

ACADEMY FUTSAL LEAGUE

Players & Rosters - Match is played 5v5, one of whom is the goalkeeper. **A match may start if either team has a minimum of 3 players.** Roster size: 12 players max can be suited to play in a game. Can have up to 3 guest players per game. Guest players must be on your roster as guest players before your game.

Players (including goalies) cannot be rostered on more than two teams in the same division.

Game Duration - 23 minute halves, running clock, with a 2 minute halftime.

BASIC GAME RULES - There are 5 basic rules that your team must know before playing their game:

1. **Four seconds on all restarts - Restarts are: kick offs, kick ins, corner kicks, goal clearance, free kicks Referee must visibly perform the count. Except on Direct and Indirect free kicks, and kick offs, where count isn't visible.**

2. **Goal Clearance -**

Done by throwing or rolling the ball. No punting nor drop kicking is permitted.

- **When keeper saves the ball and prevents it from going out of bounds, he/she can then throw it anywhere on the court.**
- **When the ball goes out of play (meaning when the ball goes out of bounds), keeper must then play ball on his/her side of the court first. Rolling the ball out to a player is a good way to practice this rule.**

3. **Pass Back to the Goalkeeper Rule -**

Once keeper plays the ball, it cannot be passed back to him/her unless there is a change of possession and the ball is then recovered, at which point it can be played back. A change of possession happens when the opposing team merely touches the ball, which if then recovered, can be played back to the goalkeeper.

4. **Substitutions -**

Unlimited and are done on the fly and via the team's substitution zone.

******Procedure: the substitute enters the pitch only after the player being replaced tags him.***

NOTE: Substitution of goalkeeper is same as with any other player.

HALFTIME, teams will switch benches so as to substitute from their defending area.

EQUIPMENT/GAME FORMAT

Score Table - Each score table will be comprised of 2 individuals:

- Volunteer from the home team will keep the score sheet
 - Volunteer from the visiting team will run the clock and score machine
- Volunteers must be 16 years old or older.**

Ball - Futsal ball of proper size for the age playing. **Size 200 (#3) for U6 thru U13, and size 400 or 500 (#4) for U14 and older.** City Futsal will provide game ball.

Uniforms - Players on same team must wear same color uniforms, shinguards and footwear with **flat soles** (no turf shoes allowed). The uniform of the goalkeeper must be a distinctly different color from that of his team, the opposing team and the referees. *Home team changes color in case of conflicting colors.* All players must wear numbered jerseys, and no two players on the same team may have identical uniform numbers.

- *A player wearing a soft cast is permitted to play with permission of the referee.*
- *Hard casts are not permitted.*

Timekeeper indicates end of each period with an acoustic sound (buzzer), once referee hears the buzzer, he/she announces the end of the period or match with his whistle.

Note:

(a) time is extended if a penalty kick or direct free kick must be taken or retaken, the period in question is extended until the kick has been taken.

(b) ball played towards one of the goals before the buzzer sounds, the referee must wait for the kick to end before announcing the end of the period or match with a whistle.

In both cases the period or match ends when:

(a) the ball goes directly into goal and a goal is scored

(b) the ball leaves the pitch

(c) the ball touches the goalkeeper or another player in the defending team, the goalpost, crossbar or ground, crosses the goal line and a goal is scored.

(d) the defending goalkeeper or another player in the defending team touches the ball or it rebounds off the crossbar or goalpost and does not cross the goal line.

(e) the ball touches any player in the team that played the ball, except if an indirect free kick was taken and the ball was heading towards the opponents goal after being touched by the second player.

Time Outs - Each team has ONE timeout per half, and can only be taken when in possession of the ball and it is out of play.

Note: Referee can ask for a time out at his discretion at any time (injury, for delay of game, if needs time to explain a rule to a coach or player and)

FOULS and VIOLATIONS

Fouls - Fouls penalized with a direct free kick for:

- tripping
- pushing
- shoving
- holding
- charging
- striking an opponent
- handling the ball deliberately (except goalkeeper within his/her own penalty area.)

All the above are considered accumulated fouls, and direct free kick taken from the place where the offense occurred.

Fouls penalized with an indirect free kick for:

- Pass back to the Goalkeeper Rule: once keeper plays the ball, it cannot be passed back to him/her unless there is a change of position. Violation sanctioned with an indirect free kick from top of the penalty area.
- Goalkeeper handling the ball on his own half for more than 4 seconds
- Goalkeeper touches the ball with his/her hands in the penalty area after kicked to him/her by a teammate including on kick ins
- For dangerous play, and obstruction
- For illegal substitutions.

Indirect free kicks are taken from the place where the infraction occurred unless it takes place in the penalty area, then it's taken at the edge of the penalty area.

Accumulated Fouls - Once a team reaches 5 accumulated fouls in a half, the sixth and all subsequent fouls in the same half are sanctioned with a direct free kick without a wall, taken from the second penalty mark. Accumulated fouls from the first half don't carry over to the second half.

Substitutions - Unlimited and are done on the fly and via the team's substitution zone.

Procedure: the substitute enters the pitch only after the player being replaced tags him.

Infringement is sanctioned with a stop of play and an indirect free kick from the position of the ball at the time of the stoppage, against the team committing the infraction.

NOTE: Substitution of goalkeeper is same as with any other player.

FOULS OF MISCONDUCT-

A player or a coach can commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as well as technical details regarding filling in the scorebook improperly.

A player manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. Depending upon the severity of the unacceptable conduct, a suspension for more games may occur.

Yellow Cards are not accumulated from game to game. If a red card is given to a player/coach and they are sent off, they must serve his/her game suspension during the next scheduled match.

Yellow and Red cards must be noted on the referee game sheet, and an incident report must be filled by the referee.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". League Staff has the authority and the responsibility to remove any person(s) from the facility for abuses of conduct. The team manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach and the fans who behave in an abusive or disruptive manner.

Games that end due to disruptive behavior will also result in a fine of \$50.

KICK OFFS/KICK INS/RESTARTS

Kick Offs - at the start of the match taken by the home team. **Ball is in play when kicked and moves forward. A goal may not be scored directly from the kick off.**

Kick Ins - kicker must have one foot on the touchline or behind it, ball must be on touchline or behind it. Infringement is penalized by awarding the kick in to an opposing player. If an opposing player is closer than the required distance, the kick in is retaken (unless advantage given) - Cannot score directly from a kick in. Player can kick in ball to goalkeeper, but the goal keeper cannot pickup the ball.

Corner Kicks - Same as with kick ins - Can score directly from a corner kick.

Four Seconds on all Restarts - Restarts are: kick offs, kick ins, corner kicks, goal clearance, free kicks Referee must visibly perform the count. Except on Indirect free kicks, where count isn't visible.

Distance on Restarts: 5 meters - (all kick ins, corner kicks, free kicks, kick offs, penalty kicks, goal clearance) Infringement is penalized with a direct free kick from the spot of the infringement, and the infringing player is cautioned.