

SSA Winter Futsal League Rules

General Rules

- A Futsal ball (size 3 or 4, limited bounce)
- 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 22 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.
- A copy of your team roster must be shown to the official before each game.

Uniform

- Home team to wear darker colored uniform
- Away team to wear lighter colored uniform
- All jerseys to have a number on the back
- Shin guards must be worn
- Indoor appropriate footwear only

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.

Half Time: Teams switch sides and benches during the half--time interval. Each team gets 3 minutes for half time

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, slide tackles 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 their 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.

Pass Back Rule

When a goal keeper plays the ball out (after making a save or after a goal clearance), he/she is not allowed to receive the ball back unless the other team touches the ball or the ball goes out of bounds (kick in).

If the ball goes out of bounds or the opposing team touches the ball, the goalkeeper can be used as an outlet once (using hands is NOT allowed at this point) and has 4 seconds to play the ball back out with his/her feet

Team fouls

All fouls committed by a team that result in a direct free-kick or a penalty in one half of the game are counted together; these are so-called accumulated fouls. Once a sixth accumulated foul has been committed, teams are awarded a free-kick without a wall on the second penalty mark, which is ten metres from goal and four metres behind the first penalty spot. If the foul was made between the byline and the second penalty mark, the free-kick may be taken closer to the goal.