

Rules Points of Emphasis

Please read the below points of emphasis for some common rules that seem to always be in need of clarification at events such as this. Some are standard futsal rules and some are adapted for the tournament setting.

Ball out of Play/Kick-in

- 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 yards distance.
- Players taking kick-in cannot step into the field while kicking ball back into play.
- Goals cannot be scored from kick-ins. In-direct, must touch another player.

Goal Keepers (GK)

- Goal Clearance (in place of goal kick). The GK **must use their hands to throw, roll or bounce** the ball into play within 4 seconds of retrieving.
 - The throw must leave the penalty area. (may NOT put it down and dribble or kick)
 - Opposing team must stay out of penalty area during a goal clearance
 - **MAY** throw ball across mid-court line.
- GK may not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- GK may not pick up a ball passed to them from their own team.
- A court player may not pass back to a GK if the GK has already touched the ball or until an opposing team's player has touched the ball or the possessing team has crossed the mid court line.
- GK may score directly with his feet during the run of play but not on a thrown ball
 - GK has 4 seconds to release the ball anytime they possess the ball on their own half.

Substitutions

- Free substitutions are made "on the fly", including the goalkeeper
- Player can only enter or leave the game in the substitution areas in front of their respective benches.
- A player may only enter a game after the player they are replacing has left the field. 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. Player may be caution with a yellow card.
- No switching benches or halves at half time, ensuring that all substitutions take place in the defensive half

Safe Play

- There is to be minimal body contact between players. Referees will stop aggressive and frequent contact between players.
- Field players; must remain on their feet. NO SLIDE tackling or sliding at any point during the match.
- GK's, may slide to make a play on the ball to save but must do so without intent to contact field player.

Copa 17 Rules

LAW II – The Ball

- All ages will use a size 4 futsal ball

LAW III - Number of Players

- 4 Players plus a Goalkeeper
- Minimum Number of Players to Start Match: 3, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 3
- Maximum Number of Substitutes: NA
- Substitution Limit: None
- Substitution Method: "Flying substitution"
- Must enter and exit through the zone in front of bench area.
Exiting players must be off of court prior to new players entering.

LAW IV - Players' Equipment

- Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards and footwear with rubber soles

LAW VIII - Duration of the Game

- Duration: Two equal periods of 12-minute running clock.
- Time-outs: None
- Half-time: 1 minute & the teams will maintain play on the same side of the court for each half.

LAW XII - Fouls and Misconduct

Direct free kick awarded when a player intentionally commits any of the following offenses (penalty kick awarded when infringement takes place in penalty area)

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent

- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)

Indirect free kick awarded when any of the following 6 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper picks up or touches with his hands a back pass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds

Types of Cautions/Expulsions:

A player is cautioned if he commits any of the following seven offences:

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the Futsal Laws of the Game
- Delaying the restart of play 42 LAW 12 – Fouls and Misconduct
- Failure to respect the required distance when play is restarted with a corner kick, free kick or kick-in (defending players)
- Entering or re-entering the pitch without the referees' permission or in contravention of the substitution procedure
- Deliberately leaving the pitch without the referees' permission

A substitute is cautioned if he commits any of the following four infringements:

- Unsporting behavior
- Dissent by word or action
- Delaying the restart of play
- Entering the pitch in contravention of the substitution procedure

Sending-off offences

A player or substitute is sent off if he commits any of the following seven offences:

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)

- Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- Using offensive, insulting or abusive language and/or gestures
- Receiving a second caution in the same match

A substitute is sent off if he commits the following offence:

- Denying a goal or an obvious goal scoring opportunity

A player or substitute who has been sent off must leave the vicinity of the pitch and the technical area.

- The player cautioned must sit out for 2 minutes. The team then plays a player down for 2 minutes or until the opposing team scores, whichever comes first.
- The player sent off (shown a red card) is out for the rest of the game and is not permitted to sit on the reserves' bench.
- The team of the player sent off must play a player down for the full 2 minutes, regardless if the opposing team scores.
- The 2-minute punishment shall be checked by the timekeeper.
- The substitute cannot come on until the ball is out of play and he has a referee's consent.

LAW XIII - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: 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

Restriction: Kicker cannot touch the ball again until it has been touched by another player.

LAW XIV - Accumulated Fouls

Accumulated fouls refer only to fouls awarded direct-free kicks mentioned in Law XII.

Once a team has accumulated 5 fouls during a half (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:

- that team shall not be allowed a defensive wall
- infringements committed within 10 meters of the goal line shall be punished with a direct free kick from a point on the 6 meter line nearest the spot of infringement; infringements committed from 10 meters or further from the goal line shall be punished with a direct free kick from the secondary penalty spot (10 meter spot) or the kicker may choose to kick from the spot of the foul.

Procedure:

- Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
- The goalkeeper shall remain in his penalty area at least 5 m away from the ball.
- The kicker must aim at the goal, with the intention of scoring.
- No other player may touch the ball until it has been touched by the pitch, rebounded from the goal post or crossbar, or has left the pitch.
- If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-m-line on the spot nearest to where the infringement occurred.

LAW XV - Penalty Kick

- To be taken from the penalty mark on the mid-point of the 6-m-line.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XVI - Kick-in

- To be taken in place of the throw-in.
- The ball must be played from the touchline.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of kick-in.
- Cannot score directly from a kick-in.

LAW XVII - Goal Clearance

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws the ball into play.
- 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.

LAW XVIII - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark. The kicker cannot play the ball a second time until it has been played by another player; infringement of this

rule entail an indirect free kick to the opposing from the point of infringement.

- Players on opposing team must be at least 5 m away from point of the corner kick.
- Can score goal directly from a corner kick.

Annex 1 - Penalty Kick Shoot-out

There are no penalty shootouts to determine winners or advancement. Tie breaker protocol will be utilized.