



Futsal League Rules

Law 1 – The Court

Friends Meeting School - We will use the outermost lines. The 3-point basketball arc will represent the penalty area. The penalty mark will be at the top of the penalty area.

Monocacy Valley Church - We will use the basketball court lines. There is a “faded” red penalty area arc. Penalty mark is basketball foul line.

Both courts – There are no corner arcs. The ball will be placed on the corner lines. Balls hitting the ceiling will be an indirect free kick from a spot directly under where it struck the ceiling. If this is within the penalty area the ball is moved to a spot on the penalty area line nearest the spot. Balls hitting the basketball backboard/rim will be a goalie clearance unless the goalie was the last player to touch the ball (defensive end). In this case the result is a corner kick.

For all starts and restarts, including kickoffs, kick-ins, corner kicks, free-kicks, and penalty kicks, the defending players will be 5 yards away, except on their own goal line for an indirect free kick.

All restarts must be taken within four seconds of the ball being in position to play - or the ball turns over to the opponent. Not placing the ball down does not stop the 4-second clock from starting.

Law 2 – The Ball

Appropriate game balls will be provided by the league.

Size #3 official futsal balls will be used for all U12 and younger games

Size #4 official futsal balls will be used for all U13 and older games

Law 3 – The Players

The game is played with 5 players, 4 field players and a goalie. Teams must identify a differently dressed goalie. A minimum of 3 players is needed to continue.

Substitutions are “on the fly”, but with restrictions: Players must enter and leave the court directly in front of their bench area only. The leaving player MUST be off the court before the substituting player enters. Sanction – the player that entered early must return to the bench area and sit-out for 30 seconds and the offending team can’t replace the player. In other words, they will play down for 30 seconds from the time the offending player leaves the court.

Law 4 – Players Equipment

All players must wear shin guards and wear socks that cover the shin guards completely so they don’t fall out.

Flat soled shoes, shorts (only goalies can wear long pants) and a jersey. Where team colors conflict, the home team always resolves the color conflict.

There will be a set of pinnies at each court. Goalies must wear a different color than the field players on either team. A pinnie may be worn to accomplish this. Jerseys are not required to be numbered. If numbered, the numbers need not be unique.

No jewelry, or anything else that may be considered dangerous by the referee, may be worn. For example, but not limited to, hard or sharp objects in the hair, necklace, bracelets or arm bands, etc. Ear rings may not be taped over. Medical bracelets may, with the ref’s permission, be taped so as to prevent anything being caught under them.



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Law 5, 6, 7 – Referees

We will use a single referee who will be outside the court, generally on the team side of the court. They may enter the court when play develops on the far side of the court or to establish fair distance on a restart.

There is a zero-tolerance policy for dissent or abuse of the referee. Under no circumstances will this be tolerated. Coaches, players and spectators will be removed from the facility immediately, the subject will not be permitted at that team's next game and the incident will be reviewed for possible further sanctions.

Law 8 – Duration of the game

The game will be two 23-minute halves, with a running clock. The halftime is two minutes - during which teams will switch benches so that teams will always be on their defensive half for substitutions. Each team will be allowed a single 1-minute time out per half – with a running clock. The halves can be extended ONLY to complete a penalty kick, in which case the half ends when either the goal is scored or the defending team successfully prevents the ball from crossing the goal line and the ball's motion is stopped. In other words, the shooting team gets only one touch (shot). If the shot misses entirely, or if the keeper or the goal prevents the ball from going over the goal line and it then goes out of play or stops, the half or game is over. To be clear, there is no second touch as a continuation of play for the attacking team from a rebound.

Law 9 – Start and restart of play

The team listed as visitor takes the kickoff to start the game, the team listed as home takes the kickoff to start the second half. Direction is determined by how the teams have set up on the team benches. Teams defend the goal on the half in front of their bench.

Kickoff – The kick is a direct free kick taken in any direction. A goal may be scored directly from a kickoff. Opponents will give 5 yards on kickoffs and all kick restarts.

Drop balls will be the same as in outdoor, unopposed, with all opponents 5 yards away. The referee will determine the team of possession. Drop balls in the penalty area will all go to the goal keeper.

Law 10 – The ball in and out of play

The ball must be wholly over the line to be out of play (no different than outdoor).

Law 11 – Scoring

The ball must completely cross the outer plane of the goal line, between the goal posts and below the cross bar - without having last been touched by the hand or arm of any attacker (including the goal keeper on a keeper throw or roll) - or the accidental handling of an attacker.

Law 12 – Fouls and misconduct

This could be a long section but we will keep it short. This game is to be played skillfully and safely. We play on a dangerous hard surface. In that vein, there will be far less contact tolerated than a typical

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outdoor game. Shouldering players off the ball, impeding progress without possession of the ball, pulling, pushing, grabbing, and deliberate tripping are not tolerated.

Slide tackles, as a challenge to win a ball from an opponent, are strictly prohibited. Goalies may go to ground (SLIDE) to block a SHOT. As well, a player may go to ground to recover a loose ball when not in close proximity to an opponent, for example - sliding to save a ball going out of bounds. In all cases, the slide play can't be deemed dangerous in the opinion of the referee.

Goalie possession/pass-back – Once the goalkeeper has had **clear possession** of the ball, either as any type of restart or as part of any active play (but not a rebound from a save) the goalie may not touch the ball again in their own half of the field, once it has been deliberately released from their possession to a teammate, by throw or kick, until the ball has been touched, in any way, by an opponent.

In all cases, when the goalie has possession of the ball in their **defensive half**, they must distribute the ball within 4 seconds. The sanction for delay is an indirect free kick. If the delay happens during possession within the penalty area, the ball is moved to the penalty area line closest to where the infraction happened. Outside the penalty area (during a keeper dribble) the sanction is an indirect kick from the spot where 4 seconds expired. If the goalie is in the **attacking half** then they are regarded as a field player and the 4 second rule does not apply.

Law 13 – Free kicks

Indirect and direct – the ball must be stationary when the kick is taken. Opponents must immediately give 5 yards distance on all free kicks. Free kicks must wait for a whistle (formal restart) and must be taken within 4 seconds of the whistle – unless an opponent has encroached after the whistle. A delay violation by the kicker gives the ball over to the opponent. Encroachment causing delay will be penalized with a yellow card.

Law 14 – Accumulated fouls

For the 2023 winter season, we will not be enforcing the accumulated fouls rule; however, any team that is deemed by the referee to be persistently infringing (PI) the rules about fouls can have the current offender cautioned (yellow card) to ensure there is no abuse of the deletion of this rule.

Law 15 – Penalty kicks

Without the above Accumulated Fouls rule, there is no second penalty kick mark. Penalty Kicks are the same as for outdoor. When given for direct free kick fouls occurring in the penalty area, they are taken from the penalty area penalty mark as described for each venue above.

Law 16 – Kick-ins

Kick-ins – Kick-ins are used instead of throw-ins. A goal can not be scored directly from a kick-in. To be counted, the ball must touch another player before entering the goal. To take a kick-in the ball must be placed on the line, or slightly outside, where the kick will be taken. 4 seconds are allowed for the kick to be taken. Violation gives the ball over to the opponent. The non-kicking foot must not enter the



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court during the kick (stepping **beyond** the line is stepping on the court. Stepping **on** the line is allowed). The ball must be stationary when the kick is taken. Violations give the ball over to the opponent.

Law 17 – Goal clearance

Replaces the goal kick. The goalie must throw the ball to distribute it (can't drop it to themselves) - from anywhere within the penalty area, within 4 seconds of possession.

Law 18 – Corner kick

Same as outdoor, except there is no corner arc on our courts. The ball is placed on the corner of the lines or slightly outside. A goal can be scored directly from a corner kick.

Additions – Heading

For all divisions U12 and younger; no heading is allowed. Deliberate heading will be a direct free kick from the spot of the foul. Inside the penalty area by the defending team results in a penalty kick. Accidental/inadvertent heading results in a dropped ball at the spot, possession determined by the referee (usually the team that had possession immediately prior to the violation). All violations resulting in a drop ball within the penalty area will be dropped to the goalie as if it were in the run of play.

Offside – There is no offside in futsal