

# FUTSAL RULES

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## 1. DURATION OF THE MATCH

- All matches are 35 Minute Games. The clock is continuous, if there is an extended injury Management will decide if time will be added, or if the game will need to be replayed.
- If two games are being played on the same (Large) field, all (4) teams will share the same clock. This means both games will start at the same time. Please be sure your team is ready to play at game time.

## 2. NUMBER OF PLAYERS

- Each league, regardless of age group, will consist of four (4) field players and one goal keeper on the field at all times.

## 3. SUBSTITUTION PROCEDURES

- Substitutes may be made at any time, whether the ball is in play or not. To replace a player with a substitute, the player being substituted for must leave the field before the substitute may enter.

## 4. CHANGING THE GOALKEEPER

- Any player may change places with the goalkeeper
- The player changing places with the goalkeeper must do so during a stoppage in the match and must inform the referee before the change is made
- A player or substitute replacing the goalkeeper must wear a different uniform, which distinguishes them as the goalkeeper.

## 5. THE KICK-IN / RESTARTS

- A kick-in is a method of restarting play
- A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line or goal line, either on the ground or in the air, or touches the nets
- A goal may NOT be scored directly from a kick-in.
- All restarts are Indirect Kicks, unless a foul occurs in the penalty area against the attacking team, in which it is a penalty kick (Direct Free Kick). The PK spot is marked at the top of the penalty area.
- All opponents must remain at least 9 feet from the spot of the ball, until the ball is played.
- Players have 4 seconds to get the ball back into play.

## 6. SPECIAL RULES

- No field players are permitted to slide. Goalkeepers are only allowed to slide in the penalty area.
- Goalkeepers are not permitted to drop kick the ball or score directly from a throw. The restart is an Indirect Kick at the half-line, for the opposing team.
- Goalkeepers can-not throw the ball in the air past half field without the ball touching a field player or the field. The restart is an Indirect Kick at the half-line, for the opposing team.

## 7. CAUTIONS AND SEND-OFFS

- Time Penalties – 1 minute penalty for a (Blue Card) and a 2 minute penalty for a Send-Off (Red Card). Teams can return to full strength after the time penalty is served or after the opposing team scores, whichever comes first. If both teams are serving a time penalty at the same time – the penalties will not be reduced if a goal is scored.
- Two (2) Blue Cards in the same game will result in an automatic Send-Off
- The player Sent-off is out for the rest of the game, but the team can play full strength after the time penalty is served.
- The referee will inform the teams when the time penalty is over.