



Southern Ohio Futsal League
Laws of the Game

Revised 7/20/2025

Mean Machine Sports, Inc. has created and customized these laws to accommodate the playing of futsal within Southern Ohio and the restraints of our practice facility. These laws have been approved for use by the Mean Machine Sports Board of Directors.

Table of Contents

Law I	The Pitch	Page 3
Law II	The Ball	Page 3
Law III	Players & Rosters	Page 4
Law IV	Players Equipment	Page 7
Law V	The Referee	Page 8
Law VI	Second Referee	Page 9
Law VII	Timekeeper & Third Referee	Page 10
Law VIII	Duration of the Game	Page 11
Law IX	Start & Restart of Play	Page 11
Law X	Ball In & Out of Play	Page 13
Law XI	Method of Scoring	Page 13
Law XII	Fouls & Misconduct	Page 13
Law XIII	Free Kicks	Page 16
Law XIV	Accumulated Fouls	Page 17
Law XV	Penalty Kick	Page 18
Law XVI	Kick-ins	Page 19
Law XVII	Goal Clearance	Page 20
Law XVIII	Corner Kicks	Page 21
Law XIX	Penalty Kick/Shoot Out	Page 22
Law XX	Tournament Play	Page 23
Law XXI	Age Matrix & Divisions	Page 23

Law I – The Pitch:

- A. The pitch will be approximately 45 feet wide and 71 feet in depth.
- B. The penalty area will be an arc running from the corner of each touchline and arching in the middle/center of the court, being approximately 23 feet in depth from the end line.
- C. The penalty spot will be 17 feet from the center of each goal for u12 and younger, while it will be 23 feet from the center of each goal for u13 and older.
- D. The center circle will have a diameter of 12 feet.
- E. The goal size will be the official USYF size of 3 meters wide by 2 meters tall.
- F. The build-out area.
 - a. The build out area will incorporate the entirety of the penalty area.
 - b. The build out area is used to encourage players to effectively play the ball out of the back of the pitch in an unpressured setting.
 - c. If a ball exits the end line. The team goalie with possession can then throw the ball to a teammate, following the ball being carried back into the penalty area.
 - d. After the ball is put into play by the team with possession, the opposing team can cross into the penalty area and play resumes as normal.
 - e. Penalty area applications:
 - i. Ideally, the team with possession will wait to put the ball into play once all opponents are outside the penalty area, however the team may put the ball into play sooner but he or she does so, accepting the positioning of the opponents and the consequences of how play resumes.
 - ii. Referees can manage the situation with misconduct if deemed appropriate.
 - iii. Referees should be flexible when enforcing the 4 second rule and counting time of possession should only begin when all opponents have moved outside the penalty area.

Law II – The Ball:

- A. Qualities and Measurements:
 - 1. The ball is spherical and made of leather or other suitable material, approved by Mean Machine Sports.
 - 2. U8 and below will use a “Size 2/Pre-Junior,” USYF/FIFA approved futsal ball.
 - 3. U12 and below will use a “Size 3/Junior,” USYF/FIFA approved futsal ball.
 - 4. U13-Adult will use a “Size 4/Senior,” USYF/FIFA approved futsal ball.
- B. Replacement of a Defective Ball:
 - 1. If the ball bursts or becomes defective during a game, the game is stopped.
 - 2. The game is restarted by dropping the replacement ball at the place where the first ball became defective. If the ball bursts or becomes defective while not in play, at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in, the ball will

be returned to the location where it became defective, and the kick will be repeated.

3. The game is restarted according to the Laws. The ball may not be changed during the game without the permission of the referee.

Law III – Players & Rosters:

- A. A team may have no more than 10 people on their roster. Rosters updates must be approved by the board president and/or a director and may be updated no more than fifteen minutes prior to the start of the game, under the permission of the board president.
 1. U8 and younger divisions will be limited to 10 players on their roster.
 2. U9 through U12 divisions will be limited to 10 players on their roster.
 3. U13 and older divisions will be limited to 10 players on their roster.
- B. A game is played by two teams, each consisting of no more than five players.
 1. U8 through U12 divisions will play with no more than five players on the pitch at one time. This includes four field players and one player serving as the goalie.
 2. U13 and older divisions will play with no more than five players on the pitch at one time. If the pitch being used appears to be smaller than the typical size pitch, the board president may choose to have this age group(s), play with no more than 4 players on the pitch at any given time, including three field players and one goalie.
 3. Five players include four field players and one player serving as the goalie.
- C. A player may only be actively rostered on one team per division. A player may only change a team during the season, under the permission of the league director/club president. Players may not change teams during tournament play and the tournament rosters are locked upon the end of the season. The league director/club president holds the right to refuse any team changes, for any reason. NO GUEST PLAYER(S) MAY PLAY, WITHOUT HAVING SIGNED THE LIABILITY WAIVER FOR MEAN MACHINE SPORTS.
- D. Only players that are actively able to play in the current game are allowed to sit on the bench with their team. Any other players must remain in the designated area for the parents and fans. The team must also have a coach (no more than two coaches) on the bench/in the bench area, that is (are) over 18 years of age and not actively listed on the team roster. Players that are injured during the game and unable to continue, must leave the bench area and sit in the designated area for the parents and fans.
- E. There will be no slide tackling allowed in any division of play. Slide tackling will be considered a dangerous act and serious foul play and the opposing team of the player with the infraction will receive a direct kick from the spot of the infraction. If a player completes a slide tackle within their own penalty area, the opposing team will receive a penalty kick. The player with the infraction will also receive a yellow card.

1. A field player may slide to play a ball, without an opposing player included in the action. If the infraction occurs within the opposing penalty area, the ball will be moved to the closest point on the perimeter of the given penalty area, prior to the opposing team being awarded a direct kick. With this rule, there is an exception for goalkeepers, who are sliding to make a save, or otherwise prevent a player from scoring. Goalkeepers are allowed to dive to make saves, while inside the penalty area.
- F. Goalkeepers are not required to remain within the penalty area. If a goalkeeper partially or fully exits the penalty area, he is treated as a field player.
1. A goalkeeper can only use his hands to handle a ball if his whole body and the ball are within the penalty area.
 2. A goalkeeper must wear a different color shirt/pinnie, different in color from his teammates and the opposing players/team.
 3. A goalkeeper may wear long pants and/or other padding as deemed safe by the match referee(s).
 4. A goalkeeper must clear the ball with their hands if the ball exits the pitch at the end line. The goalkeeper may clear a ball with their hands or feet if they obtain possession of the ball within their own penalty area, without the ball exiting the pitch.
 5. A goalkeeper may receive a kick-off or a kick-in directly.
 - i. After receiving a ball from their teammate and then releasing the ball to another teammate, the goalkeeper cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has gained possession, his team progresses the ball over the midline and returns, or it has gone out of play.
 6. A goalkeeper may kick or throw the ball directly over/across the midline.
 7. A goalkeeper may score directly with his/her feet. This includes scoring by a punt and/or a drop kick and the goalkeeper is not required to be in or out of his own penalty area.
 8. A goalkeeper may not possess the ball for more than four seconds in his/her own half of the court. This includes if he exits the penalty area and returns.
 9. A goalkeeper may not score a goal by using their hands (cannot throw or hit the ball directly into the goal).
 10. Infringements / Sanctions:
 - i. If a goalkeeper maintains the ball for more than 4 seconds on his own half, an indirect free kick will be awarded to the opposing team, from the point of last possession by that given goalkeeper. If that point of last possession is within the penalty area, the free kick will be awarded along the outside of the penalty area, closest to the point of the infraction. Warnings for this

infraction may be provided, in lieu of a change of possession, at the discretion of the referee(s).

- ii. If a goalkeeper touches the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it or it has gone out of play, an indirect free kick will be awarded to the opposing team, from the point of last possession by that given goalkeeper. If that point of the last possession is within the penalty area, the free kick will be awarded along the outside of the penalty area, closest to the point of the infraction. Warnings for this infraction may be provided, in lieu of a change of possession, at the discretion of the referee(s).
- iii. If a goalkeeper touches the ball with his hands, on a pass back or a kick in from one of his teammates, without a player from the opposing team touching it, it will be considered a handball violation, and the opposing team will receive a penalty kick. Violations and/or intent of these pass backs, instances of players purposely playing the ball to their goalkeeper and/or kick ins will be determined under the perception of the referee(s).

G. A team can start a game with no less than two players. One of the two players must serve as a goalkeeper. Additional players may enter the game upon their arrival, so long as they are on the active roster for the team.

- 1. If a team does not have the required number of players to start the game, they will be forced to forfeit and the automated score for the game will be 7-0, in favor of the opposing team.

H. Usage of the head to play a ball during a game:

- 1. Players in the U11 division and younger are not allowed to attempt and/or intentionally use their head to play the ball during any game.
- 2. Players in U12 through adult divisions may use their head to play the ball during the game.
 - i. If two opposing players attempt to use their head to play the ball at the same time, both players are expected to use courtesy in doing so. If it is determined by the referee(s) that one or both players are attempting to harm one another during the play, an indirect kick will be given to the team opposite of the player that completed the infraction. If both players make an infraction, they will each be warned, and a drop ball will occur at the spot of the infraction. If the infraction occurs within a penalty area, the drop ball will occur outside of the penalty area, on the penalty area line, closest to the infraction.

I. Substitution Procedure:

- 1. Substitutes may be used in any game played.
- 2. The maximum number of substitutes permitted is five for U12 and younger and five for U13 and older.

3. The number of substitutions made during a game is unlimited. Any player who has been replaced may return to the playing pitch as a substitute for any player.
4. Substitutions may occur at any given time throughout the course of the game.
 - a) A substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
 - b) The substitution is completed when the substitute enters the playing pitch, from which moment he becomes a player and the player whom he is replacing ceases to be a player.
 - c) A player must substitute completely on their defensive side of the court, that is shared with the goal that their goalie is defending.
5. Infringements / Sanctions:
 - i. If, while a substitution is being made, a substitute enters the playing pitch before the player being replaced has completely left:
 - a) Play is stopped.
 - b) The player being replaced is instructed to leave the playing pitch.
 - c) The substitute is cautioned and shown the yellow card.
 - d) Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.
 - ii. If, while a substitution is being made, a substitute enters the playing pitch, or a player being replaced leaves it from a place other than the substitution zone:
 - a) Play is stopped.
 - b) The offending player is cautioned and shown the yellow card.
 - c) Play is restarted by an indirect free kick to be taken by the opposing team.
 - d) Team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

Law IV – Players Equipment:

- A. A player must not use equipment or wear anything which is dangerous to himself or another player, including any kind of jewelry.
- B. The basic compulsory equipment of a player is:
 1. A jersey or shirt. If an undershirt is worn, it must be the same main color as the jersey or shirt.

2. Shorts – If thermal under pants are worn, they are of the same main color as the shorts.
 3. Socks.
 4. Shin-guards.
 - a) Are covered entirely by socks.
 - b) Are made of suitable materials (rubber, plastic or similar substances).
 - c) Provide a reasonable degree of protection.
 - d) All players must wear shin-guards, regardless of age.
 5. Footwear – the only types of footwear permitted are canvas or approved futsal shoes (that are not metal and do not have any associated cleats on the bottom of the footwear) or gymnastic shoes with soles of rubber or a similar material. The use of footwear is compulsory.
 6. Numbers on jersey and shorts will be shown in contrasting colors.
- C. Any player at fault of not wearing appropriate equipment will be instructed by the referee to leave the playing pitch to correct his equipment or to obtain any missing item of equipment. The player may not return to the playing pitch without first reporting to one of the referees, who then checks that the player's equipment is now correct. The player is only allowed to re-enter the game upon the permission of the referee(s).

Law V – The Referee:

- A. Each game is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the game to which he has been appointed, from the moment he enters the locality where the playing pitch is situated until he leaves.
- B. The Referee has the following powers and duties:
 1. Enforces the Laws of the Game.
 2. Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at the time.
 3. Keeps a record of the game and provides the appropriate authorities with a game report which includes:
 - i. Information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the game.
 4. Act as a timekeeper if this official is not present.
 5. Stops, suspends or terminates the game for any infringement of the Laws or due to any kind of outside interference.
 6. Take disciplinary action against players guilty of unsporting behavior and sending-off offenses.
 7. Ensures that no unauthorized persons enter the playing pitch.

8. Stops the game if, in his opinion, a player is seriously injured and ensures that he is removed from the playing pitch.
 9. Allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured.
 10. Ensures that any ball used meets the requirements of Law II.
- C. If the referee and/or the second referee both signal a foul simultaneously and there is a disagreement as to which team is to be penalized, the primary referee's decision prevails.
 - D. Both the referee and the second referee have the right to caution or send off a player, but in the case of a disagreement between them, the primary referee's decision prevails.
 - E. If a coach, player or fan demonstrates aggressive behavior towards one of the referees, timekeeper or other facility staff, a warning will be given to the person (and the associated coach) that displayed the aggressive behavior. In the event of a second offense of aggressive behavior, the person committing the infraction will be made to leave the facility. In the instance of an additional offense, following the first two, the team responsible for the aggressive behavior will be forced to forfeit and the automated score for the game will be 7-0, in favor of the opposing team, regardless of the score at the time of the last infraction/decision. Local law enforcement will be contacted if necessary.
 - F. If a person(s), that is not a player or coach on the active roster for either team currently playing, enters the pitch, the referee will stop the game. If that person(s) does not leave the pitch area, as instructed by the one of the referees, the team responsible for the behavior will be forced to forfeit and the automated score for the game will be 7-0, in favor of the opposing team, regardless of the score at the time of the last infraction/decision. Local law enforcement will be contacted if necessary.
 - G. If any person is physically aggressive towards a coach, player, fan, referee or other league/tournament personnel, they will immediately be made to leave the facility and local law enforcement will be contacted. No warning will be provided in this scenario.
 - H. If a coach and/or parent wish to submit a complaint, in reference to the game, a referee or other concern, they may do so directly to the President and/or one of the associated Directors of Mean Machine Sports. The President and board of director list is updated and posted on the Mean Machine Sports website (<http://www.MeanMachineSports.com>). The complaint will need to be submitted in writing, via email. The complaint will be reviewed by the President and the board of directors if necessary.

Law VI – The Second Referee:

- A. Mean Machine Sports will make every attempt to have two referees available, but a contest may be played with one official.
- B. A second referee is appointed to operate on the opposite side of the playing pitch to the referee. He is permitted to use a whistle.

- C. The second referee assists the referee to control the game in accordance with the Laws of the Game.
- D. The Second Referee also:
 - 1. Have discretionary powers to stop the game for any infringement of the Laws.
 - 2. Ensures that substitutions are carried out properly.
- E. In the event of undue interference or improper conduct, the referee will relieve the second referee of his duties, arrange for his replacement and make a report to the appropriate authorities.

Law VII – The Timekeeper and the Third Referee:

- A. If a timekeeper and a third referee are appointed. They are seated outside the playing pitch at the halfway line as the primary Referee.
- B. The timekeeper and the third referee are equipped with a suitable clock (chronometer) and necessary equipment to indicate accumulated fouls, to be supplied by the association or club on whose playing pitch the game is being played.
- C. The timekeeper:
 - 1. Ensure that the duration of the game complies with the provisions of Law VIII by:
 - a) Starting his clock (chronometer) after kick-off.
 - b) Stopping the clock (chronometer) when the ball is out of play.
 - c) Restarting it after a kick-in, a goal clearance, a corner kick, a free kick, kicks from the penalty mark or second penalty mark, a time-out or a dropped ball.
 - 2. Controls the one-minute time-out.
 - 3. Controls the two-minute punishment period when a player has been sent off.
 - 4. Indicates the end of the first half, the end of the game, the end of the periods of extra time and the end of time-outs with a whistle or some other acoustic signal distinct from those used by the referees.
 - 5. Keeps a record of all time-outs left to each team, keeps the referees and teams accordingly informed and indicates permission for time-out when requested by the coach of either team (Law VIII).
 - 6. Keeps a record of the first five fouls registered by the referees by each team in each half of the game and signals when the fifth foul is committed by either team.
 - 7. Will remind the referee of the score and removal of players from the pitch, in accordance with Law XI, section C (the “mercy rule”).
- D. The Third Referee:
 - 1. The third referee assists the timekeeper. He:
 - a) Keeps a record of the first five fouls committed by each team in each half which have been registered by the referees and signals when the fifth foul is committed by either team.

- b) Keeps a record of stoppages in the game and the reasons for them.
 - c) Take note of the number of players who score goals.
 - d) Recalls the names and numbers of the players cautioned or sent off.
 - e) Provides any other information relevant to the game.
- E. In the event of undue interference by the timekeeper or the third referee, the referee will relieve either of them of their duties, arrange for their replacement and report to the appropriate authorities.
- F. In case of injury, the third referee may replace either the referee or the second referee.

Law VIII – The Duration of the Game:

- A. All divisions will play (2) 20-minute periods during each game. The timekeeping is undertaken by a timekeeper whose duties are defined in Law VII. The duration of either half may be prolonged to enable a penalty kick to be taken.
- B. The teams are entitled to request a time-out of one minute in each half whereby the following principles apply:
 - 1. The team coaches are authorized to request the referee for a time-out of one minute, per half of play.
 - 2. A time-out of one minute may be requested at any time but only permitted when the team is in possession of the ball.
 - 3. The referee gives permission for a time-out when the ball is out of play.
 - 4. When time-out is granted, the players must remain on the playing pitch. If they wish to receive instructions from a team official, this may only be done at the touch line at the level of the team bench. The official issuing the instructions may not enter the playing pitch.
 - 5. A team which does not request a time-out in the first half of the game is still only entitled to one time-out in the second half.
- C. The half-time must not exceed 3 minutes. If both teams agree, the half-time interval may be shortened to only 1 minute, at the discretion of the primary referee. If the game schedule for the day is “running behind,” the referee may shorten the half-time interval to only 1 minute.
- D. The teams may be allotted up to 5 minutes of warm-up time, prior to the scheduled start of their game. This warm-up period cannot disrupt the scheduled start time for the game. This warm-up period may not occur if the game immediately prior, runs long and sufficient time is not available. This warm-up period will be granted only at the discretion of the primary referee.

Law IX – The Start and Restart of Play:

- A. The choice of ends is decided by the toss of a coin immediately prior to the given match. The team winning the toss decides if they want to start the game with possession of the ball/initial kickoff. The winner can defer initial possession/kick-off to the opposing team.
 - 1. The team that does not receive the initial kick-off takes the kick-off to start the second half. In the second half of the game, the teams change ends, opposite from the first half and attack the opposite goals.
- B. A kick-off is a way of starting or restarting play:
 - 1. At the start of the game.
 - 2. After a goal has been scored.
 - a) After a team scores a goal, the kick-off is taken by the other team.
 - 3. At the start of each half of the game.
 - 4. At the start of each period of extra time, where applicable.
 - 5. A goal may be scored directly against the opponents from the kick-off. The ball is in play when it is kicked and clearly moves. Tapped balls are not in play – the ball must move.
- C. Procedure for the kick-off:
 - 1. All players are in their own half of the pitch.
 - 2. The opponents of the team taking the kick-off are outside of the center circle, and on their defensive half of the pitch, not past the halfway line.
 - 3. The ball is stationary on the center mark.
 - 4. The referee gives a signal.
 - 5. The ball is in play when it is kicked and moves from a stationary position, the kicker may not touch the ball a second time until it has touched another player, regardless of if that player is on their team or not and regardless of if that player intentionally or accidentally comes in contact with the ball.
- D. Infringement during kick-off:
 - 1. If the kicker touches the ball a second time before it has touched another player:
 - a) An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offense is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.
 - 2. For any other infringement of the kick-off procedure, the kick-off is retaken.
- E. A dropped ball is a way of restarting the game after a temporary stoppage which becomes necessary, while the ball is in play and provided that immediately preceding the stoppage it has not passed over the touchline or goal line, for any reason not mentioned elsewhere in the Laws of the Game.
 - 1. The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case he drops it on the

penalty area line, at the place nearest to where the ball was located when the game was stopped. Play restarts when the ball touches the ground.

2. If the ball is touched by a player before it contacts the ground or if the ball leaves the playing pitch after it contacts the ground, without a player touching it, the ball will be dropped again. If this infringement continues to occur, the referee will provide an indirect kick to one of the teams at the referee's discretion.

Law X – Ball in and Out of Play:

A. The ball is out of play when:

1. The ball has wholly crossed the end line or touch line, whether on the ground or in the air.
2. Play has been stopped by the referee.
3. The ball hits the ceiling.
 - b) When a game is being played on an indoor playing pitch and the ball accidentally hits the ceiling, the game is restarted by a kick-in, awarded to the opposing team to the one which last touched the ball. The kick-in is taken from a point on the nearest touch line to the intersection between both touch lines and the imaginary line that runs parallel to the goal line and the place below where the ball hits the ceiling. If this point is within the penalty area, the placement of the ball will be outside of the penalty area, on the penalty area line, closest to the point of the infraction. This kick is considered "indirect."

B. The ball is in play at all other times including when:

1. It rebounds from a goal post or the crossbar onto the playing pitch.
2. It rebounds from either of the referees when they are on the pitch.

Law XI – The Method of Scoring:

- A. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.
- B. The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals or if no goals are scored, the game is drawn.
 1. In the case of a draw during a league tournament, additional game duration will take place, as outlined in Law VIII.

Law XII – Fouls & Misconduct:

- A. A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless or using excessive force:
 - 1. Kicks or attempts to kick an opponent.
 - 2. Trips or attempts to trip an opponent.
 - 3. Jumps at an opponent.
 - 4. Charges an opponent, including but not limited to with the shoulder.
 - 5. Strikes or attempts to strike an opponent.
 - 6. Pushes an opponent.
- B. A direct free kick is also awarded to the opposing team if a player commits any of the following offenses
 - 1. Holds an opponent.
 - 2. Spits at an opponent.
 - 3. Handle the ball deliberately.
- C. A direct free kick is taken from the place where the infringement occurred unless the infraction is within the penalty area. If an infringement occurs within the penalty area of the defending team, a penalty kick will be taken by the player/team that the infringement had occurred against.
 - 1. In the case of a penalty kick, no players on either team can be physically present between the penalty kick spot and the end line, other than the player taking the penalty kick and the goalkeeper.
 - 2. While defending the penalty kick, the goalkeeper may only move from left to right, along the end line and within the goal. The goalkeeper is not allowed to make a move towards the player kicking the penalty kick, until the kick has been made.
 - 3. Once the player takes the penalty kick, they may not touch the ball a second time, unless it is touched by a teammate or a player from the opposing team. Upon taking the penalty kick, the ball is live and unless:
 - a) A goal is scored.
 - b) The ball goes out of bounds.
 - c) The ball touches the ceiling/items above the pitch.
 - d) The goalkeeper obtains and maintains possession of the ball.
- D. Fouls that receive a direct free kick are accumulated fouls.
- E. An indirect free kick is also awarded to the opposing team to be taken from the place where the infringement occurred, if in the opinion of the referee, a player:
 - 1. Plays in a dangerous manner.
 - 2. Deliberately impedes the progress of an opponent when the ball is not being played.
 - 3. Commits any other offense, not previously mentioned in Law XII, for which play is stopped to caution or dismiss a player

- F. The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.
- G. A player is cautioned and shown a yellow card if they commit any of the following offenses:
1. Is guilty of unsporting conduct.
 2. Shows dissent by word or action.
 3. Persistently infringes the Laws of the Game.
 4. Delays the restart of play.
 5. Fails to respect the required distance when play is restarted with a corner kick or free kick.
 6. Enter or re-enters the playing pitch without the referee's permission.
 7. Deliberately leaves the playing pitch without the referee's permission.
- H. For any of these offenses, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offense was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.
- I. A player is sent off and shown the red card if he commits any of the following offenses:
1. Is guilty of serious foul play.
 2. Receives a SECOND yellow card (in the same game as the first card was received).
 3. Is guilty of violent conduct.
 4. Spits an opponent or any other person.
 5. Receives two yellow cards within the same game.
 6. Denies the opposing team a goal or an obvious goal-scoring opportunity by:
 - a) Deliberately handling the ball.
 - i. Exception for this red card infraction is provided to the defending goalie. In this case, a penalty kick is provided to the attacking team.
 - b) Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
 - c) Uses offensive, insulting or abusive language.
 - d) Receives a second caution in the same game.
- J. If play is stopped because a player is sent off the playing pitch for offense 3 or 4, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offense is committed in the penalty area, the

indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

- K. A player who has been sent off may not re-enter the game in course, nor may he sit on the substitutes' bench. That player will also be ineligible to play or sit on the bench, for his/her current game and the next game in the tournament or league. A substitute player may enter the game to compete two minutes after a teammate has been sent off, unless a goal is scored before the two minutes have elapsed, and provided he has the permission of the referee.

Law XIII – Free Kicks:

- A. Free kicks are either direct or indirect.
- B. For both direct and indirect free kicks, the ball must be stationary when the kick is taken, and the kicker may not touch the ball a second time until it has touched another player.
- C. The Direct Free Kick:
 - 1. If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.
- D. The Indirect Free Kick:
 - 1. A goal can be scored only if the ball subsequently touches another eligible player (on either team) before it enters the goal.
- E. Position of Free Kick:
 - 1. All opponents must be at least 5 feet from the ball until it is in play.
 - 2. The ball is in play after it has been touched or played.
- F. If, when a free kick is taken, an opponent is closer to the ball than the required distance:
 - 1. The kick is retaken.
 - 2. If a player continues to infringe by not allowing required distance, the distance will be made to 10 feet (or no more than half the distance to the goal) from the ball until it is in play. The player committing the infraction will also potentially be given a yellow card, at the discretion of the referee.
- G. If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:
 - 1. An indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred. However, if this offense is committed within the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.
- H. If the team taking the free kick takes more than 4 seconds to do so:
 - 1. An indirect kick is awarded to the opposing team.
- I. Referee Signals for Direct and Indirect Kicks:
 - 1. Direct Free Kick: The referee keeps one arm horizontally pointing in the direction the kick has to be taken. In the event the foul accounts as an accumulated foul, the referee points down to the ground with the index finger of the other arm just to let

the third referee (or any game official at the table) know that it counts as an accumulated foul.

2. Indirect Free Kick: The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken, and the ball has touched another player or goes out of play.

Law XIV – Accumulated Fouls:

A. Accumulated Fouls:

1. Are those sanctioned by a direct free kick mentioned in Law XII. The first five accumulated fouls by each team during each half are recorded in the summary of the game.

B. Position of Free Kick:

1. For the first five accumulated fouls recorded for either team in each half:
 - a) The players of the opposing team may form a wall to defend a free kick.
 - b) All opponents are at least 16 feet from the ball until it is in play.
 - c) A goal may be scored directly from this “direct” free kick.
2. Beginning with the sixth accumulated foul recorded for either team in each half:
 - a) The players of the opposing team may not form a wall to defend a free kick.
 - b) The player taking the kick has to be properly identified.
 - c) The goalkeeper must remain in his penalty area and at least 6 feet from the ball.
 - d) All the other players on the playing pitch must remain behind an imaginary line that is level with the ball and parallel to the goal line, and outside the penalty area. They must be 16 feet from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been touched or played.
3. Procedure (for the sixth and any further accumulated fouls)
 - a) The player taking the free kick must kick the ball with the intention of scoring a goal and may not pass the ball to another player.
 - b) Once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper, or has rebounded from the goalpost or crossbar, or has left the playing pitch.
 - c) If a player commits the sixth foul of his team in the opposing team’s half or in his own half in front of an imaginary line parallel to the halfway line and passing through the second penalty mark, the free kick is taken from the second penalty mark. The second penalty mark

is described in Law I. The free kick is to be taken in compliance with the provisions stipulated under “Position of free kick.”

- d) If a player commits the sixth foul of his team in his own half of the playing pitch within the area between the end line for the opposing goalie and the second penalty spot, the team awarded the free kick may choose whether to take it from the second penalty spot or from the place where the infringement occurred.
- e) If the game goes into extra time, all the fouls that have accrued from the second half of the game continue to accumulate into extra time.

C. Infringements/Sanctions, if any of the following situations occur:

- 1. If a player of the defending team commits an infringement to this Law:
 - a) The kick is retaken, only if a goal is not scored.
 - b) The kick is not retaken if a goal is scored.
- 2. If a player of the same team-as the player taking the kick infringes this Law:
 - a) The kick is retaken if a goal is scored.
 - b) The kick is not retaken if a goal is not scored.
- 3. If the player taking the kick infringes this Law after the ball is in play:
 - a) An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the, penalty area line at the place closest to where the infringement occurred.

Law XV – The Penalty Kick:

- A. A penalty kick is awarded against a team which commits any of the offenses for which direct free kicks are awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick.
- B. If necessary, additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.
- C. Position of the Ball and the Players.
 - 1. The ball:
 - a) Is placed on the first penalty mark.
 - 2. The player taking the penalty kick:
 - a) Is properly identified.
 - 3. The players other than the kicker are located:
 - a) Inside the playing pitch.
 - b) Outside the penalty area.
 - c) Behind or to the side of the penalty mark.
 - d) At least 16 feet from the penalty mark.

4. Procedure:
 - a) The player taking the penalty kicks the ball forward.
 - b) He may not play the ball a second time until it has touched another player.
 - c) The ball is in play when it is kicked and moves forward.
5. When a penalty kick is taken during the normal course of play, or time has been extended at halftime or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar:
 - a) The ball touches either or both goalposts, and/or the crossbar and/or the goalkeeper.
6. Infringements/Sanctions, if any of the following situations occur:
 - a) A player of the defending team infringes this Law:
 1. The kick is retaken, only if a goal is not scored.
 2. The kick is not retaken if a goal is scored.
 - b) A team-mate of the player taking the kick infringes this Law of the Game:
 1. The kick is retaken if a goal is scored.
 2. The kick is not retaken if a goal is not scored.
 - c) The player taking the kick infringes this Law of the Game after the ball is in play:
 1. An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

Law XVI – The Kick-in:

- A. A kick-in is a method of restarting play. A goal cannot be scored directly from a kick-in.
- B. A kick-in is awarded:
 1. When the whole of the ball passes over a touch line, either on the ground or in the air, or hits the ceiling or something obstructing the area above the pitch (when playing indoors).
 2. From the place where it crossed the touch line.
 3. To the opponents of the player who last touched the ball.
- C. Position of the Ball and the Players
 1. The ball:
 - a) Must be stationary on the touch line.
 - b) Is kicked back into play in any direction.
 2. The player taking the kick-in:

- a) Has part of each foot either on the touch line or on the ground outside.
 - b) The touch line at the moment of kicking the ball.
- 3. The players of the defending team:
 - a) Are at least six feet from the place where the kick-in is taken.
 - 1. Players must request additional space for the kick, if the opposing team is infringing upon the allotted six-foot area.
- D. Procedure for Kick-in's:
 - 1. The player taking the kick-in must do so within 4 seconds of taking possession of the ball.
 - 2. The player taking the kick-in may not play the ball a second time until it has touched another player (from either team).
 - 3. The ball is in play immediately after it is kicked or touched, by the player taking the kick-in.
- E. Infringements/Sanctions
 - 1. An indirect free kick is awarded to the opposing team if:
 - a) The player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.
 - 2. The kick-in is retaken by a player of the opposing team if:
 - a) The kick-in is taken incorrectly.
 - b) The kick-in is taken from a position other than the place where the ball passed over the touch line.
 - c) The kick-in is not carried out within 4 seconds of the player taking it being in possession of the ball.
 - d) Any other infringement of the Law occurs.

Law XVII – The Goal Clearance:

- A. A goal clearance is a method of restarting play.
- B. A goal may not be scored directly from a goal clearance.
- C. The goal clearance is awarded when:
 - 1. The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XI.
- D. Procedure of Goal Clearance:
 - 1. The ball is thrown from any point of the portion within the penalty area of the defending team.

2. Opponents will remain outside the penalty area until the ball is in play and goal clearance is completed by the goalkeeper.
3. Once the ball is placed in the possession of the team goalie, the player on the team with possession will have 4 seconds to release the ball. Upon release of the ball by the goalkeeper, the ball is considered live.
4. Infringement/Sanctions of Goal Clearance rules:
 - a) If the ball is not released within four seconds of possession:
 1. The opposing team will be given an indirect free kick from the outside area of the penalty area, closest to the point where the infringement occurred.
 - b) If, after the ball is in play, the player taking the goal clearance touches the ball a second time, before it has touched another player:
 2. An indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred.

Law XVIII – The Corner Kick:

- A. A corner kick is a method of restarting play.
- B. A goal may be scored directly from a corner kick, but only against the opposing team.
- C. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XI.
- D. Procedure for a corner kick:
 1. The ball is placed precisely inside the corner arc at the nearest corner.
 2. Opponents remain at least six feet from the ball until it is in play.
 - a. Players must request additional space for the kick, if the opposing team is infringing upon the allotted six-foot area.
 3. The ball is kicked by a player of the attacking team.
 4. The ball is in play when it is kicked or touched.
 5. The kicker does not play the ball a second time until it has touched another player, either on his own team or the opposing team.
- E. Infringements/Sanctions for violating the rules of a corner kick:
 1. An indirect free kick is taken by the opposing team if:
 - a) The player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred. If this infringement occurs

within the penalty area, the indirect free kick will be taken from the nearest point outside of the penalty area.

- b) The corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect free kick is taken from the corner arc.

2. For any other infringement:

- a) The corner kick is retaken.

Law XIX – The Penalty Kick/Shoot Out:

A. Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a game has been drawn.

1. The referee chooses the goal at which the kicks will be taken.
2. The referee tosses a coin and the team whose captain wins the toss chooses which team takes the first kick.
3. The referee keeps a record of the kicks being taken.
4. In principle each team takes five kicks, depending on the circumstances described hereafter.
5. The kicks are taken alternately from the penalty spot.
6. The names and numbers of the players taking the kicks are announced to the referee by the captains of each team before the kicks from the penalty mark are taken and one must be among those included on the list of players submitted on the roster immediately prior to the start of the game.
7. If, after both teams have taken five kicks, completing the initial round of penalty kicks, and both have scored the same number of goals or have not scored any goals, each team will utilize their players that had not already taken a penalty kick and once those players are utilized, the kick order for the team will be restarted in the same order as they previously kicked. Teams will continue to take kicks until one team has scored one goal more than the other from the same number of kicks.
8. Any player who has been sent off may not take part in the kicks from the penalty mark.
9. Only the eligible players (goalkeeper and opposing player taking the current penalty kick) and game officials are permitted to remain on the playing pitch when kicks from the penalty spot are taken.
10. All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half to that where the kicks are being taken. The second referee controls this area of the pitch and the players who are situated there.
11. The goalkeeper who is the teammate of the kicker must remain on the playing pitch without interfering with the progress of the play.

Law XX – Tournament Play:

- A. Following the conclusion of the regular season play, a single-elimination tournament will take place.
- B. Teams will be seeded for the league tournament based on points they receive for the regular season. Teams will receive points in the following manner:
 - 1. WIN = 3 points
 - 2. TIE = 1 point
 - 3. LOSS = 0 points
- C. If there is a tie in points between teams, the following items will be used to determine who will receive the higher seed:
 - 1. Head-to-head results between the tied teams.
 - 2. Lowest goals against for entire regular season.
 - 3. Highest goal differential for the entire regular season.
 - 4. Most goals scored for the entire regular season.
- D. At the conclusion of a tournament game, there must be a winner, and a game cannot end in a draw. If at the end of a tournament game, the two teams are drawn, a penalty kick/shoot out will occur, as described in Law XIX.

Law XXI – Age Matrix & Divisions:

- A. This age matrix aligns with the US Youth Futsal and FIFA standards for youth development within the sport. This means aligning with the international standards used by the world's leading soccer nations so that kids in our program are developing in an environment like those playing around the United States, as well as internationally in Germany, Spain, etc. Often, individuals ask what the "U" in U9, U14, etc. means. The U simply means "& under." U6 is 6 & under, U9 is 9 & under and so forth. It is the Mean Machine Sports philosophy that children do not "play down" in a division. This means that no child, whose age exceeds the limit of the division will be able to play in that division. Special circumstances may be considered for children that are developmentally delayed, or their health may be at risk by playing with an older group. Exceptions to this rule are extremely rare and must be voted on by the Mean Machine Sports board of directors on a specific case-by-case scenario. The Mean Machine Sports season runs in conjunction with a typical school calendar (ex. 2021-22 season begins during the summer of 2021 and ends at the conclusion of the spring 2022 season.) This system guarantees that no child shall play in a division in which they are too old to play in. Any questions about the age matrix should be directed to the board of directors and/or the Mean Machine Sports president.

- B. All players participating within the youth divisions, must submit or have previously submitted (possession of the documentation must be confirmed by the Mean Machine Sports President) one of the following documents to prove their age/birth year:
 - a. Birth Certificate.
 - b. Passport.
 - c. Current Driver's License/State Identification Card (with birth date included).
- C. Proof of age is not required for any players playing within the adult divisions, which are also 18 years of age or older.
- D. Divisions:
 - a. U12 and divisions for youth that are younger will be established through the age matrix, in reference to the birth year of the player as well as the current year of the league.
 - i. If there are enough eligible female teams, a separate division will be created for "Females," within that given age division.
 - 1. For the purposes of the league and fair play, biological females will be allowed to play within either the "Males" or "Females" divisions, however biological males will not be allowed to play within the "Females" divisions.
 - 2. Exceptions may be made to this rule, under the discretion and vote of the Mean Machine Board of Directors, on a case-by-case basis.
 - b. The "Junior High School Division" will include youth that are eligible for the U14 division, and will comply with the Mean Machine age matrix, in reference to the birth of the player, as well as the current year for the league. Although it will not be verified, these players are expected to be currently enrolled in Junior High School (Grades 6, 7 or 8), in their respective school district.
 - i. If there are enough eligible female teams, a separate division will be created for "Junior High School Females."
 - 1. For the purposes of the league and fair play, biological females will be allowed to play within either the "Junior High School Males" or "Junior High School Females" divisions, however biological males will not be allowed to play within the "Junior High School Females" division.
 - 2. Exceptions may be made to this rule, under the discretion and vote of the Mean Machine Board of Directors, on a case-by-case basis.
 - c. The "High School Division," will include youth that are eligible for the U19 division, and will comply with the Mean Machine age matrix, in reference to the birth of the player, as well as the current year for the league. Although it will not be verified, these players are expected to be currently enrolled in High School (Grades 9, 10, 11 or 12), in their respective school district.

- i. If there are enough eligible female teams, a separate division will be created for “High School Females.”
 1. For the purposes of the league and fair play, biological females will be allowed to play within either the “High School Males” or “High School Females” divisions, however biological males will not be allowed to play within the “High School Females” division.
 2. Exceptions may be made to this rule, under the discretion and vote of the Mean Machine Board of Directors, on a case-by-case basis.
- d. The “Adult Coed Division,” will include players that are no younger than 16 years of age at the time of the first game. There are no limits on how old a player can be, within the “Adult Coed Division.”
 - i. If there are enough eligible female teams, a separate division will be created for “Adult Females.”
 1. For the purposes of the league and fair play, biological females will be allowed to play within either the “Adult Coed Division” or “Adult Females” divisions, however biological males will not be allowed to play within the “Adult Females” division.
 2. Exceptions may be made for this rule, under the discretion and vote of the Mean Machine Board of Directors, on a case-by-case basis.

E. Age Matrix for the 2023-2024 through 2025-2026 Seasons:

2023-24 Season											
Division :	U4	U5	U6	U7	U8	U9	U10	U11	U12	U13	U14
Birth Year :	2020	2019	2018	2017	2016	2015	2014	2013	2012	2011	2010
Division :	U15	U16	U17	U18	U19	U20	U21				
Birth Year :	2009	2008	2007	2006	2005	2004	2003				
2024-25 Season											
Division :	U4	U5	U6	U7	U8	U9	U10	U11	U12	U13	U14
Birth Year :	2021	2020	2019	2018	2017	2016	2015	2014	2013	2012	2011
Division :	U15	U16	U17	U18	U19	U20	U21				
Birth Year :	2010	2009	2008	2007	2006	2005	2004				
2025-26 Season											
Division :	U4	U5	U6	U7	U8	U9	U10	U11	U12	U13	U14
Birth Year :	2022	2021	2020	2019	2018	2017	2016	2015	2014	2013	2012
Division :	U15	U16	U17	U18	U19	U20	U21				
Birth Year :	2011	2010	2009	2008	2007	2006	2005				