



FUTSAL RULES

Equipment:

1. The referee shall not allow a player to wear anything which he/she deems dangerous (e.g. jewelry, pockets)
2. A player shall not wear anything that is deemed by the official to be dangerous to himself/herself or to another player.
3. Footwear (shoes or sneakers) must conform to the following standards: flat soled shoes or other footwear designed for artificial surfaces, laced/strapped for safety purposes and must be **NON-MARKING SOLES**.
4. Shin guards are highly recommended but not required.

***If the official finds any infraction involving a player's equipment at any time before or during the course of a match, the player will be requested to correct the problem immediately, off the field of play. If the player fails to carry out the official's instruction(s), the player shall not take part in the match.

Players/Substitutions:

1. A match shall be played by two teams, each consisting of not more than Six (6) players, one of whom shall be the goalkeeper.
 - a. Co-Rec: Each team must have at least 2 women on the floor at all times.
2. Substitutes may be used in any match on an unlimited basis. Any player from a team, preferably the captain, must notify the official when their team wishes to make any substitutions. The substitutes must wait to be called onto the field of play by the court official before entering.
3. Substitutions can occur during dead ball plays but can only be let on by the official. **Oncoming player must wait for the outgoing player to be out of play.** Extra players on the field may result in a 2-minute penalty.

***Play will not be delayed for the purpose of substitution when a free kick has been awarded or during the last two minutes of each half unless one of the following instances is viewed by the official to have occurred simultaneously

- a. After a goal has been scored
 - b. After a time penalty has been awarded.
 - c. On an injury time out (official's discretion)
 - d. When the ball leaves the field of play
 - e. At the discretion of the official due to any other extenuating circumstances
4. The minimum number of players on a team shall be NO LESS than four (4). This is to include at the outset of the match and at any period during the match (i.e. due to the loss of players for injuries or bookings/ejections).
 5. Any of the players may change places with the goalkeeper during a stoppage of play, provided that the referee is informed before the change is made **The Game:**
 1. The duration of the match shall be two (2) equal halves of 15 minutes, for a total of thirty (30) minutes.
 - a. The halftime interval shall be 2 minute.
 - b. The official time will be kept by the referee.

Overtime:

NOTE: Overtime will only be played in playoffs

1. Five minutes of golden goal overtime will be played. **(Unless both teams agree to playout the full 5 mins)**
2. If still tied the teams will go into kicks from the mark.
 - a. Each team designates one player to play in goal (one male and one female for co-rec)
3. Penalty kicks consist of 3 rounds, with each team shooting once per round.
 - a. Once the team of fewer players has used all eligible members to kick, both teams may begin reusing players.

4. A coin flip will be held with the winner deciding whether to shoot first or last.
 - a. Co-Rec: Team shooting first may decide to use a male or female first. The remainder of the shoot-out will alternate genders.

GENERAL RULES OF PLAY:

1. THE FIELD OF PLAY

- a. The field of play will be the collegiate basketball court.
- b. The penalty area is designated by the basketball key/paint respective to each end of the field of play.
- c. The goals shall be placed at the center of each goal line equidistant from both penalty boundaries extended. Goals will be the same on both ends of the field.
- d. All penalty kicks shall be taken from the three point line.

2. GAME TIME IS FORFEIT TIME

- a. The forfeit game score will be recorded as 5-0.
- b. **Exception**-If one or more team members are present but don't have the minimum to start play, the team ready for play can decide to take the forfeit win or they can choose to wait up to **10 minutes past scheduled start time** for the other opposing team members. The opposing team will be penalized by 1 goal for every 2 minutes until the 10 minutes is up.

***Note NO TIME will be added, 10 minutes is all you are allotted, DO NOT BE LATE. Play will begin from the remaining time after penalties are assessed. If the remaining team members aren't present to start play at the 10 minute mark that team has forfeited the contest.**

3. START OF PLAY

- a. A coin toss shall decide which team gets the ball and which side the teams will defend.
 - i. The ball will be placed in the center of the field of play, respectively, and shall be put into play by the starting team. The ball can be played forward or backward but must not be touched by the same player twice until touched by another first. Every player shall be in his/her own side of the field of play at the start of both halves. The opposing players shall remain not less than 3 yards from the ball until it is put into play. The ball shall not be deemed in play until it has been touched by one player of the starting team.
- b. After a goal has been scored, the match shall be restarted in this same manner by the team which conceded the goal.
- c. After the end of each half, prior to restarting play, teams shall change defending ends of the field of play.

5. BALL IN AND OUT OF PLAY

The Ball is OUT of Play:

- a. If the ball goes out of bounds on any boundary lines.
- b. If the ball becomes flat for any reason, it shall be considered unplayable and out of play.
- c. When the official stops the game for any reason, the ball shall be considered out of play.
- d. When the ball settles on the top of, or behind a goal, and is unplayable it shall be deemed out of play. A free kick (either goal kick or corner kick) shall be given.
- e. All balls that are considered out of the field of play will be placed at the nearest spot on the floor to which the infraction occurred.
- f. If ball goes out of play behind the goal then either corner/goal kick will be taken depending on which team the ball last touched
- g. The ball must be stationary for all restarts.

***Result of play will be an indirect kick awarded to the team opposite of whom it last touched where the ball went out of bounds unless it went out on a player in his/her on penalty area; the result would then be a corner kick.**

The Ball is IN Play:

- a. The ball is considered in play at all other times from the start of the match to the conclusion, including:
 - i. If it rebounds off the goal post, cross-bar, or perimeter wall into the field of play
 - ii. If it rebounds off the official when he/she is in the field of play
 - iii. In the event of a supposed infringement of the Laws until a decision is given by the official

6. METHODS OF SCORING

- a. A goal is scored when the whole of the ball has passed over the goal line, between the goal-posts and under the cross-bar, provided that it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team.

7. FOULS AND MISCONDUCT

- a. A direct free kick shall be awarded for the following offenses:
 - i. Kicking or attempting to kick an opponent
 - ii. Tripping an opponent
 - iii. Jumping at an opponent
 - iv. Striking, or attempting to strike an opponent
 - v. Spitting an opponent
 - vi. Holding an opponent
 - vii. Pushing an opponent
 - viii. Handling the ball

****NOTE:** If a player of the defending team commits one of the above (1-6) offenses within the penalty area, he/she shall be penalized by a penalty kick.

- b. An indirect free kick shall be awarded for the following offenses:
 - i. Three line violation – if the ball is played IN THE AIR over all 3 lines without touching another player or a wall, a free-kick will be awarded from where the ball crossed the defensive line
 - ii. If the ball goes above the glass
 1. Last player to touch the ball will be penalized for it, this includes deflections
 - iii. Dangerous Play (e.g. High Kicks)
 - iv. When not playing the ball, intentionally obstructing an opponent
 - v. Restrictions on the goalkeeper
 1. The goalkeeper has 6 seconds to release the ball back into play
 2. Cannot pick up the ball after putting it down.
 3. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.
 4. If the goalkeeper handles the ball inside the penalty arc
 - vi. As the kicker on a kick-off, free kick, corner kick playing the ball again before it has been touched or played by another player
 - vii. Intentionally obstructing the opposing goalkeeper in an attempt to prevent him/her from putting the ball into play
 - viii. Any infringement by the attacking team during a penalty/free kick
 - ix. Moving in front of the ball before it is kicked from any dead ball free-kick. This includes **NO WALLS**. All players must be 3 yards away from the ball as well and arms away from goal (this excludes goalkeepers).
 - x. Delaying the game

***All indirect kicks caused by a player inside his/her own penalty area will result in a corner kick for the opposing team. Indirect kicks caused by a player in the opposing team's penalty area will result in a goal kick to the opposing team (unless stated otherwise in Section 8 Goalkeeper Restrictions).**

- c. A player shall be cautioned (**Yellow Card**) and receive a two (2) minute penalty for the following offenses: **(The team will play down a player until (1) the 2 two mins has elapsed, (2) the opposing team scores a goal.**
 - i. Leaving or entering the field of play without first getting the signal from the referee.
 - ii. Persistently infringing the rules of the game.
 - iii. Showing by word or action dissent from any decision given by the referee.
 - iv. Being guilty of unsportsmanlike conduct.
 - v. Delaying the restart.
 - vi. Failure to respect distance.
 - vii. Deliberately hitting the ceiling of the building
 - viii. Slide tackling

- ix. Receiving a second yellow card
- e. A player shall be ejected (**Red Card**) for the following infractions:

- i. Receiving two yellow cards
- ii. Being guilty of violent or serious foul play.
- iii. Using foul or abusive language.
- iv. Conduct which warrants ejection in the judgment of the referee.
- v. Denying an obvious goal scoring opportunity

**Note Advantage clause: The referee shall refrain from penalizing when it would be an advantage to the offended team. It is recommended that the referee raise both arms and give a verbal indication of "advantage, play on". Once play has stopped the referee may return to the previous foul and award the player a card if found necessary.

7. PENALTY KICK

- a. A penalty kick shall be taken after the official has awarded a direct free kick within the opposing team's penalty area. The ball will be placed on the designated penalty spot (3 point line). All players will remain outside the 25-ft line and no closer than ten (10) feet from the stationary ball. An infringement by an opposing player will cause the penalty to be retaken unless a goal is scored. An infringement by a teammate will cause the penalty to be retaken unless a goal is not scored.
- b. The opposing goalkeeper must remain anywhere on his/her goal line only moving side to side on the line prior to the ball being played. An infringement will result in the retaking of the penalty kick unless a goal is scored.
- c. The player taking the penalty kick shall not play the ball a second time without it first being touched or played by another player. The goal posts or walls do not constitute a player.
- d. The penalty kick will not be taken until both the goalkeeper and player taking the free kick are ready (within reason), at which time the official will blow his/her whistle and the free kick shall be taken.
- e. The Kicker may only take one step before striking the ball

8. GOALKEEPER RESTRICTIONS

- a. A goalkeeper, having had control of the ball in his/her hands, and having released it there shall not handle the ball again until it has been touched or played by another player. For any infraction, the official shall award an indirect free kick to the opposing team at the nearest point on the 3 point arc.
- b. After having control of the ball, a goalkeeper may not take more than six seconds while holding, bouncing or throwing the ball without it being played by another player.
- c. The goalkeeper may not distribute the ball across the center line, parallel and equidistant from both goal lines, in the air or on the floor, by means of a full volley, throwing, tossing or rolling it without it first being touched by another player. Given one of the preceding events, if the ball crosses the center line before being touched by a player, an indirect free kick will be awarded to the opposing team at the point where the ball crossed the center line
- d. If the goalkeeper picks up the ball after it has been kicked to him/her by a teammate then the result is a corner kick for the opposing team

***The goalkeeper **MAY** place the ball on the floor, at which time he/she becomes a normal field player, and **MAY** play the ball in any manner regulated by the Laws for a field player

- e. If the goalkeeper, in the opinion of the official, has attained full possession of the ball, and delays the release of the ball from his/her hands for more than six (6) seconds, in an effort to waste time, the official shall stop play and award an indirect free kick at the nearest point in the 3 point arc to which the infraction occurred.
- f. The goalkeeper may not use his/her hands outside of the prescribed penalty area.
- g. The goalkeeper **MAY** slide within the boundaries of his/her penalty area, in the opinion of the official, in a manner such as to place the hands first in order to gain control of the ball or to parry it away. The goalkeeper **MAY NOT** slide within the boundaries of his/her penalty area, in the opinion of the official, in such a manner as to place their feet first in an attempt to merely dispossess the opponent

9. MERCY RULE

- a. During the last 2 minutes of the game, if at any point the score differential is 10 or greater then the game will end at that point.

10. CO-REC RULE MODIFICATIONS

- a.** There must be two women and two men on the floor, plus a goalkeeper of either gender.
- b.** There must be a minimum of two men and two women, one of whom will be a goalkeeper to start the game.
- c.** In the occurrence of a penalty shot, the shooter must be the same gender as the goalkeeper. This may involve switching the shooter to the opposite gender on the floor, but the goalkeeper will remain the same

11. EMPHASIS

- a.** No slide tackling
- b.** No hitting from behind