



# Peel Halton District League

## Futsal Rules

Revised Feb 2019

# Peel Halton District League -Futsal Rules

## 1. Categories and Divisions and Tiers

Subject to Ontario Soccer Published (OS) Rules, the Peel Halton District League – Futsal is a District League of the Peel Halton Soccer Association.

PHDL Futsal is authorized to operate age divisions from U8 to Masters for both genders. PHSA may authorize tiers to Divisions to support meaningful competition.

All fines resulting from breaches of rules identified in these Futsal Rules, including those published in the PHSA Fine Schedule shall be assessed against the Club.

All matters not included in these Rules and Regulations shall be dealt with in accordance with the OS Published Rules.

## 2. Eligibility Rules

Peel Halton Soccer Association Clubs may enter teams in any division of the PHDL according their membership status. Club must be in-good standing to register teams. Clubs will self-select into which tiers they wish to enter teams.

Clubs from outside the Peel Halton District may enter teams however must have a “permission to Play Out” application by the District Association where the Club resides.

An Ontario Recognized Academies (ORA) in good standing can apply to enter teams into the PHDL-Futsal.

Clubs from outside the PHSA and Ontario Recognized Academies must provide District Stamped OS Roster for each team. A copy of the district stamped roster is due no later than two (2) weeks prior to the start of the season. If a roster change is made an updated copy of the district stamped OS roster is to be sent to the PHSA immediately.

## 3. Players Registration and Documentation

All players shall be registered with the Club and entered into the OS electronic registration system (Ontario Soccer Member Management system Known as OSCAR), in accordance with the OS Published Rules.

The deadline for placing a player on the Team roster for the season is Feb 19<sup>th</sup>

Players may transfer to another Club team in accordance with OS Published Rules.

All players & Team Officials must have a valid “OS book or Player ID card issued and endorsed by the District Association in which they are registered.

Any team using OS ID cards must have the district stamped roster. ID cards are not valid without the district stamped roster. A physical copy of the stamped Roster must be present at every game. This rule applies to all team officials, players, including call-up players, and players being used with TEP or TRP.

#### **4. Playing Up and Temporary Eligibility Permits and Trial Permits**

U8 to U13 Teams are not authorized to use "Call-ups" at any time.

U14 and up Teams may use players as "Call-ups" provided that:

The player is not registered with another Team playing in the same Division of the PHDL;

The player is registered with a team affiliated with one of the Clubs and is not currently suspended by any league or governing organization affiliated with the OS;

For Players up to U13 the Club Technical Director or Head Coach must complete the OS Playing Up evaluation form and submit to the District for approval. Once approved the player must be added to the team roster. Players are only permitted to play 1 year up. A maximum of two players from U10 & U11 ages are permitted to play up. A maximum of 3 players may Play Up from U12 to U13.

All called-up players who are registered with a team in another Club must have a Temporary Eligibility Permit (TEP). A player called up under the TEP system can only be called up three times per season in the PDL. In addition to the TEP, a valid OS ID Card shall be presented at each game in order for the player to be eligible to play. TEPs may not be used after February 28th. The Head Coach is responsible for informing the league convener of the TEP call-up including the player name and OS number. The call-up player is not eligible to play unless their name appears on the game sheet.

Players in possession of an OS issued Trial Permit are eligible to play. A Trial Permit is only valid for 2 games. In addition to the Trial Permit, a valid OS ID Book/Card shall be presented at each game in order for the player to be eligible to play. Trial permits may not be used after February 28<sup>th</sup>.

Teams may not use more than three (3) players, playing as call-ups, in any one League game. Players with a TEP or Trial Permit shall be included in the total of three (3) call-up players per game;

Players registered to Teams not playing in an Ontario Soccer league are not permitted to play in the PHDL;

#### **5. Player Verification and Eligibility**

The checking of each player's valid OS ID Book/Card (and OS Team Roster Report for the team to which the player is registered), and applicable TEP's, or Trial Permits, against the game sheet is compulsory for all games in all divisions, shall be performed 20 minutes, or more, before the scheduled start-time of the game. Team Head Coaches are responsible to have each player's valid OS ID Card (and the OS Team Roster Report for the team to which the player is registered), and applicable TEP's, or Trial Permits, checked against the game sheet. Players not in possession of a valid OS ID Card (with OS Team Roster Report for the team to which the player is registered), and applicable TEP's, or Trial Permits, are considered to be ineligible to play.

Each team will present its signed game sheet as well as all valid OS ID Books/Card (and the OS Team Roster Report for the team to which the player is registered) and any TEPs, or Trial Permits, of those players participating in the game to a representative from the opposing team, who will verify the valid OS ID Cards (and the OS Team Roster Report for the team to which the player is registered) and any TEP's, or Trial Permits, against the names on the game sheet.

After completion of this procedure, a Team Official will initial the game sheet in the appropriate box to certify that the card checking procedures were followed, and return the game sheet to the Referee, who shall retain it.

The Referee or convener will note all questions regarding a player's eligibility, or the validity of a player's OS ID Book/Card (and the OS Team Roster Report for the team to which the player is registered) and any TEP's, or Trial Permits, on the game sheet, and the player concerned must sign the game sheet.

A player arriving after the player verification is completed may play but must first report to the third official/timekeeper for player verification check.

In exceptional circumstances where a team official who is in possession of valid OS ID Book/Cards (and the OS Team Roster Report for the team to which the player is registered) and any TEP's, or Trial Permits, fails to appear for inspection prior to the start of the second half, the game shall not continue.

Any player whose name does not appear on the game sheet and who does not have his/her valid OS ID Card (and the OS Team Roster Report for the team to which the player is registered), or applicable TEP, or Trial Permit, is ineligible to play. Such players must change out of uniform and leave the players' bench, or the Team's technical area.

## 6. Coaches and Other Team Officials

At the time of team registration the Club must appoint a team head coach, Assistant and Manager in accordance with OS Policies. All team staff registered with PHSA must be registered in the OS electronic registration system (Ontario Soccer Member Management system Known as OSCAR) at the time of the team registration. Should the team's staff change during the season the Club must report the change to PHSA at least 24 hours before the next match and that person must be registered in the Ontario Soccer Member Management system Known as OSCAR and appear on the roster.

All Team Officials must be certified per Ontario Soccer:

DIVISION	COACHING CERTIFICATION	MED	MAKING HEADWAY	RESPECT IN SOCCER
M/F up to U11	Learn to Train	Yes	Yes	Yes
M/F U12-Masters	Soccer 4 Life	Yes	Yes	Yes

Current contact information for the team staff (all members) must be communicated to the PHSA office within 24hrs of any change.

All Coaches, Asst. Coaches, Manager who will be on the bench or in the technical area during the match must appear on the game sheet. Any Team that fails to produce the required valid OS ID Book/Cards (and the OS Team Roster Report for the teams to which the player is registered), and any TEP's, or Trial Permits, will be subject to Discipline Hearing.

## 7. Teams

The maximum game roster size is **14** players .1 Coach, 2 Assistant Coaches and 1 Manager. No more than the outlined players may participate in any PHDL futsal game.

Where it comes to the attention of the PHDL, through any means, that one or more unregistered or ineligible players have allegedly participated in a game, the PHDL may investigate and appropriate disciplinary action will be undertaken.

Any team playing an unregistered player, or a player who is not registered with the team (excluding players playing with a valid TEP, or Trial Permit), or not eligible to play in that age division, or a player who is currently under suspension shall forfeit all the games in which such player participates and the game points shall be awarded to the opposing team(s). If both teams participating in a game fail to comply with this rule, no points shall be awarded to either team and each team will have one (1) loss added to its record.

Any Club/Team playing an unregistered or ineligible player will be subject to a disciplinary hearing. The team and its team staff will be liable for disciplinary action under League and OS policies which may include the imposition of fines and suspensions in accordance with OS Published Rules as well as any applicable fines as published in the PHDL Fine Schedule.

Any Club/Team playing an unregistered or ineligible or suspended player under the name of one of its other registered players shall forfeit any games where the unregistered or ineligible or suspended player participated using the assumed identity. Any person aiding or abetting such action shall be subject to a disciplinary hearing. The Team, its Officials or players will be assessed penalties that the Discipline Committee imposes in accordance with OS Published Rules as well as any applicable fines as published in the PHDL Fine Schedule.

## **8. Responsibilities of Coaches and Team Officials**

The Home Team shall designate the bench or technical areas for each of the Teams, which shall be on the same side of the pitch.

The game balls shall meet the requirements of Law 2 (The Ball) as stipulated in the FIFA Futsal Laws of the Game. (Game balls will be provided at each facility) U8: Size 3 U9 to Master: Size 4.

All Clubs will register colours for their home and away uniforms with the league and will wear the appropriate registered uniform for all league games. Home and away uniforms must be different colours. Teams must be wearing the Uniform of the Club to which they are registered. The Uniform must display the Club crest/logo.

Where the Referee decides that the colours of opposing teams conflict, the home team is required to change to an alternate jersey, providing that the visiting team's colours are as filed with the PHDL and if not, the visiting Team shall change its shirts. Each goalkeeper's jersey colour must be different from that of both teams and the opposing goalkeeper. If at any point during the match a team decides to use a "power keeper" they must also be wearing a jersey or pinnie that is a different colour. It is the responsibility of the coach of the team that is required to change, to have alternate shirts available at each game.

All players on the same team, except the goalkeeper, shall wear shirts of the same colour, which must be numbered on the back. Numbers must be at least eight inches in height. No two players on the same team may wear the same number. Players' numbers must be recorded on the game sheet and may not be changed after the start of the game without the referee's permission.

Only players and Team Officials are permitted to sit on the Team bench or within the designated technical area. All substitute players and Team Officials shall confine themselves to their designated technical or bench area.

No Coach or Team Official may enter the field of play at any time without the prior approval of the Match Official.

No Coach or Team Official has the right to withdraw their Team or any of their players from the field of play without the prior approval of the Referee, except in accordance with the Substitution Procedure of Law 3 of the FIFA Futsal Laws of the Game.

Each Team shall ensure that its spectators remain in the designated spectator seating of the gym facility side of the pitch opposite from the side where the players and team staff are located.

Clubs and Team Officials are fully responsible, at all times, for the conduct of their players, other team staff and spectators in the vicinity of the pitch which includes the building and parking areas.

A player, Coach or other Team Official who tries or does impede, harass or otherwise intimidate a game official or opposing Team Officials, shall be subject to disciplinary action. Published Rules, as well as any applicable League fines and bonds as published in the PHDL FineSchedule.

Suspended Team Officials may not be present at or in the vicinity of the pitch for any PHDL game throughout the period of his/her suspension. Failure to comply with this rule shall result in further disciplinary action and fines as per published rules.

At the first PHDL game of the day, the two teams are required to aid in putting up the goals and nets. The two teams scheduled to play the last game of the day at a gym are required to aid in take down of the goals and nets and store them properly in the designated space provided. Teams are also required to help with the marking of the pitch. The length of the pitch must not be greater than 40m as per Law 1 (The Pitch) of the FIFA Futsal Laws of the Game.

Safety or protective equipment may be worn after inspection by the Referee and only if the Match Official deems that the wearing of such equipment will not constitute a danger.

All teams must have a First Aid Kit on their bench at every game.

## **9. Schedules**

Clubs shall receive notice of the season start and end dates a minimum of one week prior to the season start date.

Teams may not adjust the schedule, change dates or start times.

Peel Halton District League-Futsal may reschedule games to play games impacted by events or disasters beyond league control.

## **10. Game Start Times and Abandoned Games**

Teams are required to present themselves at the game pitch at least 15 minutes before the scheduled kick-off time to register, set-up and perform the accreditation checks. The time clock begins at the scheduled time. In the case of stop-time games the clock will run until the teams are ready to play.

Any team that fails to present itself at the game pitch within 10 minutes after the scheduled kickoff time or fails to field the minimum three (3) players, within 10 minutes after the scheduled kick-off time shall be considered to have forfeited the game. The opposing Team shall be awarded a win by a score of 2-0 the team which forfeits the match will be subject to a fine and costs as published in the PHDL Fine Schedule.

If both Teams fail to appear for a scheduled game, both teams will be fined. Both teams will have a loss entered into the standings.

If in the opinion of the Match Official abandons due to unplayable pitch conditions, power failure, or some other unforeseen circumstance before the completion of  $\frac{3}{4}$  of the total regular playing time has taken place the game shall be rescheduled. Games abandoned in the last  $\frac{1}{4}$  of the regular playing time shall be deemed as complete.

If a Match Official decides to abandon a game at any time due to the actions of players, officials or spectators/supporters of a Team, the said Team shall be called to a Discipline by Hearing (DBH) where if found guilty the game shall be awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team.

If a game is abandoned by the Match Official at any time because a team is unable to field the minimum number of players, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. The Club may also be assessed any applicable fines as published in the PHDL Fine Schedule.

## **11. Protests**

Where a game is played under protest, such fact must be noted on the game sheet. Confirmation of the protest shall be a protest fee of Three hundred dollars (\$300) in the form of a certified cheque or money order payable to the Peel Halton Soccer Association, which must be delivered by registered mail, recognized courier service or hand delivered to the League Office within 48 hours of the scheduled kick-off time of the game, not including weekends or statutory holidays. A date stamped receipt must be retained as proof of the date of mailing or delivery of the protest.

No protest will be heard on questions of the Match Officials decisions regarding the Laws of Game.

Objections to pitch conditions, goals, balls or team colours, shall not be considered as grounds for a protest.

Correctly submitted written protests, delivered within the specified deadlines, shall be considered by the PHDL Discipline Committee in a Decision By Review. All other protests will be ruled out of order and will not be heard.

In dealing with any Protest, the PHDL or its Discipline Committee shall take into consideration the presentation by the protesting Club or Team of any prior knowledge of the facts or allegations contained in the Protest, any evidence legally obtained in support.

If the protest is upheld the \$300.00 protest fee shall be refunded.

## **12. Discipline and Appeals**

The league follows Ontario Soccer discipline policies.

Discipline hearings will be held on Friday evenings.

Except in cases of OS misconduct Type 1.3, 1.5, and 1.6, an individual who is subject to the DBR (Discipline by Review) system shall have the right to request to be disciplined by the D.B.H. system (Discipline by Hearing) The accused must submit a written request to the league within four (4) days of receiving the dismissal. The written request must be received within the stipulated time along with the fee of \$125.00. If found not guilty the fee of \$125.00 will be returned

Decisions of the Discipline Committee will be accompanied by Rights of Appeal in accordance with the applicable Published Rules of the Ontario Soccer.

Club Bonds will be returned 30 days after the completion of the league season and satisfaction of any outstanding discipline actions

## **13. Game Sheets**

The names of all players and Team Staff complete with the OS registration numbers of all individuals participating in a game must be printed on the official game sheet.

The maximum game roster size is 14. Only the maximum number of player are allowed on the game sheet and are eligible to play in PHDL Futsal games. Only four (4) Team Officials may be listed on the game sheet, and one Team Official must sign the Team's Game sheet; the signature shall certify the eligibility of all players and officials whose names appear on the game sheet, to participate in that game. The names of players and Team Officials not present at the game should be crossed out on the game sheet. All players, and team officials, including call-up's, whose names appear on the game sheet and are not crossed out, shall be deemed to have played, or participated in the game.

The completed game sheet will be retained by the Match Official or league convener.

## **14. League Standings**

In all League games three (3) points shall be awarded for a win and one (1) point for a tie. The Team with the most points, in each Division, at the end of the regular League schedule shall be declared the League Champion for that Division.

A Team forfeiting a game shall lose the game by a score of 2-0, and shall be subject to any applicable fines as published in the PHDL Fine Schedule.

If two or more teams in an age Division are tied in points at the end of the League schedule, then the tie-breaker shall be determined in the following order:

The team with the most points in the games played between the tied teams from head to head competition shall be declared the tie-breaker winner.

The team with the highest goal differential (GF minus GA) in games between the tied teams shall be declared the tie-breaker winner.

The team with the highest goal differential (GF minus GA) in all regular season games (against all teams in the division) shall be declared the winner of the tie-breaker.

If the position is relevant for determining the division champion or second place, and if steps a), b) and c) do not break the tie, co-champions shall be declared; and;

In cases where the process above has decided the winner of a tie between three or more teams, then the process shall be repeated to break the tie between the remaining teams.

## **15. General Rules**

- There are 4 field players and a Goal Keeper (GK).
- GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If they are in opponents half, they have no time-handling restrictions.
- Youth Divisions:
  - U8 – U12: 2x20 minute halves (running clock) for league play.
  - U13 – U18: 2x25 minute halves (running clock) for league play.
- Senior Divisions:
  - Men & Women: 20 minute halves (stop clock) for league play
- Youth: 2 minute for half time.
- Senior: 10 Minute for half time.
- One 1 minute time out per half per team.

If the period has ended (half time or full time) and a free kick, corner kick, or kick-in was previously awarded, the period ends and the team is not allowed to take the kick. The only exceptions to this are a Penalty Kick (6m) or a direct free kick starting with the 6<sup>th</sup> or more accumulated foul. Only in both these instances is the period extended to allow the kicks to take place.

## **16. Substitutions**

- Free substitutions are made “on the fly”.
- All substitute players must wear a pinnie when on their team bench
- Player can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has left the field and the pinnie has been handed off. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

## **17. Kick off**

- Opposing players must be outside the center circle (3m) until ball is in play.
- At a Kickoff, the ball must be kicked forward.

## **18. Ball Out of Play *Kick-in:***

- A ball kicked out over the touch line (side line) by one team becomes the other team’s ball.
- The team kicking in has 4 seconds to get the ball back in play or it becomes opponent’s kick in. Defense must give 5 meter distance.

- The referee will give a visual count with his hand.
- The ball is placed on the touch line, or no more than 25cm outside the touch line.
- The non-kicking foot must be on, or behind the touchline. If the player's non-kicking foot is fully on the pitch, the kick-in is awarded to the opposing team.
- If at a kick-in, the ball is kicked directly outside the pitch (i.e. The ball does not touch, cross, or enter the pitch/touchline), a kick-in is awarded to the opposing team.
- Goals cannot be scored from kick-ins unless it makes contact with another player before it crosses the goal line.
- If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

### **Goal Clearance**

- When the attacking team puts the ball over the goal line (end line), the other team gets the ball for a goal clearance.
- The goalkeeper must throw the ball directly outside his own penalty area within 4 seconds of retrieving it and put it back into play by throwing it. This is up to the referee's discretion as to when the count starts.
- The throw must leave the penalty area before it is in play.
- Opposing team must stay out of penalty area during a goal clearance.
- If opposing player touches ball before it leaves penalty area, GK retakes the throw. The 4 second count is reset and the offending player may be cautioned at the referee's discretion.
- Once the GK plays the ball into play he cannot touch ball again until the opponent touches the ball or it goes out of play.

### **Corner Kick**

- Ball must be on, or in the corner arc
- Kick is taken from the corner closest to where the ball left the pitch.
- Opponents must give 5 meter distance from the corner arc.
- If the player taking the corner kick fails to put the ball into play within 4 seconds, a goal clearance is awarded to the opposing team.
- If a corner kick is not placed properly, or for any other infringement, the corner kick is retaken.

## **19. Fouls and Misconduct**

### ***Indirect Free Kick Offences:***

*An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offences:*

- The GK touches or controls the ball with his hands after it has been deliberately passed to him by a teammate.
- The GK touches or controls the ball with his hands after he has received it directly from a kick-in taken by a teammate.
- Controls the ball with his hands or feet in his own half of the court for more than four seconds
- After playing the ball, he touches it again in his own half of the court after it has been deliberately played to him by a team-mate without an opponent playing or touching it (See Rule 22h)

*An indirect free kick is also awarded to the opposing team if, in the opinion of the referees, if a player:*

- Plays in a dangerous manner.
- Impedes the progress of an opponent
- A player prevents the goalkeeper from releasing the ball from his hands.
- Commits against a team-mate, any of the offences penalized by a direct free kick
- Commits any other offense, not previously mentioned above for which play is stopped to caution or dismiss a player.

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred. All opponents must be 5 meters from the ball to set up a wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to play the ball, an indirect free kick is awarded to the opposing team.

***Direct Free Kick Offences:***

- Kicking or attempting to kick an opponent.
- Tripping an opponent.
- Jumping at an opponent.
- Charges an opponent.
- Strikes or attempts to strike an opponent.
- Pushing an opponent.
- Tackles an opponent in a careless, reckless, or excessive force manner.
- Holding an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except for the goalkeeper in his own penalty area).

***6th Accumulated Foul:***

- Accumulated fouls are those sanctioned by a direct free kick.
- Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick.
- If a 6<sup>th</sup> accumulated foul is committed beyond the team's defending 3<sup>rd</sup> (from the 10m mark to the opponents goal line), the free kick is taken from the 2<sup>nd</sup> penalty mark (10m mark)
- If a 6<sup>th</sup> accumulated foul is committed within a teams own defending 3<sup>rd</sup> (from the 10m mark to their own goal line) and outside their own penalty area, the opposing team decides whether to take it from the 2<sup>nd</sup> penalty mark (10m Mark) or from where the infringement occurred. In either case, the defending team is not allowed to set up a wall.
- The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal.

***Slide Tackling:***

- Slide tackling is NOT a major found in Futsal. It is considered a part of the game and does not go against anything written in Law 12.
- Slide tackles must be performed in a safe and fair manner. Any sliding tackle that is, in the opinion of the referees, done in a dangerous manner will be punished with an Indirect Free Kick awarded to the opposing team. An accumulated foul will not be added.

## **20. Cautionable Offenses: (Yellow Card)**

- Is guilty of unsporting conduct.
- Shows dissent by word or action.
- Persistently infringes the Laws of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick (including kick-ins and direct/indirect restarts. As the outdoor game has an unwritten rule to stand close to the ball to prevent a restart. This will not be allowed as futsal is designed for speed of play. This is an automatic yellow card).
- Enters or re-enters the playing court without the referee's permission.
- Deliberately leaves the playing court without the referee's permission.
- Player/Substitute leaves/enters the pitch in contravention of the substitution procedure (Law 3)

## **21. Sending-off Offenses: (Red Card)**

- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Spits an opponent or any other person.
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball.
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
- A player is sent off and shown the red card if he commits any of the following offenses.
- Uses offensive, insulting or abusive language.
- Receives a second caution in the same game.
- Substitutes are also sent off for Denying a goal or an obvious goal scoring opportunity (team plays short for 2 minutes, or if they are score against)

Upon receiving the red card the team that the player was on will play shorthanded for 2 minutes. The player is not allowed to re-enter the game. After 2 minutes another player is allowed as a substitute or if the team with the man-advantage scores before the 2 minutes.

## **22. Penalty Kick**

- A penalty kick is awarded against a team which commits any of the offenses for which a direct free kick is awarded inside its own penalty area while the ball is in play.
- There are two penalty marks. 6 meter and 10 meter
- The penalty kick is taken at the 6 meter mark for any foul occurring in the penalty area.
- Penalty kicks are taken from the 10 meter mark for accumulated fouls starting with the 6th foul.
- Additional time is allowed for a penalty kick or a free kick beginning with the 6<sup>th</sup> or more accumulated foul, to be taken at the end of each half or at the end of each period of extra time (Youth)
- Penalty kicks from the 6 meter mark the goalkeeper must be on the goal line, in between the goal posts and must face the pitch. The goalkeeper can move side to side or up and down.
- Penalty kicks from the 10 meter mark the goalkeeper can stand anywhere within his own penalty area and is allowed to be 5 meters from the ball and can move backwards or side to side.

## **22. Summary**

- a. There is a 4 second limit on every restart. (except penalty kicks (6m) and kick off)

- b. Kick-in instead of throw in.
- c. Goals cannot be scored directly from kick-ins, kick off, goal clearance or indirect free kick.
- d. Kick offs first move forward.
- e. No goal kick but goal clearance (must be taken by the goal keeper who must roll/throw the ball with hands – cannot be kicked)
- f. After making a save, the goalkeeper cannot score a goal by throwing the ball directly into the opponent's goal – in order to do this, the ball must be kicked or punted.
- g. The Futsal goalkeeper 2<sup>nd</sup> touch rule is in effect. After any goalkeeper distribution (hands or feet) the ball must be touched by the opponent before a teammate may play the ball back to his own goalkeeper. The exception to the rule is if the goalkeeper is in the opponents half of the pitch, then they are allowed to touch the ball at any point.
  - I. Where the goalkeeper initially receives the ball does not matter
  - II. The location of the teammate deliberately playing the ball to the goalkeeper does not matter
  - III. What matter is that the goalkeeper first plays the ball to a teammate, and then plays the ball again in their own half of the pitch without it touching an opponent. (First playing the ball in the opponent's half, and then receiving it again in their own half, or dribbling back into their own half is considered to be "again")

**Exception to this law for player development (Grass Roots U8-U12) to allow the goalkeeper to be able to play the ball as many times as possible with his/her feet.**

- h. Goalkeeper can throw the ball anywhere on the court.
- i. Substitutions are made "on the fly" from within the team's own substitution zone (player has to leave field and hand off the pinnie before substitute enters)
- j. Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick.
- k. No offside rule.
- l. Games are 2 equal periods of:
  - Youth Divisions:
    - U8 – U12: 2x20 minute halves (running clock) for league play.
    - U13 – U18: 2x25 minute halves (running clock) for league play.
  - Senior Divisions:
    - Men & Women: 20 minute halves (stop clock) for league play
- m. One 1 minute time out per team per half.
- n. Switching of benches between halves.
- o. Free kicks and corner kicks – opponents have to be at least 5 meters away from the ball. For kick-ins opponents have to be at least 5 meters away. Not adhering to the required distance is an automatic yellow card in Futsal.
- p. In a goal clearance players should be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- q. In a penalty kick all players other than the player taking the kick must be 5m from the ball.
- r. Flat indoor shoes only, no cleats or turf shoes of any kind.
- s. Please arrive for games 30 minutes early so that the checking of player books/ID's can be completed
- t. Referee's decisions are final, please respect their decision.
- u. Fighting is not tolerated in result in the player's immediate removal from the league and the Director will make a decision regarding the team.

### **23. Codes of Conduct**

The Code of Conduct must be followed by all players, coaches, officials, and parents. Failure to follow the code of conduct may result in the dismissal of the individual from the league and premises without refund.

### **23. Officials' Code of Conduct**

Apply the Laws of the Game and competition rules fairly and consistently.

Be honest and completely impartial at all times.

Never tolerate offensive, insulting or abusive language or behavior from players and officials.

Set a positive personal example by promoting good behavior and showing respect to everyone involved in the game.

Manage the game in a positive, calm and confident manner.

Deal with all instances of violence, aggression, unsporting behavior, foul play and other misconduct.

Do not accept an appointment for a match in which the perception of bias or conflict of interest may be seen.

### **24. Player's Code of Conduct**

Always play fair and to the best of your ability.

Play by the rules.

Listen and follow the commands as directed by the referee.

Shake hands with the other team and referee at the end of the game.

Respect your teammates, the other team, referees, coaches, and parents.

Wear the appropriate required equipment.

### **25. Coach's Code of Conduct**

Promote Fair Play and high standards of behavior.

Adhere to the laws and spirit of the game and always respect the officials' decisions.

Respect officials, opposition players, coaches and parents.

Never enter the field of play without the referee's permission.

Never engage in public criticism of the match officials.

Never engage in, or tolerate from your players, offensive, insulting or abusive language or behavior.

Safety for player, coaches, parents and officials are a top priority.

### **26. Parent's Code of Conduct**

Respect member, players, parents, referees and coaches.

Always respect the match official's decision.

Remember that children play for fun.

Let the coach do their job and not confuse the players by coaching from the sideline.

Encourage the players to respect the opposition, referee, and match o

### **27. Club Representatives**

A Club that is accepted into membership shall designate up to three individuals as its Club Representative(s). The Club Representative(s) shall be the official point of contact in dealings with the ODFL and will be available for duties in the operation of the League that may be assigned from time to time by the ODFL Board of Directors.

## 28. Communications

The PHDL shall use e-mail to the register Club and team contacts. General notices may also be posted on the PHDL website or via twitter and other social media for updates such as weather conditions and facility.

# PHDL FUTSAL FEES/FINES SCHEDULE

## 2019-2020 - ENTRY FEES

Under 8 to Under 9	\$1650.00/team
Under 10 to Under 12	\$1850.00/team
Under 13 to Under 18	\$2050.00/team

For Under 8 to Under 18. Referee Fees are included in the entry fees.

Non-PHSA Members will be required to submit a Club Bond of \$500.00

Club Bonds will be returned 30 days after the completion of the league season and satisfaction of any outstanding discipline actions.

### DISCIPLINE FEES/FINES:

U8 to U18: Team no show/forfeit of a scheduled league game are: \$1<sup>st</sup> occurrence - \$125 / 2<sup>nd</sup> occurrence - \$250 / each subsequent occurrence - \$400

Master Divisions: Team no show/forfeit of a schedule league game fine: \$500 per occurrence.

Payable to league prior to next scheduled game, failure to comply, further disciplinary action and fine.

### HEARING FEES AND FINES:

Request of discipline by hearing (player/team official) \$ 125.00

Club/Team official administration fee \$ 100.00

Player administration fee \$25.00

Protest fee \$300.00

### TEAM WITHDRAWING FROM LEAGUE:

In the event that a team withdraws from the league:

1. Before the league schedule starts, the club will forfeit its league fee and will be subject to a fine \$ 300.00
2. After the start of the league playing season, the club will forfeit its league fee and will be subject to a fine \$1000.00

ALL PAYMENTS MUST BE BY CASH, CERTIFIED CHEQUE OR MONEY ORDER – PAYABLE TO THE PEEL HALTON SOCCER ASSOCIATION.

## Peel Halton Development League – FUTSAL

5659 McAdam Road Unit B3 Mississauga, ON L4Z 1N9

League Office is open Monday to Friday 9am to 5pm.

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Lori DiMatteo ~ League Admin

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