

Performance Soccer Futsal Soccer Rules: 5 v 5

These rules are intended to create a balance of play; to create an atmosphere of sportsmanship and fair play; and to emphasize cleverness and skill without limiting freedom of individuals or team play. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Play will not be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.

All games will be played according to modified US Futsal Laws of the Game if not noted. <http://www.futsal.com/index.php/home>. These rules are modified to suit the purposes of this program and facility.

The field staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decisions are final.

Supervisor On-site:

Duties: Field set-up and score clock responsibilities; assisting the coaches with rule knowledge and overall attitude around the kids, eyes and ears for the officials to ensuring that it is safe on the field for all players, assist with substitutions if needed, assisting the official when needed; field and equipment clean-up.

Player Information:

- 5v5 (4 players, 1 goalie)
- Teams are coed, but no coed restrictions have been set. Therefore, teams may have games against the opposite gender
- **Substitution:** No limit. Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)
 - One player must leave the field before the next player can enter. Yellow card can be given if player enters before one exits.
 - Per recreation guidelines, all players must play at least 50% of the game. Please plan substitutions accordingly.

Equipment:

- Team shirts will be provided should be worn by teams.
- Shin-guards **MUST** be worn and covered.
- Regular tennis shoes, indoor soccer shoes or street soccer shoes are allowed. **CLEATS WILL NOT BE ALLOWED.**
- Knee, ankle, and wrist braces or wraps **CAN** be worn as long as there is not a safety concern and the official approves the brace or cast. Hard casts must be covered by something soft.
- No Jewelry will be worn. (The officials will check all equipment prior to the start of the match.)

Game Ball:

- The game ball is a deadweight futsal ball (between a size 3 and 4)
- Futsal game ball will be provided by Performance Soccer LLC

Playing Field:

Games are played at the Fieldhouse Sport Court Rink. Each game is played on 1/2 of the rink area. Walls are not in play.

Duration of the Game:

- There will be two equal periods of 20 minutes with a running clock.
- Time-outs: Injury timeouts only. There are no stoppages or regular timeouts. The play may stop to help substitute a goalie, but the game clock will still run.
- Half-time: Maximum of 3 minutes
- Overtime: None
- Games will start on time so please be sure to leave the field as quickly as possible to allow the next game to begin.

The Start of Play:

- The game will begin with a coin toss followed by a kickoff.
- The opposing team must wait outside the center circle (3 meters if no circle).
- The ball is deemed “in play” once it has been touched.
 - The kicker shall not touch ball a 2nd time before someone else touches it.
 - Ball must be played forward.
- Ensuing kick-offs are taken after a goal is scored and to start the 2nd half.
- A goal may be scored directly from the kick off. (Futsal Law IX Start & Restart of Play).

Out of play is determined as:

- When the ball has hit the netting
- When the game has been stopped by a referee
- The ball has left the field
- The ball crosses the entire line
 - Touchlines, border patrols and goal lines are considered inside the playing area.
- The ball hits the ceiling.
- A goal has been scored - When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).
- Ball out of play: When it has wholly crossed the goal line, border patrol or touchline.

Restart Regulations: A restart is the procedure for resuming play after a stoppage. Restarts are kickoffs, free kicks and goalkeeper clearance.

- Kick-ins will be taken from the sidelines,
 - All kick-ins are indirect
- The ball must be stationary; if it is not, the kick is retaken
- For a double touch, the opposing team is given a free kick at the point of infraction.

- Opposing players may not encroach and must give 5 meters (wall may not move towards the kicker).
- Once a referee signals for a restart, you have 4 seconds to resume (both from a kick or a throw in). If a 4 second violation occurs, the opposite team is given a free kick at the same location.
 - This does NOT apply to kickoffs
- A whistle **is not** required to restart the game after a foul has occurred, but some referees may still whistle to restart. Both are acceptable.

Restart Position:

- **From net contact:** if the ball strikes the netting along the sidelines, the indirect free kick will take place on the rink, near the wall, at the point of contact; if it strikes the netting along the end line, the attacking restart will be a corner kick and the defending restart will begin with the goalkeeper's clearance (no goal kicks).
- **Corner kick:**
 - The ball is placed on the corner spot.
 - The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule will result in an indirect free kick to the opposing team from the point of infringement.
 - Players on opposing team must be at least 5 meters away from point of the corner kick
 - You can score goal directly from a corner kick
- **Indirect Free Kicks (All kicks are *indirect* kicks):**
 - *Touchline:* At least 5 meters away until the ball is in play
- *Ball in Play:* After it has traveled the distance of its own circumference
- *Time Limit:* Kick must be taken within 4 seconds.
- The ball must be touched by another player other than the original kicker before scoring.

Goalkeepers:

- GK may only handle the ball in designated area
- GK may not punt the ball
- GK cannot throw the ball directly over the half way line, if they do an indirect free kick will be awarded to the opposing team on the halfway line
- No kick-ins (goal kicks). GK must throw the ball (clearance) into play within 4 seconds
- GK can use their feet if a ball is played back to them by their own team
- GK can not touch the ball on initial pass backs after clearance
- GK can leave their penalty box to become a 5th outfield player

Penalties:

- Fouls inside the penalty area will be at the discretion of the referee; direct fouls will result in a penalty kick. Indirect free kicks will be moved to outside the penalty area.
- After 5 team fouls in a game, every foul thereafter will result in a direct penalty kick for the opposing team
- Penalties are taken from the penalty spot (10 meters). GK can come up to the top of the circle.

- A yellow card penalty includes:
 - A full 2 minutes in the box for the player who was issued the card
 - The team plays down a player until the 2 minutes expire no matter if the opponent scores, *no player* will return to play until the 2 minutes have expired
 - A red card penalty includes:
 - Dismissal from the game
 - Dismissal from the facility within 5 minutes – (if the player has not left the building the game will be forfeited).
 - The team served a hard red card will receive a 2 minute penalty and play short for the duration, or until a goal has been scored. The team may only return to full strength *after* the 2 minutes expire.
 - Any player issued a red card will at minimum sit out the next scheduled game. Any player receiving a red card for violent conduct, serious foul play, or foul or abusive language may receive an extended suspension based on Parker’s behavior policy. Captains will be contacted regarding suspension details. Suspension length is up to the discretion of the league coordinator and sports manager.

Other Information:

- Offsides is **not** enforced
- No shoulder charges
- **No sliding:** Sliding is defined as leaving your feet in order to play the ball on the ground. The penalty is a direct free kick at the spot of the infraction (if infraction occurs within the penalty box, a penalty kick is awarded). *The goalkeeper may slide tackle within the penalty area only.* Player penalties for sliding are as follows:
 - First slide receives a warning
 - Second slide results in a caution (yellow card)
 - The third slide by the same player will result in a send-off (red card) from that game
- **No spitting on the field:** Spitting can be unsanitary, unsightly, and potentially dangerous; please refrain or spit into trash cans on the side of the field. *Teams will be given one warning;* a blue card will be issued for continued occurrences.
- Players are allowed to enter the goalkeepers box, players must leave the box when the ball goes out over the goal line
- Scores will be kept, but standings are not kept.

Sportsmanship and Behavior (see Town of Parker behavioral policies for further explanations)

Unsportsmanlike actions before, during or after games may result in suspension. Length of suspension is at the discretion of the league administrator.

ELASTIC POWER:

The Parker Recreation Sport staff and Performance Soccer LLC staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.