

FUTSAL RULES & MATCH DAY OPERATIONS

TIME 20 minute halves. 2 minute half time

GAME CLOCK- Game clocks start on time even in the event a team is short players. A team can play with 4 players but not 3. After 5 minutes has passed in the first half, if that team doesn't have a 4th player, they automatically forfeit 3-0. 1-2 minute layaway with this, up to referees' discretion.

Both courts should start at the same time, worst case if one court is slightly off, make it up during halftime.

SCHEDULING if a team doesn't show up for a game, please record it on the score sheet 3-0

PLAYERS- 4 field players + goal keeper

SUB ON THE FLY within bench marks, and after outgoing player leaves field.

Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player

NO OFFSIDE

KICK-INS replace throw-ins (Goals cannot be scored from kick-ins)

5 YARDS (15 feet) given on all restarts

4 SECONDS to put ball into play, including goal throws. The referee will give a visual count with his hand. Infraction results in opponent's ball on arc

GOAL CLEARANCE (replaces goal kicks). GK has 4 seconds after retrieving ball to throw (or bowl) to teammate. Throw must leave penalty area.

GK DROP GK may drop ball and play with feet after making a save from run of play, but not from goal clearance (goal kick)

GK PUNTING GK can punt or drop kick after making a save from run of play, but not from goal clearance (goal kick)

SPECIAL GK RULE GK can only play the ball (by feet or hands) for 4 seconds in their own half one time per possession. Once a GK plays the ball, they cannot touch the ball a second time in their own half unless it has been touched by an opponent or goes out of bounds. GK's playing in opponent's half have no special playing restrictions.

SLIDING TACKLING Field Players - no sliding except to make a play that is not a "tackle". GK's - allowed to slide to make a save, provided that in referees' judgment the slide is an attempt to make contact with the ball, not the opponent. Referees need to exercise good judgement as there will be natural incidental contact between players in these situations, including the attacking player appearing to be tripped by GK. If GK slide is at least careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense.

6 FOUL RULE Upon a team's 6th accumulated foul in each half and all other accumulated fouls within the half, the other team is awarded a penalty kick taken from the 10 meter penalty mark or where the infraction occurred (if it is in a more favorable spot). The defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal

SENDING OFF FOULS (RED CARD) A player is sent off (may not re-enter) and his/her team plays a man down for 2 minutes. Substitution may occur after 2 minutes. Some examples of Sending Off Fouls include:

- Handling the ball deliberately (field player)
- Denying an obvious goal scoring opportunity by handling the ball
- Denying an obvious goal-scoring opportunity by fouling an opponent moving toward the goal.

Players receiving red cards WILL NOT have a mandatory 2 game suspension, as is customary, but we hope coaches self-police their players and "do the right thing"

USE OF CARDS GUIDE (regarding physical challenges)

"CARELESS" action: **VERBAL** Chat - Player appears to have made a clumsy tackle without intent to injury

"RECKLESS" action: **YELLOW** Caution - Player has acted with complete disregard to the safety of his/her opponent

"EXCESSIVE FORCE" action: **RED** Send Off - Player has far exceeded the necessary use of force and is in danger of seriously injuring his/her opponent

HOUSE RULES

Caution Sending Off: If a player receives a yellow caution, that player must leave the game for 2 minutes (approximately) and is replaced (team does not play short).

Slaughter Rule: If a team is losing by 10 goals mid-way through the second half, the losing coach will be asked if they want to continue the game or not. If they don't then the game is over.

Max goal difference: We will not report a goal difference of more than 10 goals so for example if a team wins 20-2, the score will get recorded as 12-2.

MATCH DAY OPERATIONS

Footwear: gym/turf shoes or equivalent as appropriate for playing on a firm surface (no cleats).

Uniforms: all players on a team must wear the same color shirts, no numbers required, and all teams must have a light and a dark colored set of shirts at each game in case of a color clash (coin toss decides who changes). Wearing pennies is fine.

Warm Ups: If warm up space is available, we encourage your team to do pre game activities of your choice, but in a controlled manner, respecting the area as a shared space.

Roster: Every team must hand in their completed roster form before their first game.

Payment: Payment is expected in full before we start scheduling the event.

Sharing Players: Unless “flexible rostering”* is stated as allowed for this specific event, by default for all leagues a player is only allowed to be rostered on one team across the whole league while for tournaments a player is only allowed to be rostered on one team per division.

Max Roster: Unless “flexible rostering”* is stated as allowed for this specific event, the max roster size is 12.

Guest Players: You can add a player to a team mid-season as long as they are not currently rostered on another team and you have less than 12 players on your team's roster and the new player signs the roster/waiver form before they play their first game. Otherwise you cannot add a guest player for a game unless “flexible rostering”* is stated as allowed for this specific event.

TIE BREAKERS: During pool play for competitions that lead to play-offs, to determine play-off seeding ties will be broken by

1. head to head results between the tied teams
2. ONLY if all teams have same number of head to head games: goal difference in head to head games

3. ONLY if all teams have same number of head to head games: goals against in head to head games
4. goal difference in pool play games
5. goals against in pool play games
6. coin toss

Protests: Protests are strongly discouraged as this is a friendly environment. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to the Tournament Director before the end of the game in question. The formal protest must be made from the head coach of the team protesting. Videotape is not acceptable as a form of protest or decision review. Protests are not accepted after the game in questions is completed.

***Flexible Rostering**

The following rules NEVER apply to tournaments and ONLY apply when a league is advertised as allowing "Flexible Rostering" (typically our Spring, Summer and Fall leagues but not our Winter leagues):

- **Flexible Rostering Max Roster Size:** There is no max roster size.
- **Flexible Rostering Guest Players:** It's fine to bring guest players as long as they are age/gender/ability appropriate and sign a waiver form before they play.
- **Flexible Rostering Sharing Players:** It's fine to share players between teams players as long as they are age/gender/ability appropriate and sign a waiver form before they play.