

NKSA Futsal: Laws of the game:

Duration of matches

- Two halves lasting 20 minutes each, running clock
- 5 min half

Time-outs

- Each team may request a one-minute timeout per half.
- Teams may only call a time-out after notifying the referee and when they are in possession of the ball.
- If a team decides not to use their time-out in the first half, they cannot carry it over to the
- second.

Rolling substitutions

- Each team starts with one goalkeeper and four outfield players on the pitch.
- Coaches can make as many substitutions as they wish.
- Substitutions can be made without stopping the game.

Infringements and sanctions

FIFA Laws of the Game apply with some Futsal and facility modifications

- No slide tackles
- No offside
- As in soccer, fouls are penalized with either a direct or indirect free-kick, or a penalty if the foul is committed inside the penalty area (designated by the area inside the 3-pt arc.)
- The Penalty Mark will be designated as a spot in the center of the Free Throw line.
- Fouls can be sanctioned with red and yellow cards.
- If a player is shown a red card, they can only be replaced on the pitch by a substitute after a mandatory two-minute time penalty. If the team concedes a goal during this time, the substitute may come on before the time penalty has elapsed.

Team fouls

- A count is kept of fouls penalized with a direct free-kick or penalty kick in each time
- period. These offences are called “accumulated fouls”.
- When a team commits a sixth accumulated foul, the opposing team is awarded a direct free-kick without a wall on the second penalty mark, (designated as the red line situated between the top of the arc and the bottom of the center circle.)

Goalkeepers

- Goalkeepers are free to move anywhere on the pitch but can only handle the ball inside their own penalty area, designated on the court by the 3 point line.
- They are allowed to throw the ball from their area into the opposition half.
- They may only touch the ball again after an opposition player has touched it or if they
- advance to the opposition half.

Putting Balls in Play

- Balls out over the touchlines are put back into play with a kick-in
- Balls over the endline for a goal kick can be thrown or kicked in by the GK from within the arc
- Ball over endline for a corner are kicked in at the corner
- All balls put into play (including direct and indirect kicks, and GK distribution,) must be played within 4 secs and must be given at least 3 yards of space.

General

- Only 2 coaches maximum are allowed in the bench area