



BELTON PARKS & RECREATION RULES FOR FUTSAL December 2009

Belton Parks and Recreation rules for FUTSAL are based on FIFA Laws of the Game modified for indoor play in our facility. The major differences are summarized below.

- 1. Number of Players:** All Ages 5 (4 + GK) Normal, 4 players must be present to start.
- 2. Ball:** An Official size 3 Futsal ball will be used for all age groups.
- 3. Substitutions:** Unlimited "on the fly" without the referees permission. Must occur at the touchline in front of the player's own bench and must not interfere with play.
- 4. Rosters:** 12 maximum. Rosters are final after the 3rd match.
 - a.** All players must be rostered **and** able to provide proof of age on request. Birth Certificate copies must be on file with Belton Parks and Recreation.
 - b.** Team rosters may be inspected for accuracy at any time. Teams may make roster challenges at any time during a match – they will not be accepted after a match. Valid challenges will result in a forfeit win of that match.
 - c.** Players can play for only one team within a division. Players can play for more than one team in different divisions, provided they qualify.
 - d.** For all youth players USSF (MYSA) age groups apply. Belton Parks & Recreation reserves the right to combine age groups if necessary to equal the level of play or to fill divisions. Teams will be given the opportunity to withdraw without penalty if this situation does not appeal to their group.
- 5. Equipment:**
 - a.** Cleated soles and turf shoes are not permitted. Flat soled indoor soccer shoes or athletic shoes are required.
 - b.** Shin guards are required.
 - c.** Teams are required to have a similar colored jersey and alternate light colored jersey or pinnies. Referee has the final say on what is acceptable. Goalkeepers must be distinguishable from field players.
- 6. Duration of Play:**

A running clock is used for all matches in order to keep games on schedule. The Referee may, at his/her discretion, extend time by no more than 2 minutes in cases of penalties or severe injury.



Type	match	Halftime	Time-outs
League	2 x 24min	2minutes	1 minute each per half

Ties stand as final result.

Time-outs:

Teams are entitled to a one minute time-out in each period. Only the team in possession may call a time-out. Subs must wait until the time-out is complete. Unused 1st half time-outs do not carry over.

7. Kick Off: The balls in play when it is touched and moves forward. A goal may not be scored directly from the kick-off. All players of the opposing team must be at least 10 feet from the ball until it is in play.

8. Five Second Restart Rule: A restart must occur within 5 seconds of placing the ball for a free kick, corner kick or goal clearance once the defenders have given the required 10ft.

Note: **Goalkeepers must release the ball 5 seconds after gaining possession at any time unless in the opponent half.**

Goalkeepers may not throw the ball over the half line.

9. Ball Out of Play: If the ball passes completely over the touch line or goal line, the restart is a kick-in, goal clearance or corner kick. If the ball hits the overhead netting, the restart is an IFK under the point of contact. A goal **MAY NOT** be scored directly from a kick-in.

10. Offside: There is no offside.

11. Slide Tackling: Sliding is permitted by goalkeepers in the penalty area provided he/she does not endanger the safety of the opponent. Players may slide in open space but **not slide tackle around an opponent**. Referees will use discretion for normal keeper play in the penalty area.

12. Injuries: Any player who is bleeding must leave the field.

13. Goalkeeper clearance: The ball shall be thrown from any point inside the penalty area by the goalkeeper. He/she may not play the ball a second time unless it has been touched by an opponent or crossed the halfway line. There are no mid-court restrictions.

Goals **may not** be scored from a keeper's goal clearance.

Goalkeepers are not allowed to punt or drop-kick the ball.



14. Pass Back Rule and Restrictions: A player may pass the ball back to the keeper using his/her head; chest, knee etc. Provided that he/she receives it after the ball has crossed the halfway line OR has been touched or played by an opponent. **The goalkeeper may not receive the ball from a kick-in with hands.**

15. Misconduct:

Any contact, regardless of intent, that puts an opponent off balance and at risk of falling is also a foul in Futsal. Kicking, Tripping, Jumping, Charging, Striking, Pushing, Holding, Spitting, Slide tackling to win a ball, and Deliberate handling of the ball are all Direct fouls all others are Indirect fouls

a. Blue: 2 minute penalty with replacement.

b. Yellow: 2 minute penalty without replacement.

c. Red: 5 minute penalty without replacement. The offender must leave the playing area and sit out the team's next match.

d. Bench personnel can be issued cards and are required to leave the playing area if red carded.

e. Time penalties **are** reduced by the scoring of a goal. Goalkeepers must serve their own penalties.

***Accumulated fouls:** Are those punishable by a direct free kick as in Law 12.

- The first five accumulated fouls committed by each team are recorded by the referee on the match report. The defending players may form a wall and must give the appropriate distance. Kick is taken from the point of the infraction.

- At the 6th accumulated foul, the defending team may not form a wall. All players shall remain on the pitch behind an imaginary line that is level with the ball, parallel to the goal line, and outside the penalty area. **The kicker must shoot and not pass the ball. The goalkeeper has to be inside the penalty area ten feet from the ball.**

- If the 6th foul was committed by a player in the opponent's half or in the space between the midfield line and the imaginary parallel line of the second penalty mark of his/her own half, the kick shall be taken from the second penalty mark. If a player commits a 6th foul in his/her own half between the second penalty mark and the goal line (but not in the penalty box), the opponent can choose whether to take the kick from the second penalty mark or at the place where the infringement occurred.



Belton Parks and Recreation reserves the right to require any player, coach, team or visitor who engages in violent, abusive, threatening or offensive conduct to leave the premises. They may also be suspended from further play, leagues and activities if circumstances warrant.

16. Free Kicks: Indirect (IFK) and Direct (DFK). Opposing players must give 10 FEET on all free kicks or be cautioned (Rekick).

17. Tie Breakers: Ties will stand as final for league play. Final standings will follow the following tie breaker format.

League Play

1. Most Points
2. Head to Head
3. Goal Differential
4. Least Goals Against
5. Most Goals For
6. FIFA PKs (modified)
7. Coin Toss

18. Point System: Win - 3 Tie - 1 Loss - 0

19. FIFA PKs (modified): The kicker is limited to a one step approach. The five players to take kicks must come from the six on the field when time expires. If the score is tied after five kicks, the same five players alternate kicks until one team wins.

20. Forfeits: If a team fails to show for a scheduled match, the referee shall allow a 5 minute grace period. After the 5 minutes, if the team has not yet arrived or does not have enough players to field a team, the game will be forfeited. The game will be tallied as a 3 - 0 loss for the forfeiting team and a 3 - 0 win for their opponent. If both teams do not show for a match, the game will be tallied as a 3 - 0 loss for both teams.