



2018/19 LUFC FUTSAL RULES

1. GAME SETUP:

- a. One Referee will work the contest usually, keep track of the score, and maintain official time. A second referee can be used if deemed appropriate. Referee calls are final.
- b. Games will consist of two-25 minute halves with running clock and a 3-minute halftime. (two-20 minute halves for U10 and younger)
- c. Penalty kicks will still be taken even if there is no time remaining on the clock, as long as they were awarded before time expires.
- d. League play will end in a tie with no tiebreakers if score is tied at the end of 2nd half.

2. PARTICIPATION:

- a. Teams will consist of five players including GK. Exception is U9/U10 will play with 6 players. Younger will play 4v4 no GK.
- b. Teams may start with as few as three players.
- c. If a team is reduced to less than three players at any time during the contest, a default will result.

3. EQUIPMENT:

- a. FUTSAL BALLS only for all warmups
- b. Do not bring bags, balls or other player equipment on court, water bottles only.
- c. SHIN GUARDS ARE MANDATORY FOR PARTICIPATION.
- d. Team members must wear the same color shirts. In event of similar shirt colors the team listed first will wear pinnies
- e. Goalies must have a different color jersey than both their team and the other team.
- f. Game balls will be provided. Game balls will not be used for warm ups.

4. GAME PLAY:

- a. Free substitution is allowed. A player must leave the floor before the substitute enters the field. Both players must leave and enter in the substitution box on the sideline.
- b. Teams WILL switch benches at half to ensure substitution on defensive half.
- c. The ball going out of bounds will result in an INDIRECT kick from that spot, not a throw in.
- d. If a team causes the ball to hit the ceiling, the opposing team will restart with a DIRECT kick at spot of the kick. If in penalty area then INDIRECT kick from penalty spot.
- e. Restarts by the goalkeeper are in play once they leave the penalty area or played to own feet.
- f. There are no offsides penalties.
- g. Sliding or slide tackling is not allowed and is subject to a yellow/red card based on severity. THIS WILL BE STRICTLY ENFORCED.
- h. Goalkeeper may be used as many times as needed, provided they play with their feet.

5. GOALIE RULES:

- a. The goalkeeper may use his/her hands only within the penalty area.
- b. The goalkeeper must play the ball out of the penalty area within 6 seconds after a save.
- c. The goalkeeper may play the ball to his/her own feet.
- d. No punts or drop kicks are allowed. Balls played to own feet must be on playing surface to be played.
- e. A goalkeeper may not play a ball with his/her hands if it has been passed back intentionally by a teammate. This will result in an indirect free kick from the penalty area mark (top of the arc).
- f. A goalie may dive for a ball as long as he/she is not diving at the feet of another participant. If the official determines he/she is diving at the feet, the play will be enforced like a slide tackle.
- g. When the ball exits the field of play through the end line behind the goalie, the goalkeeper must restart play with a throw/roll of the ball from anywhere inside the penalty area. NO GOAL KICKS.
- h. A goal cannot be scored when throwing in a restart.
- i. A goalie may throw, or kick the ball with his/her feet past the mid-field line without penalty.



6. FREE KICKS:

- a. On any free kick or reentry kick (in place of throw ins), defending players must remain at least 10 feet away from the ball in all directions until it is played by the attacking team.
- b. Players will be allowed 6 seconds for any free kick. If the player fails to distribute the ball within 6 seconds, the other team will receive the kick from that spot.
 - i. If a team fails to kick a corner kick, the opposing team will receive a goal kick.
 - ii. If a team fails to kick a goal kick, the opposing team will receive an indirect free kick from midfield.
 - iii. If a team fails to kick a penalty kick, the opposing team will receive an indirect free kick from that spot.
- c. A foul occurring within the penalty area, which would normally result in a direct kick, will be penalized with a penalty shot, taken from the penalty spot.
- d. **INDIRECT vs. DIRECT FREE KICK**
The following penalties result in an indirect free kick:

1. Goalkeeper touching a teammate's kicked pass with his/her hands inside the penalty box (restart from penalty spot).
2. Anything that would result in a throw-in (restarts from spot ball went out).

All other restarts result in a direct free kick from location of offense including:

1. Slide tackling, charging, holding, pushing, kicking, striking, or tripping an opponent.
2. Hand ball including the goalie outside of the penalty box.
3. Yellow or red card.
4. Preventing the goalkeeper from releasing the ball from his/her hands.
5. All other offenses not listed including any unsportsmanlike behavior.
6. Corner kicks.
7. The ball hitting the ceiling (restart from spot of the kick).
8. Illegal Substitution (restart from mid-field).

7. GOAL CLEARANCE:

- a. To be taken in place of goal kick.
- b. From inside the penalty area, the goalkeeper throws the ball into play.
- c. The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

8. MERCY RULE:

If a team is ahead by 5 or more goals the other team will be allowed to add a player until the lead is reduced to under 5 goals.

9. TIE BREAKER (For Tournament Use ONLY, League games will result in ties):

- a. Five players in from each team will rotate kicking at the opponent's goalie at a designated net.
- b. If the game is still tied after 4 rounds of shootout, the shootout will continue head to head. This will occur until one team is leading at the end of the round.
- c. Any player on the team is eligible to kick once during shootout.
- d. A team may use any player as the goalkeeper, regardless if they finished the game at that position.

10. YELLOW/RED CARDS:

- a. Any participant receiving a yellow card may be required to meet with LUFC official prior to their next contest, based on severity.
- b. Any participant receiving a red card will be required to meet with LUFC official prior to their next contest and serve a mandatory one game suspension.
- c. Any participant receiving a 2nd red card offense throughout the season will be suspended for the remainder of the season and possibly the following, based on the severity of the incidents.
- d. A team may substitute for player receiving a Red card after a five (5) minute penalty and plays down for that period.