FUTSAL RULES & INFORMATION

(rev 11/29/12)

GENERAL INFORMATION

- Format: 5 v 5 - (4 on the field plus GK)
- Protests: NO PROTESTS WILL BE ALLOWED.
- Parents or Guardians of All Players must sign a “waiver” in order for the Player to participate
- Medical Release: All coaches/team manager must carry completed medical release forms for each player on the team.
- Shin Guards: All players are required to wear shin guards and indoor soccer/tennis shoes.
- Check-In: Teams must check-in at the registration table at least 30 minutes before their first game of the session, and must provide all required paperwork.

RULES

1. Ball - Regular size 4 futsal ball which shall be provided by San Juan
2. Teams - 4 players on the court plus 1 goalkeeper, maximum roster size 10
3. Substitutions - Substitutions will be done on the fly, player on the field must be within 5 yards of the bench before substitute may enter.
4. Player Equipment - NO OUTDOOR CLEATS ALLOWED! all players must wear tennis shoes/indoor soccer shoes and shin guards.
5. Game Time - 2 x 18 minute half's, with 2 minute half-time
6. Kick-off - Determined by the referee
7. Restarts - SIDE LINE - No throw-ins, ball is passed in from the sideline, END LINE - Regular corner kicks. If it is the defending teams ball the goal keeper throws the ball in (NO PUNTS). After gaining possession of the ball players have 4 seconds to get the ball back in play.
8. Additional Players - If a team is losing by 5 or more goals they may add an additional player, this player must be removed when/if the deficit drops below 5. The referee may use his/her discretion to suggest that a dominating team remove one or more players from the playing surface to allow for better competition.
9. Conduct: All coaches have total responsibility for the conduct of their players, substitutes, bench friends and spectators, at all times.
10. Determining Winners: Teams shall be awarded points on the following basis:

   3 points for each win
   1 point for each tie
   Zero points for a loss

In the event of a tie: If one or more teams are tied at the end of the regular league play session then the positions of each division will be determined in the following order:

A. The winner in head to head competition.
B. Total goal differential (goals scored versus goals against with a maximum of plus or minus four (4) per game).
C. Fewest goals against.
D. Most goals scored.

11. Members of the same team shall wear matching jerseys. Pennies (pull over shirts) will be available for teams that do not have matching jerseys or where opposing teams have jerseys that are too similar. The referee may dictate which team shall wear the pennies.

12. Forfeit and Byes: Teams failing to report ready to play within five (5) minutes of the scheduled kickoff time, will forfeit the game with a score of 1-0. The winner will be awarded three (3) points.

13. Injury Delays: There will be no time added to games due to injuries. Injured players need to leave the field as soon as possible so that play can resume.

14. Fouls: All fouls shall result in a direct kick from the point of the infraction, except for fouls within the penalty box which prevent a scoring opportunity which shall result in penalty kick from the penalty mark. Teams defending a direct kick must stay a minimum of 5 yards from the ball prior to the ball being struck by the kicker.

15. The Keeper:
   a) May not use his/her hands when the ball is deliberately “passed back” by a teammate. An infraction of this rule shall result in an indirect kick from the penalty mark
   b) May not punt the ball after picking up the ball with his/her hands, only throwing the ball will be allowed
   c) After the ball is released by the keeper, the ball must be touched by another player prior to the ball crossing the halfway line. An infraction of this rule shall result in a direct kick from midfield for the opposing team