



## *Futsal Rules of Play*

### **LAW I - THE PLAYING COURT**

- 60 ft x 100 ft
- Synthetic Turf
- Goals – 9'10" x 6'4"

### **LAW II - The Ball**

- Size #4
- Circumference: 62-64 cm
- Weight: 390-430 grams
- Bounce: 55-65 cm on first bounce

### **LAW III - Number of Players**

- Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 2
- Maximum Number of Substitutes: 7
- Substitution Limit: None
- Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play)
- Once the goal differential equals 5, the winning team must take off one player until the difference becomes less than 5. In youth games when the goal differential equals 5 the losing team may add one player until the difference becomes less than 5 if they wish

### **LAW IV - Players' Equipment**

Usual Equipment: shirts, shorts, socks, protective shin-guards and footwear with rubber soles.

Adults: No Cleats Allowed.

Youth: Cleats Allowed

## **LAW V - Referee**

- Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the pitch, stop game to have injured players removed.

## **LAW VI - Duration of the Game**

- Duration: ADULTS: Two equal periods of 22:00 minutes  
YOUTH : Two equal periods of 20:00 Minutes
- Half-time: 2 minutes

## **LAW VII - The Start of Play**

Procedure: Home Team listed in the schedule kicks off; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

## **LAW VIII - Ball in and out of Play**

- Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: dropped ball beneath that point).
- Lines: Touchlines and goal lines are considered inside the playing area.

## **LAW IX - Method of Scoring**

- When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).
- Goals can be scored from inside the attacking teams half of the field. A goal scored from a team's defensive half will result in a kickoff for the opposing team at half field.

## LAW X - Fouls and Misconduct

**Direct free kick** awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)
- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
- goalkeeper picks up or touches with his hands a back pass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds

- goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

**A player/team shall be cautioned (Blue Carded) if he/she:**

- Jumping the player box wall
- Illegal equipment
- Any major foul
- Whenever a penalty kick is awarded
- Delay of game
- Unsportsmanlike conduct
- Encroachment
- Bench misconduct
- Breach of any house rules (listed on wall outside field entrance)
- Intentionally playing after the whistle has blown
- Six fouls by one team

**A player shall be cautioned (Yellow Carded) if he/she:**

- Persistently infringes the laws of the game.
- Shows by word or action dissent at any referee decision.
- Guilty of unsporting behavior.
- Receives a second 2-minute Blue Card penalty.
- Spitting on the field

**A player shall be ejected (Red Carded) if he/she:**

- Guilty of violent conduct or serious foul play.
- Uses foul or abusive language.
- Persists in misconduct after being cautioned.
- Receives a third 2-minute Blue Card penalty.
- Receives a second Yellow Card penalty.
- Spitting at player, opponent, referee, or spectator

**LAW XI - Free Kick**

- Type: Direct free kicks
- Wall: At least 6 feet away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 5 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

**LAW XII - Penalty Kick**

- To be taken from the penalty mark outside the goal box for adults, and the penalty mark on the goal arc for youths
- All players except the goalie and penalty taker must be in the defensive half of the field until contact has been made with the ball
- The kicker shall not play the ball a second time until it has been touched by another player.

**LAW XIII - Kick-in**

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.

- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 5 seconds; if it is not, the kick-in is given to the opposing team.
- If the ball doesn't enter the field during the kick-in, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 6 feet away from point of kick-in.
- A goal cannot be scored from a kick-off, kick-in, or a goal kick.

#### **LAW XIV - Corner Kick**

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 5 seconds; failure to do so entails free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail a free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 6 feet away from point of the corner kick.
- Can score goal directly from a corner kick.