



# Bethesda Futsal League

## Rules

*Official Futsal rules (as endorsed by FIFA) will be used for all situations not otherwise covered in these rules.*

**Length of Games:** 22 minute halves running time; 1 minute half-time, no warm-up

Games: Each team will play 7 games per session.

**Field Players:** 4 field players and goalkeeper; minimum to begin game – 3 players including goalkeeper

**Goalkeepers:** can only handle the ball BY FEET ONLY; if they are in opponents half, they have no time-handling restrictions; no drop kicks; players can only pass back to the goalkeeper once per possession, but only after passing midfield with the ball; goal kicks are thrown in but the ball must touch the floor or a player before passing midfield; a goalie can pass the ball with their feet on a goal kick but only after having dribbled out of the penalty area; opposing team must stay out of the penalty area when keeper has ball.

Shoulder to shoulder contact or any kind of charging is not allowed

**Free Kicks:** Direct free kick fouls are accumulative fouls. Each team is allowed to have a total of 6 fouls for the game, starting with the 7<sup>th</sup> foul will result in a penalty kick from 10 yards

- no slide tackling (direct foul); exception – goalie can slide tackle in box
- kicking or attempting to kick an opponent
- tripping or attempting to trip an opponent
- jumping at an opponent
- charging at an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- holds an opponent

**Out of bounds on sideline or corner kick:** results in a kick in and ball must be stopped on the line, touching the line, or behind the line. Both feet must be outside or on the line. 4 seconds to take kick and ball must be placed on the ground by hand; ball hitting ceiling – kick in at closest place where ball hit ceiling; goals cannot be scored directly from kick ins except corner kicks

**Restart:** opponents must be at least 5 yards from ball; 4 seconds to kick ball; no quick restarts, all restarts by whistle

Following a red card, the team plays short for 2 minutes unless a goal is scored. Red carded player cannot return for that game and will automatically sit out the next game played by their team

**Substitutions:** are unlimited and can be made during play as long as the substitute does not enter the court before the player has left the field completely and is made directly in front of the team's bench; failure to substitute properly is an indirect free kick; Goalkeepers can only be changed when the ball is out of play and with the referee's consent.

**Kick off:** opposing players must give 5 yards until ball is played; it is treated as an indirect kick

**Standings:** there will be no standings in this league.

**No offsides, No timeout**

**Mercy Rule:**

U9-U19: If your team is winning by more than 5 goals, the losing team will add a player.

**Parking**

- Parking lots **A and B** are the desired lots to fill before players walk between Kiplinger building and the main building.
- No parking in the Student Parking lot where possible as that will be available for persons using Hope field.
- Most importantly no parking in the student center parking lot, highlighted in yellow.

