

## 808FUTSAL HOUSE RULES

1. Games will be conducted under FIFA LOTG 2022-2022 (2023-2024 effective for league play that begin on/after July 1, 2023) and as modified:

- a. Equipment - Players on same team must wear same color uniforms (shirts, shorts, and socks), shin guards, and footwear with flat soles (no turf shoes or cleats allowed). The uniform of the goalkeeper must be a distinctly different color from that of his/her team, the opposing team, and the referee(s). Home team changes color in case of conflicting colors. All players, including goalkeepers, must wear numbered jerseys, and no two players on a team may have identical uniform numbers.
- b. All teams will use an 808Futsal game ball. 12U and below will use a size 3 ball. When implemented, 13U and above will use a size 4 ball. Adults will use a size 4 ball.
- c. Games will have 20 minutes halves with running clock. If the clock is used, the horn signals the end of the period. In the absence of a third referee or assigned timekeeper, and/or without a clock that has an acoustic signal, the referee will be the sole timekeeper. In this case, the referee's whistle will end the period. Normally the clock will not be stopped. However, if the clock must be stopped for one of the exceptions listed below, the timekeeper will not stop the clock unless directed to do so by the referee. If the clock is stopped, the timekeeper will restart the clock when the ball is properly put into play after the stoppage. Referee shall signal for play to restart after a clock stoppage without unnecessary delay.  
EXCEPTIONS:
  - Time will be stopped after a goal is scored.
  - Time will be stopped when referee prevents play from continuing (Example: when an injured player is down and cannot be quickly evaluating on the pitch or situation requiring referee's specific attention.)
  - Timeouts: Each team is allowed one timeout per half.
  - If a penalty kick or direct free kick beginning with the sixth accumulated foul (DFKSAF) has to be taken or retaken, the period in question is extended until the kick has been taken. In this case, the period will end IAW Law 7.
- d. The half time interval shall not exceed 5 minutes.
- e. Slide tackling is NOT allowed, and will be considered, at a minimum, as a careless foul. Restart is a direct free kick/penalty kick for the opposing team. The goalkeeper may slide to block the ball in his own penalty area. Allow goalkeeper slides where the slide begins in the penalty area, but momentum carries the goalkeeper out of the penalty area and no

other offense (e.g., handling, tripping, etc.) occurs. A slide with no opponent nearby is NOT a slide tackle.

f. In case of a tie during playoff games, the game will go straight to kicks from the penalty mark (best of 5, then 1-and-1). For special occasions/tournaments, the House may decide to implement overtime periods, and the rules of the competition will clearly describe tie resolution procedures.

g. Gum chewing is not allowed. Referees will ensure that anyone found to be chewing gum leaves until the gum is disposed of.

h. Special rules for youth games:

1) Cards should not be shown to players/substitutes in 10U and younger divisions, and offenses are not required to be included on the game report. For cautionable offenses in those divisions, see table below:

Offense	Player	Substitute
Violent Conduct or Offensive, Insulting, Abusive Language	Offender is removed from the pitch and the bench; team plays short for 2 minutes or until opponents score a power play goal	Offender is removed from the pitch and the bench; team does not play short
DOGSO by a sub	N/A	Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team plays short for 2 minutes or until opponents score a power play goal
Any other send off offense	Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team plays short for 2 minutes or until opponents score a power play goal	Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team does not play short
Any cautionable offense	Offender is removed from the pitch and may not re-enter until after play has been restarted	Offender may not enter the pitch until after play has been restarted

2) 12U and above divisions will play on a full pitch. 11U and below will play on a half pitch.

3) On a half pitch game:

- Opponents must remain at least 3 yards away from any kicking restart.

- Free kicks, including penalty kicks, which would normally be taken from the penalty area line, will be taken from a spot 1 yard outside the penalty area line, perpendicular to the penalty area line.
  - Kicks from the second penalty mark will be taken from the marked spot.
  - Kick offs will take place from a spot formed by the intersection of imaginary lines between the half court second penalty marks and the full court penalty and second penalty marks, NOT from the full court second penalty mark (white dot).
  - Substitution zones will be marked with plastic/rubber markers or cones.
- 4) Deliberately heading the ball is not allowed for players in 12U and below divisions. If a player deliberately heads the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense (moved out to 1 yard outside the penalty area line if committed by a defender in their penalty area). This does not apply to 12U and younger players playing up in a 13U or older division. Inadvertent headers will not be penalized.

## **2. Items IAW LOTG, but provided for added emphasis:**

- a. A match may not start if either team has fewer than 3 players, or continue if either team drops below 3 eligible players who are able to play. If a team has fewer than three players because one or more players has deliberately left the pitch, the referees are not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of three players.
- b. Kick-ins MUST be taken from the touchline and are indirect. If the kick-in goes off the pitch on **either** touchline without touching another player, restart is a kick-in to the opposing team, **to be taken from the point where the ball went off the pitch.**
- c. Goals against an opponent may not be scored directly by a ball thrown or hit intentionally with a goalkeeper's hand or arm from inside their own penalty area, including on a goal clearance (i.e., a goalkeeper may not score a goal by throwing the ball directly into an opponent's goal). When implemented by USSF or other competition authority, the goalkeeper may not throw the ball directly over the halfway line. If this occurs, the opposing team will have an indirect free kick from where the ball crossed the line.
- d. Players have 4 seconds to put ball into play on all restarts, except kick-offs and penalty kicks, once the team is in

possession of the ball and play is ready to be restarted ("within four seconds of being ready to do so"). Holding the ball off the floor DOES NOT delay the start of the 4 second count. Opponents must be at least 5 yards from the ball on all restarts, including kick-ins, except a kick-off or 10U and below (3 yards), and a drop ball (2 yards).

- e. Referees will visually display the 4 second count for all kick-ins, corner kicks, goal clearances, direct free kicks, indirect free kicks, direct free kicks beginning with the sixth accumulated foul (DFKSAF), and goalkeeper possessions. The count will not be displayed for kickoffs, or penalty kicks.
- f. A goal clearance MUST be thrown or released by the goalkeeper from within the penalty area, and the ball is in play when it is thrown or released and clearly moves. It MAY NOT be kicked. Opponents MUST be outside the penalty area until the ball is in play. On all other possessions by the goalkeeper in the penalty area, he/she may roll, throw, punt, drop kick, or place the ball on the pitch and kick/dribble, subject to the four second limitation.
- g. An indirect free kick is awarded to the opposing team if a goalkeeper commits the following offences:
  - 1) Controls the ball with their hands or feet in their own half of the pitch for more than four seconds. Shielding is considered to be control.
  - 2) After playing the ball, touches it again in their own half of the pitch after it has been deliberately played to them by a teammate without an opponent playing or touching it. A one-touch save should not be considered "playing the ball" for this purpose, but a one-touch play of the ball is.
- h. If the ball hits the ceiling it will be placed on the touch line nearest to the place on the ground above which the ball hit the ceiling. The restart is a kick-in by the opponents of the player who last touches the ball.
- i. Substitutions must be done in the substitution zone and the substitute may not enter until substituted player is completely off the pitch. Failure to do so will result a yellow card to the offending player. If play is stopped for a substitution offense, the restart is an indirect free kick for the opposing team from where the ball was when play is stopped (unless it was in the offending team's penalty area, in which case the ball is moved out to the penalty area line).
- j. Starting with the 6<sup>th</sup> direct free kick offense (accumulated foul) committed by a team in each half, the opposing team will be awarded a direct free kick beginning with the sixth accumulated foul (DFKSAF) from the 2<sup>nd</sup> penalty mark (if the foul is committed in the area between the 2<sup>nd</sup> penalty mark and the penalty area, the

kicking team may choose to take the kick from the spot of the foul). Opponents may NOT form a wall but the goal keeper may approach but no closer than 5 yards. The kick MUST be a shot on goal and not a pass. Accumulated fouls reset at the second half, but not after the second half if overtime is to be played.

- k. Red card rule: A red card to a player results in a two minute "power play" for the opposing team. A substitute may replace a sent-off player and enter the pitch, with permission of the referee after two minutes of playing time have elapsed since the restart after the sending-off, or after the team with the greater number of players scores a goal. See youth rules, above, for 10U and below procedures.
- l. Only the coach may call a timeout, and it may only be called when their team is in possession of the ball, and the ball is not in play. For adult games where a coach is not designated, only the captain may call a timeout. The clock will be stopped during the timeout. The referee will announce the beginning and end of the 1-minute time out period. No substitutions may be made until the timeout is over.
- m. Procedures during kicks from the penalty mark: Any eligible player may participate, including subs. If one team has a higher number of eligible players than the other, that team MAY choose to reduce its numbers to the same number as the opponents. The referees must be informed of the name and number of each player excluded. If, during kicks, one team's number of players is reduced, the team with more players MAY choose to reduce its numbers to the same number, and the referees must be informed of the name and number of each player excluded. Any excluded player is not eligible to take further part in the kicks except in certain circumstances (substitute for injured goalkeeper).
- n. Kickoffs may be played backward, and ONLY the player taking the kickoff may stand in the opponents' half of the pitch. A goal may be scored directly from a kickoff.
- o. The interpretation/definition of a handling foul has changed to match the changes to the IFAB Soccer LOTG (i.e., a deliberate handball remains a foul, but an accidental handball may be considered a foul IF a direct or immediate goal by the player who committed the handling results), in which case an indirect free kick will be awarded to the opponents.
- p. If a goalkeeper is just in front of his/her own goal to guard it (and is IN the penalty area), it is considered that no DOGSO offense can be committed, even if the situation meets the other criteria for DOGSO. However, if it's the goalkeeper who commits the offense, he/she is guilty of DOGSO.

- q. On a penalty kick, the goalkeeper must have at least part of one foot touching or in line with **or behind** the goal line at the moment the ball is kicked.
- r. Substitutes are not required to wear bibs/pinnies.

### **3. 808Futsal administrative requirements:**

- a. Leagues/tournaments will not alter the House Rules, nor publish their own Rules of the Competition, without the approval of the House. Failure to obtain House approval will render the altered rules null and void.
- b. All games should start at their scheduled time. The grace period shall be ten (10) minutes after the scheduled game time. The players must be on the pitch ready to play at the end of the grace period or forfeit the game. Delaying the start into the grace period is only allowed for a team who does not have the required minimum number of players (3), or for the arrival of a required coach, player passes, or roster. If all of these requirements have been met, a team will not be allowed to delay the start a game past the scheduled start time simply because they don't have five (5) players.
- c. It shall be the responsibility of the referee to start the game on time and he/she shall be the judge of the tardiness of teams, which will be determined by the referee's watch.
- d. No more than four team officials are allowed in the technical area.
- e. Referees will obtain a game report form containing both teams' rosters from 808FUTSAL, and individual team rosters with player passes/pictures (when implemented) before the match. {If not implemented, e.g., High School **or House** Leagues, use only the game report form.} For HYSA-affiliated games, use HYSA check-in procedures. During player check-in, confirm all players and team officials are on both the game report and team roster. NO ONE not on the team roster may participate in the game or be in the technical area. Injured players who will not play must be listed in order to remain in the technical area, and are subject to misconduct disciplinary actions (i.e., are cardable).
- f. Roster size will be will be limited to no more than 12 players.
- g. Players' and coaches' names may be written onto the 808FUTSAL game report form if they are listed on the individual team roster with a player pass, or with the approval of the House. If the individual team roster displays a pass, but does not have a player's picture, he/she must show a picture ID. Follow HYSA procedures for HYSA-affiliated games.

- h. Late arriving players/team officials MUST report in to the timekeeper/third referee. If no timekeeper/third referee, report to the referee.
- i. Referees are required to complete/sign a game report form indicating the final score, as well as any game incidents involving players or substitutes (red and yellow cards), team officials, spectator misconduct, or serious injuries. For HYSA-affiliated games, follow HYSA procedures.
- j. When marking carded players, referees will use USSF's letter code for offenses:
  - CAUTIONS: Unsporting behavior (UB), Dissent (DT), Persistent offenses (PO), Delaying the restart of play (DR), Failure to respect the required distance (FRD), Entering or re-entering the field without the referee's permission (ERL).
  - SEND OFFS: Serious foul play (SFP), Violent conduct (VC), Biting or spitting at an opponent or any other person (BS), DOGSO-Handling (DGH), DOGSO-Foul (DGF), Offensive, insulting or abusive language and/or gestures (AL), Receiving a 2nd caution (2CT).
- k. 808Futsal game report forms will be turned in to the timekeeper/front desk or to the director after the match. Ensure the House is notified of any sent off players/substitutes and dismissed team officials.
- l. Adults receiving a red card must completely leave the facility. Youth players receiving a red card should be removed to the lobby or completely leave the facility if someone from the team (team official, parent, etc.) can provide supervision. If no one is available to provide supervision, the player may remain on the bench after removing his/her player jersey, providing they do not interfere with the match. Should they interfere, the match will be terminated.
- m. Suspensions
  - 1) Individuals receiving a red card will sit out at least one additional match. The suspension will be served at the next match(es) of the team involved in the send off incident, or, if the player involved is a "club pass" player, with his/her primary team.
  - 2) In the adult league(s), a player who receives three yellow cards, or receives two yellow cards in separate games in the same day (e.g., playing as a "club pass" player in one game, and with his/her primary team in another), will be suspended for one match, to be served at the next match of the player's primary team.
  - 3) A player who qualifies for multiple suspensions resulting from yellow cards (e.g., earns his/her third yellow card, and second of the day, and receives a red card for having received two yellow cards in the same match), shall serve all

- suspensions concurrently, resulting in only the longest suspension being served. A player who qualifies for a yellow card suspension AND a red card suspension (other than 2YC), shall serve the suspensions consecutively.
- 4) Any additional suspension may be determined by the House and/or association/league/club/team. See 808Futsal Code of Conduct.
  - 5) Individuals sent off in an adult game may not participate in ANY adult match for ANY adult team in ANY capacity until the suspension has been served (i.e., they may still coach at the youth level). If they are also eligible to play for a youth team, they may not play until the suspension has been served.
  - 6) Youth players who earn send offs may not participate in ANY match for ANY team in ANY capacity until the suspension has been served.
  - 7) An adult team official who is sent off during a youth game may not participate in ANY game in ANY capacity until the suspension has been served.
  - 8) Players/team officials serving suspensions may not remain in the technical area or inside the netting during the game, to include the halftime interval.
  - 9) All suspensions are effective immediately upon issue.
  - 10) In the event of a suspension being appealed, the suspension must still be served until the appeal is resolved.
  - 11) In the event that a game, for which a player or coach was suspended, is postponed or re-scheduled, that game will not count towards the suspension, and the full suspension must still be served.
  - 12) Suspensions earned during the season will carry over into Play-Offs.
  - 13) The House will determine if cards and/or suspensions earned during the season carry over into 808Futsal-sponsored tournaments, or if cards and/or suspensions earned during tournaments carry over into league play.
  - 14) Suspensions not fully served by the end of the season will carry into the next season.
  - 15) In the event that a suspended player or team official is released from the roster, or if the team disbands, the suspension will pause until he/she resumes registration with a team playing at 808Futsal. If the suspended player/team official is unable to serve their suspension because they are no longer affiliated with the team with which the suspension must be served, and they are affiliated with other team(s), the House will decide how the suspension should otherwise be served
- n. For USSF-affiliated games only, any red card send off must be submitted to the SRA and the 808Futsal Director via a USSF Supplemental Game Report.

- o. Protests are not allowed. If a team believes an opponent used an ineligible player or team official, they may report that to the House and/or league for action.
- p. There is no guaranteed warm up time on the pitch before the start of the game. Teams should enter the pitch as soon as the previous game is complete, warmed up and ready to play.
- q. No spectators are allowed in the area between pitches 1 and 2 during games on either pitch.
- r. Teams will switch benches and substitution zones between periods.
- s. If two teams tie in points, the division or pool winner or placement will be determined by goal differential, head-to-head result, fewest goals allowed, coin toss, in that order. For HYSA-affiliated games, use HYSA procedures.
- t. Referees are responsible for ensuring the ball in use at the end of the game is returned to the ball bin or to 808Futsal employees. Normally, game balls should not be used for team warmups.
- u. There are several incorrect markings on the 808Futsal pitches. Referees should use the following procedures:
  - The penalty area extends more than 6 yards along the goal line from the goal posts. Play as marked.
  - The substitution zones are less than 5 yards wide. Play as marked.
  - The hash marks on the goal line are less than 5 yards from the corner arc. Enforce the proper distance on corner kicks (5 yards).
- v. Referees will not change games without assignor or mentor approval. They should stay on their assigned pitch if teams are changed or do not match the Arbiter schedule. EXCEPTION: If there is no game on their assigned pitch and another game is short of referee(s), the referee may change games to the short game. Report all changes to the assignor.

#### **4. HYSA-specific Rules:**

- a. Each team is allowed one 1-minute timeout per half.
- b. Use HYSA check in procedures (each team provides an Affinity game report form containing both teams' players, and player/coach passes displayed on a cell phone). Each coach should only give the referee 1 game card. If they provide more than 1, return it back to them.
- c. Coaches must wear their passes on a lanyard around the neck.

- d. Players' names may NOT be written onto the game card. Team officials' names may be written NOT onto the game card. If more than four team officials are listed on the game card, all but a maximum of four MUST be lined out before the game, and those lined out will be ineligible to be in the technical area. {EXCEPTION: Write-ins of players & coaches are allowed if there's an issue with the Affinity system. Ensure the write-ins are legible & player's DOB are written next to the player's names.
- e. Coaches will enter player numbers on the game card before giving their form to the referee.
- f. Head coaches/acting head coaches must sign the game card next to their name before the match.
- g. When checking in players/team officials, the referee should place a check mark to the right of the individuals' names and line out those not present.
- h. After the match, referees will enter the final score, mark goal scorers and carded players/team officials, and then obtain coaches' initials on the Home team's game card. Final scores should match the number of goals tallied. Home team's tallies should be recorded on home team's game card and Visitor's tallies on their game card.
- i. Home team's game cards go on top, Visitor's underneath and then both game cards are stapled together.
- j. After entering referee info on the Home team's game card, referees will turn in completed game cards to the appropriate HYSA/Oahu League representative.