



DC Stoddert Soccer

Winter Futsal

Rules of the Game Winter 2020

The following rules are derived from FIFA's current complete Futsal Laws of The Game 2014/15. Minor adjustments have been made to accommodate the court sizes and layouts at our disposal, as well as the time limitations of each session.

We recognize these rules have some significant differences from those of outdoor soccer and will take some newcomers time to absorb. Stoddert referees will assist players, managers, and parents in making this transition. The full laws and interpretations can be found at: www.fifa.com.

General Rules

- These are adapted playing rules specific for the DC Stoddert Soccer Winter Futsal League. Any situation not covered within these rules will automatically revert to the FIFA Futsal Laws of the Game 2014/15
- All players, including goalkeepers, must **wear shin-guards** at all times when on the court
- A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of **jewelry**. Casts may be wrapped in bubble wrap or other suitable protective material.
- Players must wear appropriate **flat-soled, non-marking footwear**
- In appropriate instances DC Stoddert Soccer's Rec Soccer [Administrative Rules](#) apply to futsal and can be useful guides.

Teams & Substitutions

- All players must be registered to the team with DC Stoddert Soccer before being allowed to play for the team
- For teams from **grades 2, 3 or 4**, six players may be on the court for each team at any one time, unless players have been dismissed from the court
- For teams from **grades 5 and older**, five players may be on the court for each team at any one time, unless players have been dismissed from the court
- Substitutions can be made "on the fly" at any time during the game, and the number of substitutions is unlimited
- The player being substituted must leave the court via the substitution zone, which is the area in front of their team bench. The substitute can only enter the court once the player being replaced has left, and must enter the court via the substitution zone.

- Any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match. Any active player may change places with the goalkeeper, too, but must do so during a stoppage in the match and must inform the referees before the change is made. Goalkeepers must be distinguished from field players via a different color shirt or pinnie.
- Teams will switch benches at halftime to ensure their substitution zones remain in their respective defensive halves

Duration of Play & Timeouts

- Matches will consist of two 20-minute periods
- Games will play to a continuous clock, which means the clock will not be stopped when the ball goes out of play or for any other routine stoppage
- At half-time the interval will not exceed 3 minutes
- Teams are entitled to a one-minute timeout each half. A team that does not request a timeout in the first half will still have only one during the second. A timeout can be granted only during the requesting team's possession and during a stoppage of play.

Technical Rules

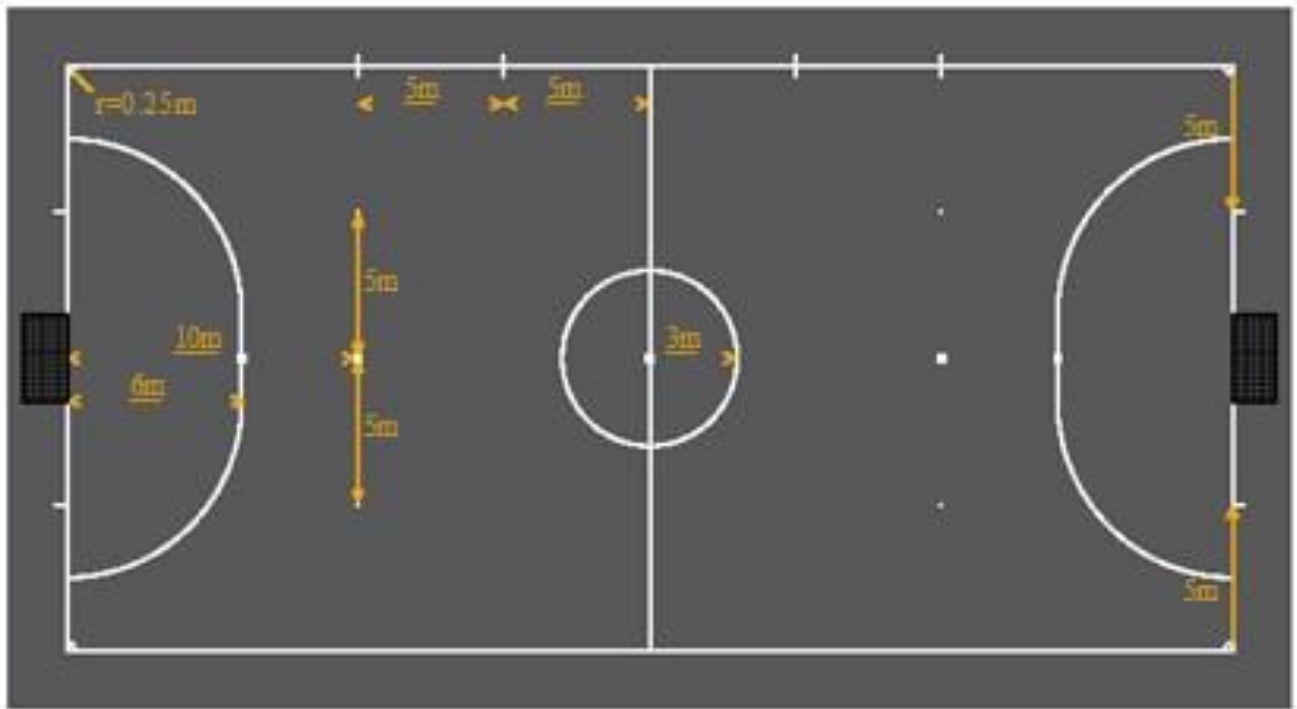
- Kick-offs (to start play) do **not** have to go forward; they can go straight back, as in soccer
- Kick-ins are taken when the ball goes out across the touchline. No throw-ins.
- Goal clearances ("goal throws") are taken in place of goal kicks
- For all restarts the kicker/thrower must play the ball within 4 seconds of being ready to do so (as determined by the referee)
- When taking a kick-in, the kicker must have one foot on the touchline or behind it and the ball must be stationary
- A goal may **not** be scored directly from a kick-in, kick-off or goal throw
- From corners, kick-ins, and free-kicks, opponents must be a distance of at least 10 feet from the ball
- The goalkeeper is not allowed to control the ball with either hands or feet for more than 4 seconds in their own half
- As is the case in "outdoor" soccer, goalkeepers cannot play a ball passed back to them by a teammate with their hands.
- Goalkeeper throws cannot go past the midcourt stripe without first touching the court or a player (i.e. no throwing the ball the length of the court). Rolling the ball is preferred to throwing.
- There is **no offside** in futsal
- **No heading the ball** allowed for all age groups **except** for the high school age groups (Coed & Girls). Keeping the ball on the floor is encouraged.

- **Runaway games:** Coaches should aim to avoid runaway games. Use creative approaches for your team if your team is much stronger (i.e. change player positions, have them use their weak foot only, cycle the ball back through the GK once possession is won, etc.). **If the goal differential gets to +6, the team on the minus side adds a player.** The team on the losing side may add a player, and may continue adding a player for each added goal beyond a goal differential of 6.
- **Referee communications:** The team's coach and captain are the only ones who should speak to the referees. All communications should be civil and fair play focused. Referee abuse will not be tolerated.

Fouls & Misconduct

- Shoulder charges and slide tackles are prohibited
- A team may concede five fouls (the type resulting in a direct free kick) in each half of the game. On the sixth and any subsequent direct kick infringement, a direct free kick will be awarded to the opposition from the second penalty spot. The defending team may not place any players other than the goalkeeper to stop the shot.
- If a player is sent off, the team to which the player belongs must play a player short until either two minutes have passed or the opposition have scored a goal. The player that has been sent off is not able to play in the remainder of the match and may face further suspension in line with the severity of the conduct.
- If a player commits a foul the referee can decide to award either a direct or indirect free-kick, or a penalty if the foul took place inside the penalty area. Just like in football played on a grass pitch, yellow and red cards can be issued in futsal. If a player is shown a red card he can be replaced on the pitch by a substitute after a mandatory two-minute time penalty that always follows a red card. If the team concedes a goal during this time, a substitute may enter the pitch before the two-minute penalty has been completed.

FUTSAL FIELD OF PLAY – with typical dimensions (actual dimensions vary)



FUTSAL – OVERALL AREA OF PLAY (showing team benches, etc.)

