

FUTSAL LEAGUE RULES

GAME DURATION

- 2 Halves of 12 minutes with a 2-minute halftime.
- The 12-minute halves are running clocks.
- Additional time will not be added unless a severe injury is on the court.

PLAYERS

- Games will be played with 4 Field players and a Goalkeeper on each team.
- Games can be played with 3 Field players and a Goalkeeper.

GOALKEEPERS

- Goalkeepers can't throw or punt the ball past midfield.
- Goalkeepers can throw the ball past midfield if it bounces in their own half first.
- The philosophy behind this limitation is to promote creative futsal and encourage technical development.

OUT OF BOUNDS

- No Throw-ins. Players will have 4 seconds to kick the ball into play.
- Failure will result in losing possession and a kick-in for the other team.
- Opponents must be 3 yards from the kicker.
- No goals can be scored from direct kick-ins from out-of-bounds.

FREE KICKS

- All kicks are direct.

PENALTY KICKS

- Penalty kicks will be taken from the top of the arch.
- All players, except the goalkeeper and the penalty taker, must be 5 yards behind the penalty mark.

SUBSTITUTIONS

- Substitutions will be on the fly. Players can exit the field from any line on the court. Players entering the field **MUST** enter the court from the halfway line.

CARDS/ EJECTIONS

- MSC will not issue yellow or red cards during the tournaments. Staff will be monitoring games. Staff can give “warnings to players” who are playing overly aggressive putting other players' safety at risk.
- Staff monitoring the games can issue “ejections,” which will prevent that player from participating in his/her next game.