

Town & Country Winter Futsal 2019

League Rules

League Play

- 6 games in 6 weeks
- 5 v 5, max roster size = 10
- U9 - U16 Boys & Girls
- 20 minute halves (5-minute halftime)
- There is no overtime, injury time or stoppage time.

General Rules

- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- Max roster = 10
- All teams will switch ends at halftime

Substitutions

- All substitutions are “on the fly”, including goalkeeping substitutions. Referees will not stop play for substitutions.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench)-- not at the halfway line.

Fouls and Misconduct

In general, the rules of outdoor soccer apply. There are, however, some exceptions:

- No sliding (either tackling or otherwise playing the ball)
- No headers allowed in Junior Futsal
- A goalkeeper may not punt or drop-kick the ball, the ball must bounce at least twice when dropped from the goalkeeper’s hand(s) before playing with the feet.
- A goalkeeper may not throw the ball past mid-court unless the ball makes contact with the ground or another player.

Free Kicks:

Direct Free Kick awarded for

- Deliberate hand-ball inside the goal arc
- Violent conduct towards an opposing player

Indirect Free Kicks are awarded for all other fouls

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Restarts

Kickoffs: are indirect. Tapped balls are not in play – the ball must move. The ball may be passed backwards directly from the kickoff.

Kick-Ins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 5 seconds. The kicker's non-kicking foot must be out of bounds or on the line.

Goal Kicks: are indirect and taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper takes the kick from anywhere inside the penalty arc.

Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 5 seconds.

Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick may be taken.

Penalty Kicks: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 10 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

Distance: For all of the above, opponents may not be closer to the ball than 10 feet.

Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick in from the nearest point on the touchline.