

DC Soccer Club Winter Futsal Rules

The following rules are derived from FIFA's current complete [Futsal Laws of The Game 2022-2023](#).

We recognize these rules have some significant differences from those of outdoor soccer and will take some newcomers time to absorb. DC Soccer Club referees will assist players, managers, and parents in making this transition.

General Rules

- Coaches should consider the enjoyment of all players on both teams and should avoid Runaway Games. Use creative approaches if your team is stronger (i.e. change player positions, have them use their weak foot only, cycle the ball back through the GK once possession is won, etc.). If the goal differential gets to six, the team on the losing side adds a player. The losing team may add an additional player and for each added goal beyond a goal differential of six.
- The team's coach and captain are the only ones who should speak to the referees. All communications should be civil and fair play-focused. Referee abuse will not be tolerated.
- In appropriate instances, DC Soccer Club's Recreational Division [Administrative Rules](#) apply to futsal and can be a useful guide.
- No coin toss, and no captains' meeting before the game. The home team kicks off at the start of the game; the away team kicks off at the beginning of the second half.
- Coaches and substitutes should take one sideline; parents should be on the other sideline.
- Parents should not stand behind the goal unless they are quiet (no cheering or coaching) and are primarily retrieving balls that are kicked out past the end line.
- Teams will switch benches at halftime to ensure their substitution zones remain in their respective defensive halves.

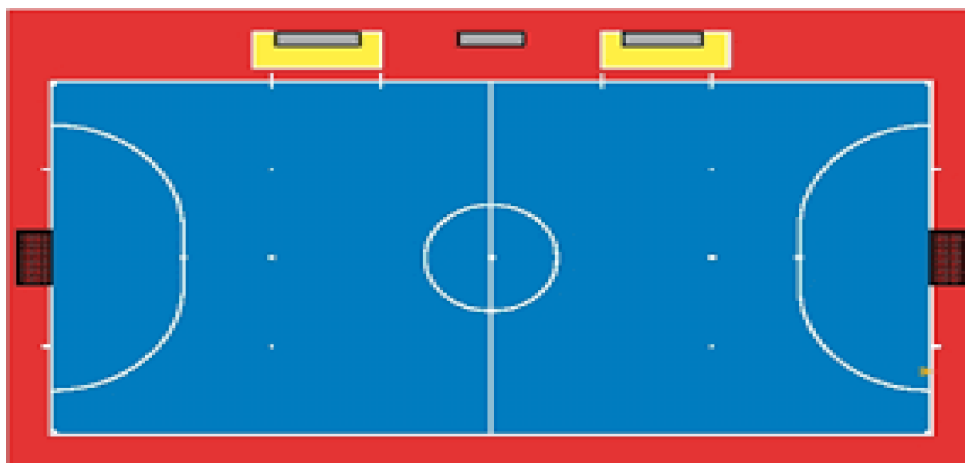
Players and Equipment

- All players must be registered with DC Soccer Club.
- For teams in kindergarten and first grade, four players may be on the court. No goalkeeper is used for these age groups.

- For teams in second grade and older, five players (four field players plus a goalkeeper) may be on the court.
- A game may not start or continue when a team has fewer than three players.
- Home teams wear blue; away teams wear red. In colder weather, the jersey should be the outermost layer.
- Goalkeepers must be distinguished from field players via a different color shirt or pinnie.
- All players, including goalkeepers, must wear shin guards.
- A player must not use equipment or wear anything dangerous to himself or another player, including any kind of jewelry. Casts may be wrapped in bubble wrap or other suitable protective material.
- Players may wear flat-soled shoes or turf shoes. Cleats are not allowed for hard-top surfaces and are discouraged (but allowed) for outdoor turf fields.
- There are two sizes of futsal balls, which have less bounce than a regular soccer ball. Teams in seventh grade and above should use the bigger (size 4) futsal ball. Teams in sixth grade and below should use the smaller (size 3) futsal ball. Unlike regular soccer, there is no size 5 ball.

Substitutions

- Substitutions can be made “on the fly” at any time during the game, and the number of substitutions is unlimited.
- Any substitute may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match. An active player may change places with the goalkeeper, but only with the referee’s consent during a match stoppage (when the ball is out of play).
- The player being substituted must leave the court via the substitution zone, which is the area in front of their team bench. The substitute can enter the court once the player being replaced has left via the substitution zone, and the new player must enter the court via the substitution zone. In the diagram below, the team benches are shown in gray, and the substitution zones are shown in yellow.



Duration of Play & Timeouts

- Matches will consist of two 24-minute periods.
- Games will play to a continuous clock, which means the clock will not be stopped when the ball goes out of play or for any other routine stoppage.
- The half-time interval will not exceed three minutes.
- Teams are entitled to a one-minute timeout each half. A team that does not request a timeout in the first half will still have only one timeout for the second half. A timeout can be granted during a stoppage of play in the requesting team's possession if the referee has not yet started the four-second count.

Re-starts

- All re-starts must be taken within four seconds, as determined by the referee. The four-second count starts when a player could have re-started the game, with the ball in their hands or at their feet. For the younger age groups, the referee will provide more time and more encouragement so that players can complete the re-start. When the referee determines that too much time has elapsed, the opposing team gets the re-start.
- When the ball goes over the sideline / touchline, a kick-in is taken. No throw-ins. The ball must be stationary and placed on or behind the touchline. Violations result in a kick-in by the opposing team. Referees will work with younger players to complete a successful re-start.
- When the ball goes over the end-line last touched by an attacking player, the goalkeeper gets a goal clearance ("goal throw"), instead of a goal kick. The goal clearance must be taken by the goalkeeper (not another defender), and the ball must be rolled or thrown. The ball cannot be dropped to the

goalkeeper's own feet, to be kicked. Violations result in an indirect free kick at the edge of the penalty area for the opposing team. Referees will work with younger players to complete a successful re-start.

- Goal clearances cannot go past the midcourt without first touching the court or a player (i.e. no throwing the ball the length of the court). Violations result in an indirect free kick for the opposing team at midcourt.
- The kindergarten and first grade divisions do not use a goalkeeper. For these divisions, goal clearances ("goal throws") may be done by any player on the team with ball possession.
- When the ball goes over the end-line last touched by a defender, a corner kick is taken, within four seconds.
- After a goalie or at the start of each half, a kick-off is taken. Kick-offs do not need to go forward; they can go straight back, as in soccer.
- A goal cannot be scored directly from a kick-off, kick-in, goal throw, or indirect free kick. A goal may be scored from a direct free kick, penalty kick, or corner kick.
- For free kicks, opponents must be at least five meters away. For kick-offs, kick-ins, and corner kicks, opponents must be at least three meters away.

Direct Free Kick Fouls & Misconduct

- Shoulder charges (and similar types of contact) that would be legal in soccer are prohibited in Futsal.
- Slide tackles are always prohibited in Futsal.
- There are two penalty spots, six meters away from the goal, and ten meters away from the goal.
- When the defense concedes a direct free kick foul within their penalty area, a penalty kick will be awarded at the first penalty spot, six meters away from the goal.
- When a team has accumulated six direct free kick fouls within a half, the opposing team will receive a free kick from the second penalty spot, ten meters away from the goal. At the taking of the kick, all players (except the goalkeeper) must be behind the ball. The kicker must make a shot on goal; the kicker may not make a pass to a teammate. The goalkeeper must line up on the goal line. If the sixth direct free kick foul occurred closer to the goal than the ten-meter mark, the kick may be taken from the point of the foul instead of the ten-meter mark, at the choice of the kicking team. If the sixth direct free kick foul is committed within the penalty area, then a penalty kick is taken.

- If a player is sent off, their team must play a player short until either two minutes have passed, or the opposition have scored a goal. The ejected player is not able to play in the remainder of the match and may face further suspension in line with the severity of the conduct.

Indirect Free Kick Fouls

- When the goalkeeper has the ball at their feet, they are not allowed to control the ball for more than four seconds in their own defensive half. Violations result in an indirect free kick for the opposing team, at the place that the goalie had the ball at the end of the four-second count, but no closer to the goal than the edge of the penalty area.
- After a save, a goalie may drop the ball to their feet, and must let the ball bounce at least twice before passing the ball or kicking the ball away. If a goalie makes a punt (no bounces or one bounce), the opposing team receives an indirect free kick at the edge of the penalty area.
- As is the case in “regular” soccer, goalkeepers cannot pick up with their hands a ball that is deliberately passed back to them by a teammate using their feet. If the goalie uses their hands to pick up a “pass-back”, the opposing team receives an indirect free kick at the edge of the penalty area.
- Indirect free kick fouls do not count towards the limit of six direct free kick fouls within one half.

Offside

- There is no offside in futsal.

DC Soccer Club Rules (differences from FIFA Futsal Rules)

- No heading the ball, for all age groups. Let's keep the ball on the ground.
- Goal clearances cannot go past the midcourt without first touching the court or a player (i.e. no throwing the ball the length of the court). Violations result in an indirect free kick for the opposing team at midcourt.
- The defense may always pass the ball back to the goalkeeper, who can play the ball with their feet. The goalkeeper may not pick up a deliberate pass-back to their hands. (The FIFA Futsal Laws of the Game encourage forward-play by limiting goalkeeper touches within their defensive half to once per possession and for only four seconds; we are not following this FIFA Futsal rule.)
- For kick-ins and corner kicks, opponents must be at least three meters away. (The FIFA Futsal rules say five meters.)