

TRI-COUNTY FUTSAL RULES 2018-2019

Note: Only “Differences” from FIFA/US Futsal are described

LAW 1 - The Playing Court

- All locations will do their best to provide as close to USFF guidelines as possible.
- Penalty Spot is 6 meters (20 feet)
- Second Penalty spot is 10 meters (30 feet)

LAW II - The Ball

- U19-U13 Senior(4) futsal low bounce Ball; U12 and below-Junior (3) Futsal low bounce ball

LAW III - Number of Players

- Minimum number of players to start and finish the match: 3 (including GK)
- Maximum number of players including goal keeper: 5
- One player must be identified as the goal keeper.
- Maximum number of substitutes: 5
- Substitution Method: "Flying substitution"
- Goalkeeper substitutions can only be made when the ball is out of play and with the referee's consent
- Players must enter and leave play from the Substitution Zone in front of the team bench.
- Maximum roster size is 20 players, **only 10 per game.**
- Minimum roster size is 7 players.
- Players may appear on multiple rosters.

LAW IV - Players' Equipment

- Usual Equipment: Players must wear same colored shirts. Numbered shirts are preferred, but not required; shorts, socks, shin-guards, non-marking footwear
- All earrings **MUST** be removed. No taping over newly installed earrings will be permitted.

LAW V - Main Referee

NOTE: All games U15 and above will utilize 2-referee system. All younger games will utilize a 1-man referee system

- Position: Opposite the bench side.

LAW VI - Second Referee (only U15+)

- Position: The bench side
- Referees may decide to switch positions if necessary.

LAW VII – Timekeeper (volunteer)

- Duties: Start game clock at kick-off; indicate end of first half and match with some sort of sound; record fouls, and indicate when a team has exceeded the 5-foul limit;
- Position: Outside halfway line on whatever side the Main Referee decides.

NOTE: Timekeeper will be a volunteer sought out by the Main Referee. If not available, the referee or 2nd Referee will perform timekeeper duties.

LAW VIII - Duration of the Game

- All matches shall consist of two equal 25 minute periods with a 5 minute halftime (All games must end on the hour. Facility/club officials will determine if games must be shortened in order to maintain game schedule for facility.)
- Each team is entitled to a one-minute time-out in each half taken at any time, excluding the last 2 minutes of the game. The team requesting a time-out must be in possession of the ball and must request the timeout before play is stopped (i.e. before the ball goes out of bounds). The game clock continues to run.

LAW IX - The Start of Play

- Home team shall kick off in the first half, visiting team in the second half.
- The ball can go in any direction. The opposing team must be at least 5 yards from the center spot. If a player is encroaching, there will be a re-kick.
- The Four Second Rule applies after the whistle is sounded (see Law X).
- The kick-off is an indirect free kick, so no goal may be scored on a kick-off.

LAW X - Ball in and out of Play

- The ball shall be deemed out of play when: It hits the ceiling or overhead obstruction. The ball is moved to the nearest touch line and played in as a kick-in by the other team.
- Four Seconds Rule: Players have four seconds to restart the ball from a stoppage from the time the player gets the ball back into the "confines of play." This also applies to kickoffs after a team scores a goal.

LAW XI -- Method of Scoring

LAW XII - Fouls and Misconduct

- For **U14** and below, goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player) an IFK is awarded at the spot on the halfway line where the ball crossed.
- An IFK is awarded to the opponents if the goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has been touched by an opponent.
- For **U14** and below--ALL actions by the keeper after controlling the ball with the hands shall not have the ball go over the halfway line in the air. This includes a goal clearance throw, control after a shot, or a drop kick. If the keeper receives the ball with the feet, the keeper can kick the

ball over the halfway line. The keeper **is** allowed to establish himself as a field player (i.e. play the ball to himself or herself and begin dribbling) and then kick the ball over the halfway line. The decision on what is a drop kick (illegal) and what is a pass after dribbling is to be determined by the referee(s).

- Players receiving a Red Card are not permitted to sit on the bench. The player may not play the next game. The team of the player sent off may substitute for that player only after 2 minutes of play or after the opposing team scores -- whichever comes first. The substitute may not enter the court until the ball is out of play and he or she has a ref's consent.

LAW XIII - Free Kick

- Referee Whistle: All free kicks must have a referee whistle to restart play.

LAW XIV - Accumulated Fouls

- Only Direct Free Kick Fouls accumulate each half (those whistled during the course of dynamic play). On the fifth DFK foul issued to a team, the team will be advised by the referee that the next foul will result in a penalty kick.
- Penalty kick for accumulating 6 or more DFK fouls is taken from the second penalty spot. infringements committed within 12 meters of the goal line shall be punished with a direct free taken from the point of infringement or from the second penalty spot (kicker's choice); Time continues to run.
- On the 6th and any additional fouls: the ball is placed on the second penalty spot; No defensive wall allowed; Kick is direct and must be an attempt to score.
- Procedure:
Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an Imaginary line that is in line with the ball and that is perpendicular to the line from the ball to the center of the goal. Players of the opposing team must also be at least 5 yards from the ball. The goalkeeper shall stand on the goal line between the goal posts for all ages.

LAW XV - Penalty Kick

LAW XVI - Kick-In

- Four second rule applies (see Law X)
The ball must be settled and on or closely behind the line. If the ball was set by the **hand** and it rolls slightly due to the unevenness of the floor, the referee will not whistle this as a foul. Defenders must allow a minimum of 10 feet on small courts and 15 feet on large courts.

LAW XVII - Goal Clearances

LAW XVIII - Corner Kick

Opponents shall remain at least 10 feet away on small courts and five yards away on large courts from the corner until the ball is in play. Kicks are taken from the point where the side line and the end line meet.