

## [Link to official FIFA FUTSAL Laws of the game](#)

### General Rules

- Futsal matches comprise two periods, each lasting 20 minutes.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offside in futsal.
- Teams may call one one-minute timeout per match (when in possession of ball and out of play). Clock will stop.
- There is no overtime in group play, injury time or stoppage time.

### Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping 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 half-way line.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

### Restarts

**Kickoffs:** are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.

**Kickins:** are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kickin that goes directly in the opposing goal is a goal clearance for the opposing team. A kickin that goes directly in the defensive goal is a corner kick for the opposing team.)

**Goal Clearances:** are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.

**Corner Kicks:** are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 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 5 yards and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

**Distance:** For all the above, except goal clearances, opponents may not be closer to the ball than 5 yards.

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

## Fouls and Misconduct

**Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent (without playing the ball, prevents the goalkeeper from releasing the ball with her hands or commits any offense for which play is stopped to caution or eject a player.

**Direct Free Kicks:** When a player kicks or attempts to kick an opponent, slide tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.

**Yellow Card / Caution:** The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is ejected and shown a red card.

**Red Card / Ejection:** The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

**Accumulated Fouls / AFPK:** All penal fouls are recorded on the scoresheet. If red fouls blue a sixth time in one half, for that sixth penal foul and all subsequent penal fouls in that half, blue is awarded an accumulated fouls penalty kick. If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. All AFPK's must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 5 yards and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper may be off her line, but may not be nearer than 5 yards from the ball. Accumulated fouls are reset to zero at the beginning of the second half.

**Second Penalty Spot:** 10 yards from the center of the goal

**Penalty Spot:** 6 yards from the center of the goal

**Advantage:** Advantage will be applied in futsal, with penal fouls still counting as accumulated fouls. If the referee shouts, "play on" and gestures with both arms, the foul was a penal foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and thus does not count toward the total. Play will be stopped briefly at the next stoppage for the recording of the accumulated foul.

## The Goalkeeper

- Must wear a different color shirt. May wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kickin directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not punt the ball. (Ball must touch the ground before being kicked. Drop kick is allowed.)
- May not possess the ball for more than four seconds in her own half.
- May not throw the ball directly into the opposing goal area. Will result in an indirect free kick for the opposing team at the spot where the ball entered the goal area.
- May only touch/receive the ball once in the defensive half per team possession.

## League Standings

- Three (3) points for a win, one (1) points for a tie, zero (0) points for a loss.
- One (1) point for a goal up to a maximum of three (3).
- One (1) point for a shutout.
- One (1) point will be deducted for a forfeit or no-show. Score recorded as 3-0.
- One (1) point will be deducted for each red card received during the season.
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- Ex1: Nike 7 - Puma 2. Nike 6 pts, Puma 2 pts
- Ex2: Nike 0 - Puma 4. Nike 0 pts, Puma 7 pts
- Ex3: Nike no-show. Nike -1 pts, Puma 7 pts
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- Tie Breakers
  1. Head to Head
  2. Goal differential (max 6 per game)
  3. Most Goals scored
  4. Goals allowed

## Overtime Procedure for games requiring a winner

One 5 minute extra time period (running clock) played to completion. No time outs will be allowed. If still tied, the game will be determined by kicks from the mark.

### Kicks for the Mark Procedure

- Each team will take 3 kicks to decide the winner.
- If, after both teams have taken three kicks, both have scored the same number of goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- The referee chooses the goal at which the kicks will be taken.
- A coin toss will determine which team will take the first kick.
- The kicks are taken alternately by the teams.
- All players and substitutes are authorized to take the penalty kicks.
- If, at the end of extra time and before the kicks start to be taken from the penalty mark, one team has a greater number of players, including substitutes, than its opponents, it must reduce its numbers to equate with that of its opponents and the team coach must inform the referee of the name and number of each player excluded.
- If a team must reduce its numbers to equate with that of its opponents, it may exclude the goalkeepers as players eligible to take the penalty kicks.
- A goalkeeper may be replaced by any player while kicks are being taken from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- Only the eligible players, including the goalkeepers, and the referees are permitted to remain on the court when kicks from the penalty mark are being taken.
- All eligible players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch with the third referee.

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