

Coaches, players and parents are encouraged to be familiar with these rules. Futsal is a fast-paced game that is fun to play and will help players to improve their skills. The goal is to help the players develop while having fun competing. Coaches are needed to organize and manage players and should not focus too much on tactics or positional elements. Instead, allow the young players to develop their technique.

Futsal Rules

GENERAL

- **NO INTENTIONAL CONTACT** (*Direct free kick*)
- **NO SLIDING** (*Direct free kick*)
 - **EXCEPTION:** The GK is allowed to slide in an attempt to clear the ball, if in referees judgment, the slide is an attempt only to make contact with the ball and not the opponent. If the GK slide is careless (a foot in air, a hook, etc.) it is a *direct free kick* and possibly a cardable offense.
- **NO OFFSIDES**
- 4 field players and a Goalkeeper. Goalkeeper must wear a different color jersey.
- Numbered jerseys of the same color are required.
- No overtime, injury time or stoppage time.
- 20 minute halves, 3 minute half-time. Running clock.
- REQUIRED: flat-sole shoes; shin-guards, covered by socks.

THE COURT

- **PENALTY AREA:** 3-point line represents penalty (goalie) area.
- **CEILING:** If ball contacts the ceiling, it is a turn-over with an indirect kick-in from the nearest point on the touchline.
- **HOOP/BACKBOARD:** If ball contacts basketball hoop/backboard, it is a turn-over with a goal clearance or corner kick, depending on the last touch.

SUBSTITUTIONS

- All substitutions are on the fly, including goalkeeping substitutions.
- A substitute may not enter the match until the player leaving the match is at the midcourt touchline.

4 SECOND RULE

Restarts must be made within 4 seconds of placing the ball. Goal clearances must be made within 4 seconds of keeper possession. Referee will count by motion of arm. (*Indirect free kick*)

3 YARD RULE

Defending players must remain at least 3 yards from all restarts, and at least 3 yards outside the penalty area on goal clearances.

GOALKEEPER RULES

- **NO PUNTING or DROP-KICKING the ball** (*Indirect free kick*)
- **MID_COURT:** Keeper may NOT throw or kick the ball beyond the mid-court line from within his own penalty box unless it first touches the ground or a player on the goalkeepers half of the court. (*Indirect free kick*)
- Keepers may receive a kick-in.

GOAL CLEARANCES (there are no goal kicks in futsal): The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area within 4 seconds of possession.

10 GOAL RULE

If a team leads by 10 goals, the score will be recorded as final and the rosters may be rebalanced by coaches for the remainder of the game. The goal is to help the players develop while they are having fun competing.

PENALTY KICKS

Taken from 5 yards. The player taking the kick must be stationary and cannot run onto the ball. Players other than the kicker and goalie must remain behind the 3-point line until the ball is kicked.

FOULS NOT SPECIFIED ABOVE

Refer to normal laws of soccer.

MISCONDUCT

Yellow Card = Caution: 2 yellow cards = 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 is ejected from the game and serves a minimum one-match suspension.

Tie Game in Playoff Games

If a tie exists at the end of a playoff game, the game will be decided by going immediately into Penalty Kicks. Each team will kick alternating shots using the 4 field players, against the goalies, who are on the court at the end of regulation time. At the end of the 4 kicks, the team with the most points wins. Goalies will not take penalty kicks.

If a tie still exists, sudden death penalty kicks will take place: The same 4 kickers must be used in the same order in overtime Penalty Kicks until a winner is decided.