

RAISE YOUR LEVEL SOCCER ACADEMY

5 v 5 FUTSAL RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

FUTSAL IS A SKILLED GAME IT IS NOT A PHYSICAL GAME!!

PLAYER REGISTRATION: All players must be registered on their teams' registration form before the League/tournament begins

ROSTERS: All rosters are frozen by second game.

PLAYERS AND SUBSTITUTIONS: Ten is the maximum number of players on a team; four field players and a Goalkeeper at one time. Players may only play on one team per division. Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when dead ball situation first occurs to be called on.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. The event will provide soccer balls.

GAME DURATION: The game shall consist of two 20-minute halves separated by a two minute halftime,

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field.

NO OFFSIDES IN 5v5 SOCCER, NO SLIDE TACKLING OR HEADING IN 5v5 SOCCER. NO FORCE CONTACT, INTERMITTENT CONTACT ALLOWED BY REFEREES DISCRETION.

HEADING: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. NO HEADING

FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in. You have four seconds to get the ball in play.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. It is a direct kick taken from the top of the arch with all other players behind the arch 5 yards away.

GOAL KICKS: May start from the GKs hands. The GK can pass anywhere on the field and has 4 seconds to get the ball in play.

GOALKEPPERS: Goalkeepers are free to move anywhere on the pitch but can only handle the ball inside their own penalty area. They can throw the ball from their area into the opposition half. When the ball is in their possession, either in their hands or at their feet, they have four seconds in which to play it to a team-mate. While their team is in possession, you may play the GKs feet. Once possession is lost the GK can then use his/her hands.

PLAYER/BENCH PERSONNEL EJECTION (YELLOW/RED CARD): Referees have the right to dismiss player OR bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. RED CARD suspension = Rest of game PLUS next game. Director may dismiss player or bench personnel for rest of league/tournament. (Teams still play with 5 on the field)

A team official guilty of misconduct will be shown a YC (caution) or RC (sending off)*; if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC

SPORTSMANSHIP: Players, coaches and spectators are always expected to act in the nature of good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

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SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE LEAGUE/TOURNAMENT DIRECTOR.