



FUTSAL

General Rules

- A Futsal ball (size 4, limited bounce) should be used.
- Field/Court can be indoor or outdoor; outdoor must conform to FIFA Futsal laws of the game sizes, indoor should be as close to the FIFA Futsal suggestions as possible.
- There is no overtime, injury time or stoppage time.
- There is a running clock.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offside in Futsal.
- The match lasts two equal periods of 24 minutes, unless otherwise mutually agreed between the referee and the two coaches. Any agreement to alter the duration of the periods of play must be made before the start of play.
- 5 players per side, 4 field players plus a goalie. Minimum of 3 players to start or continue play.

Substitutions

- All substitutions are on the fly this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- All substitutions must take place in front of the team bench -- *not* at the half-way line.
- There is no limit to the amount of substitutions that can be used in each match

Restarts

Kickoffs: are indirect and may be played in any direction.

Kick-ins: When a ball goes out on the touchline, a kick-in is used. All kick-ins are indirect. The ball must be placed on or no more than 10 inches behind the touch line and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal 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 his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.

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), slides, 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.

Direct Free Kicks: When a player kicks or attempts to kick an opponent, slidetackles an opponent or slides with an opponent near (automatic yellow card/caution), 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. If a player earns two yellow cards in a match, he is shown a red card.

Red Card / Ejection: 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.

Second Penalty Spot: 30 feet from the center of the goal

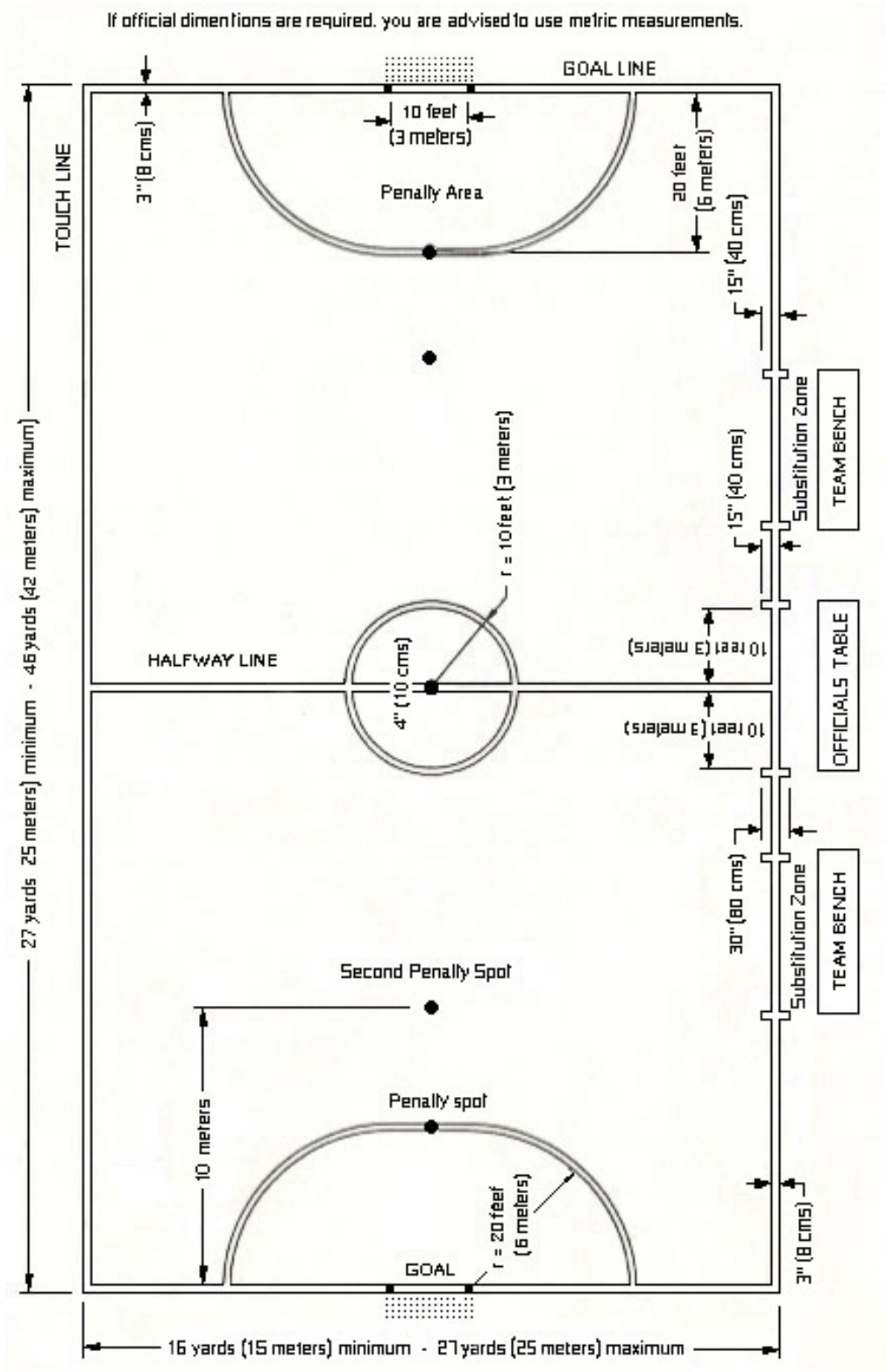
Penalty Spot: 20 feet from the center of the goal

Advantage: Advantage will be applied in Futsal, with penal 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. The goalkeeper may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- 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 with hands for more than four seconds in her own half.
- May throw the ball directly across the half-way line. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.

The Playing Court



The Playing Court

Dimensions

Length: minimum 25 m / maximum 42 m

Width: minimum 15 m / maximum 25 m

Playing Court Markings

The playing court is marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.

The Playing Court is divided into two halves by the halfway line.

The center spot is indicated at the midpoint of the halfway line. A circle with a radius of 3 m is marked around it.

The Penalty Area

A penalty area is defined at each end of the playing court as follows:

Quarter circles, with 6 m radius, are drawn centered on the outside of each goal post. The quarter circles are drawn from the goal line to meet imaginary lines drawn at right angles to the goal line from the outside of the goal post. The upper part of each quarter circle is joined by a 3.16 m line running parallel to the goal line between the goal post.

Penalty Spot

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A penalty spot is drawn 6 m from the midpoint between the goal posts and equidistant from them.

Second Penalty Spot

A second penalty spot is drawn on the playing court 10 m from the midpoint between the goal posts and equidistant from them.

A penalty spot is drawn 6 m from the midpoint between the goal posts and equidistant from them.

The Corner Arc

A quarter circle with a radius of 25cm from each corner is drawn inside the playing court.

Substitution Zone

The substitution zone is situated on the same side of the playing court as the teams' benches and directly in front of them and is where the players enter and leave the playing court for substitutions.

The substitution zones are situated directly in front of the teams' benches and are each at least 3 m in length.

They are marked on each side by a line, at right angles to the touch line, 8 cm wide and 80 cm in length, 40 cm of which is drawn on the inside of the playing court and 40 cm on the outside of the playing court.

There is a distance of 3 m between the closest end of each substitution zone and the intersection of the halfway line and the touchline. This free space, directly in front of the timekeeper's table, is kept clear.

Goals

Goals must be placed on the center of each goal line.

They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is 3 m and the distance from the lower edge of the crossbar to the ground is 2 m.

Both goal posts and the crossbar have the same width and depth of 8 cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support.

The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the playing court, is at least 80 cm (in) at the top and 100 cm (in) at ground level.

Safety

The goals may be portable but they must be anchored securely to the ground during play.

The Playing Court Surface

The surface is smooth and flat and non-abrasive. The use of wood or artificial material is recommended. Concrete or tarmac should be avoided.

Decisions

Decision 1

In the event that the goal lines measure between 15 to 16 m, the radius of the center circle measures only 4 m. In this case the penalty mark is no longer situated on the line defining the penalty area but remains at a distance of 6 m from the midpoint between the goal posts and equidistant from them.

Decision 2

The use of natural turf, artificial turf or soil is permitted for league games but not for international games.

Decision 3

A mark may be drawn outside the playing court, 5m from the corner arc and at right angles to the goal line to ensure that this distance is observed when a corner kick is being taken. The width of this mark is 8 cm.

Decision 4

The teams' benches are situated behind the touch lines directly next to the space beside the timekeepers table, but no closer than 3 meters.