

Moose Jaw Soccer Association

Futsal Rules

The Playing Court

1. Dimensions: 25-42 m long x 15-25 m wide
2. Play will be with the basketball court. The three point arc is the goalkeeper area.
3. Penalty Mark: 6 m from the mid-point of goal line
4. Substitution Zones: 6 m zone (3 m on each side of halfway-line) on the bench side of the pitch
5. The Goals will either be: 5 ft high X 6 ft wide or 6 ft high X 12 ft wide

The Ball

1. Size: #4

Number of Players

1. U12 & up 5 players (including Goalkeeper), U10 4 players (including GK); U8 4 players, no goalkeeper.
2. Minimum Number of Players to Finish Match: 2
3. Substitution Limit: None
4. Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

5. **The player being replaced must be fully off the playing area before the substitute can enter the field.**

Players' Equipment Usual Equipment:

Numbered shirts, shorts, socks, protective shin guards and footwear with rubber soles

Main Referee

1. Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
2. Position: The side opposite to the player benches

Duration of the Game

1. Duration: Two equal periods of 25 minutes (20 minutes for U8). Time can be prolonged only to take a penalty kick.
2. Half-time: Maximum of 5 minutes

The Start of Play Procedure:

Coin toss followed by kickoff; opposing team waits outside center circle; ball deemed in play once it has traveled the distance of its own circumference; kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

Ball in and out of Play

1. Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: dropped ball beneath that point).
2. Lines: Touchlines and goal lines are considered inside the playing area.

Method of Scoring

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

Fouls and Misconduct Direct free kick awarded when a player intentionally commits any of the following 11 offences (penalty kick awarded when infringement takes place in penalty area at the 6 meter spot):

1. kicking or attempting to kick an opponent
2. tripping an opponent
3. jumping at an opponent
4. charging an opponent in a violent or dangerous manner
5. charging an opponent from behind
6. holding an opponent
7. pushing an opponent
8. charging an opponent with shoulder (i.e., shoulder charge)
9. sliding at an opponent (i.e., sliding tackle)
10. handling the ball (except goalkeeper)

Indirect free kick awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

1. dangerous play (e.g. attempting to kick ball held by goalkeeper)
2. obstruction
3. charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
4. goalkeeper picks up or touches with his hands a backpass
5. goalkeeper picks up or touches with his hands a kick-in from a teammate
6. goalkeeper controls the ball with any part of his body for more than 6 seconds

Players shall be cautioned (i.e., shown yellow card) when:

1. a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
2. he persistently infringes the Laws of the Game
3. he shows dissent with any decision of the referee
4. he is guilty of ungentlemanly conduct These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area).

Players shall be sent off (i.e., shown the red card) for:

1. serious foul play
2. violent conduct
3. foul or abusive language
4. second instance of cautionable offense (i.e., second yellow card)
5. intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
6. intentionally impeding a clear goal opportunity in the penalty area by handling the ball Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).

Rules of Expulsion:

1. The player sent off is out for the rest of the game and is not even permitted to sit on the reserves' bench.
2. The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores—which ever comes first.
3. The 2-minute punishment shall be checked by the referee.
4. The substitute cannot come on until the ball is out of play and he has a referee's consent.

Free Kick

1. Types: Direct free kicks and indirect free kicks
2. Wall: At least 5 meters away until the ball is in play
3. Ball in Play: After it has traveled the distance of its own circumference
4. Time Limit: Kick must be taken within 6 seconds
5. Restriction: Kicker cannot touch the ball again until it has been touched by another player

Penalty Kick

1. To be taken from the penalty mark on the mid-point of the 6-m-line.
2. The kicker is to aim at goal, with the intention of scoring.
3. 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.
4. The kicker shall not play the ball a second time until it has been touched by another player.

Kick-in

1. To be taken in place of the throw-in.
2. The ball is placed on the touch line before kicking.
3. The kick-in must be taken within 6 seconds; if it is not, the kick-in is given to the opposing team.
4. 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.
5. Players on opposing team must be at least 5 m away from point of kick-in.
6. Cannot score directly from a kick-in.

Goal Clearance

1. To be taken in place of goal kick.
2. From inside the penalty area, the goalkeeper throws the ball into play. (No kicking, no punting)
3. 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.
4. **The goal keeper cannot throw the ball beyond the half way line unless it first touches the ground or is touched by any player before it goes over half.**

Corner Kick

1. Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
2. Must be taken within 6 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
3. 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.
4. Players on opposing team must be at least 5 m away from point of the corner kick.
5. Can score goal directly from a corner kick.