from a goal clearance.
- From inside the penalty area, the goalkeeper "throws" the ball into play. The ball may not cross the halfway line, unless it first touches the ground or a player on the goalkeeper's half of the court.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received by either team inside the penalty area, the goal clearance shall be retaken.
- The goal clearance must be taken within 4 seconds.
- Opponents must be outside the penalty area until the ball is in play. Attacking may be in the penalty area.
- Goalkeepers may not throw/roll the ball directly into the opposing goalkeeper's penalty area. If this is done, an indirect free kick is awarded to the opposing team.
- The goalkeeper can only touch the ball once per possession. If 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 possession changes. Penalty is an indirect free kick.
- The goalkeeper acts as a field player when playing in the offensive half and does not have limited touch.
- Goalkeeper cannot handle the ball passed back to him by a teammate or an indirect free kick is awarded.

Law 18. Corner Kick

- Ball placed on the corner of the pitch. If ball is misplaced or is moving during the kick, a goal clearance to the opposing team.
- Must be taken within 4 seconds; failure to do so entails a goal clearance to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 meters away from point of corner kick.
- A goal may be scored directly from a corner kick.

Annex 1. Tiebreaker Procedure in Tournament Play

- 5 minute sudden death extra period.
- If still tied, best of 5 shootout from the penalty mark (6-meter line).
- If still tied, sudden death shootout with each team having an attempt.
- Shootout procedure: Main Referee decided goal to be used.
 - Coin toss to decide order.
 - Three kicks to be taken by 3 different players, selected from each team. Captains announce these 3 players before kicks are taken.
 - If teams are still tied after 3 kicks, the additional kicks are taken on a sudden death basis by the rest of the players who have not kicked yet.
 - Players sent off during the match are not eligible to take these kicks.
 - Any eligible player may change places with the goal keeper.
 - While the penalty shoot-out is in progress, players will remain on the opposite half of the court. The second referee shall control this area.