
AYSO Region 1422 Summer Futsal League Rules

Futsal is a fast-paced game with many touches on the ball, which will help players improve their skills. It is also a LOT of fun. Our goal for this league is to help players develop, while having fun competing, as they get ready for the Fall season.

Below are the major law differences between soccer and futsal. If the rule is not addressed below, you can assume that the laws of play are the same as outdoor soccer.

General Rules

- 👤 Team rosters consist of a minimum of 6 players and a maximum of 9 players.
- 👤 Teams will wear matching jerseys, with the away team wearing bibs, and black soccer shorts. Soccer socks can be any color.
- 👤 Players must wear shin guards and indoor soccer shoes or non-marking athletic sneakers. No jewelry can be worn during game play.
- 👤 Both teams will have benches on the same side of the court, with each bench on either side of the scorer's table. Spectators will sit on the opposite side of the court.
- 👤 There are 4 field players and a goalkeeper (GK) active on the court.
- 👤 Games are played using an official futsal ball, which is slightly smaller (similar to a size 4 for 12/14/16U and size 3 for 10U) and heavier than a typical soccer ball, so it bounces less and stays on the floor more.
- 👤 Each match will have one referee who will officiate the game from the midcourt line, adjacent to the scorer's table. The referee will control the match, manage the clock, record goals scored, and call fouls. We typically have somebody volunteer to help operate the scoreboard for the clock and goals.
- 👤 Substitutions are made "on the fly" at any time during the game through the area immediately in front of the teams' respective benches. There is no need to wait for a stoppage in play, and the referee does not need to be notified. Teams do not need to stop or wait for the other team to make substitutions. A new player cannot enter the court until the exiting player completely leaves the court. It is the coach's job to balance playing time and ensure that every player in attendance plays at least half of the game. Because of the time required to change GKs (switch jerseys, put on gloves, etc.), GK changes should only be made at halftime, if possible.
- 👤 Matches for 16U, 14U and 12U will be 50 minutes, with two 25-minute halves. Matches for 10U will be 45 minutes, with two 22:30 halves. All halves will be played with a running clock. Dead balls and injuries do not stop the clock or result in added time. Halftime will be 2 minutes. Each coach may call one 1-minute time out during the second half of a match (use or lose) when in possession of the ball. Time out requests are made to the referee, who will stop the clock during the timeout.

Fouls and Misconduct Rules

- 👤 Futsal is a minimum contact sport, which means there is no use of the body to establish an advantage over another player (such as shoulders or elbows). However, some contact may occur, as long as it is done in a legal manner, such as using the body to shield the ball without using the arms to keep the opposing player from the ball. Contact fouls, including kicking, tripping, striking, charging, pushing or holding an opposing player, are called and result in an indirect free kick. Indirect free kicks mean the ball must touch another player before it can enter the goal. Kicks are taken from the spot of the foul, except for fouls committed in the penalty area, which are moved outside the arc. There are no penalty kicks. Players who repeatedly and/or aggressively commit contact fouls, including repeatedly
-

and/or aggressively leading with their shoulders or elbows to challenge for the ball, will be warned by the referee, who also has the discretion to send players off the court for the remainder of the half in such circumstances. Teams may replace such players on the court.

- 🚫 Slide tackles are NOT permitted, and a player may only slide on the court if there is NO opposing player nearby, in which case a player may slide to intercept or direct the ball without committing a foul. For example, a field player may slide in an attempt to stop the ball from going out of bounds or to knock the ball into the goal so long as there is not any defensive player (including the GK) close to the play. The GK is also allowed to slide in an attempt to clear the ball, as long as the GK only attempts to make contact with the ball and not an opposing player. Players and coaches should be aware that any slide near a player will result in a foul being called. Slide tackle fouls result in an indirect free kick.
- 🚫 Other indirect free kick fouls include:
 - Delay-of-game fouls (taking more than five seconds to re-start play via a kick-in, goal clearance, corner kick, or indirect free kick).
 - Handling the ball (except the GK in their own penalty area)
- 🚫 There is no offside!

Goalkeeper Rules

- 🚫 GKs wear a different-colored jersey or bib from the field players. GKs can play anywhere on the court, but can handle the ball only inside the penalty area. If a teammate intentionally plays a ball to the GK in the penalty area, the GK cannot pick it up unless the teammate heads or chests (above the waist) the ball to the GK.
- 🚫 GKs can only play the ball (by feet or hands) for 5 seconds in their own half. There are no such playing restrictions when GKs are playing in the opponent's half.
- 🚫 A GK who handles the ball within the penalty area must throw or roll it to another player within 5 seconds of receiving the ball. No punting is allowed. Any ball thrown by the GK must first bounce in the defensive half of the court. If the ball first bounces in the offensive half, an indirect free kick is awarded to the opposing team at midcourt. GK throws that bounce before midcourt can continue into the offensive half without being touched by a teammate.
- 🚫 GKs may put the ball down to their feet after making a save, but they must still play the ball to another player within 5 seconds.
- 🚫 If a GK takes longer than five seconds to put the ball back into play after the ball is: 1) played to the GK, or 2) a save is made, or 3) on a "goal clearance" (see below), an indirect free kick is awarded to the opposing team outside the penalty area.

Game Play Rules

- 🚫 Kick off – opposing players must give 10 feet of distance from the ball until the ball is in play. Kick offs can be played in any direction (backward or forward).
 - 🚫 Balls Out of Play
 - "Kick in" – a ball kicked out over the touchline (side line) by one team becomes the other team's ball and is placed on the touchline where it went out. The team kicking in has 5 seconds to get the ball back in play or it becomes the opponent's kick in. Opposing players must give at least 5 feet of distance from the ball. A team cannot score directly from a kick-in.
 - "Goal Clearance" – this is basically a goal kick in futsal. When the offensive team puts the ball over the end line, the defending team receives it and the GK must return to the penalty area and throw or roll the ball back into play within 5 seconds of retrieving it. The GK can go anywhere inside the penalty area to distribute the ball, but the throw/roll must leave the penalty area and must first bounce in the defensive half of the court. The GK cannot drop the ball and play it in with their feet. Opposing players must stay out of the penalty area during a goal
-

clearance, and if any player on either team touches the ball before it leaves the penalty area, the GK must retake the throw.

- “Corner Kick” – When the defensive team puts the ball over the end line, the offensive team receives it and must play the ball in (after being put down at a complete stop) from the corner where the end line and touchline meet. Opposing players must give at least 10 feet of distance from the ball. The player taking the corner kick has five seconds to put the ball back in play, or the defending team gets an indirect free kick from the corner spot. A goal can be scored directly from a corner kick.
- ☹ Free kicks – opposing players must give at least 10 feet of distance from the ball, including any walls that might be set up. All free kicks resulting from fouls are indirect. The kicking team must put the ball in play within 5 seconds of placing the ball down (at a complete stop), or the opposing team gets the ball as an indirect free kick.
- ☹ For all kicks and balls played back into play, players do not need to wait for a whistle when restarting play unless they ask the referee to move the defending players back the required minimum distance. In those cases, play resumes on the whistle.

Blowout Scoring Rules

- ☹ 5 v 4 and 6 v 4 rule: If one team goes up by 5 goals, then the leading team must remove 1 field player from the court, creating a 5 v 4 advantage to the trailing team. If one team goes up by 7 or more goals, then the trailing team may also add 1 extra field player to the court, creating a 6 v 4 advantage. If the goal margin drops below 7, the trailing team must remove that extra field player from the court to make the game 5 v 4 again. If the goal margin drops below 5, then the leading team may add a field player back onto the court to make the game 5 v 5 again.
- ☹ These special “blowout” rules shall remain in effect throughout the game and apply each time the 5 and 7 goal differentials are reached.

ENJOY THE GAME !!!
