

Futsal Rules of Play



**OREGON
PREMIER
FUTSAL**

Team Composition

- Each team has 4 field players and 1 goalkeeper (GK).
- No Offsides in futsal.

Goalkeeper (GK) Rules

- GK can handle the ball (feet or hands) for up to 4 seconds in their own half; no time restrictions in the opponent's half.
- GK cannot use hands on any ball intentionally played back to them, including from headers or chest passes.
- GK must throw the ball within 4 seconds after a goal clearance; throw can go anywhere on the field but cannot score directly.

Game Structure

- 22-minute halves with a 1-minute halftime.
- Free Substitutions on the fly in the substitution area near the respective benches; the substitute may only enter after the exiting player has fully left the field.

Kickoff Rules

- Opposing players must maintain a distance of 3 yards during a kickoff.

Ball in and Out of Play

- Kick-ins only (no throw-ins): If the ball goes out over the sideline, the opposing team has 4 seconds to kick it back into play; defense must give 5 yards of space. Kickers cannot step onto the field.
- A goal cannot be scored directly from a kick-in.
- Ball Hits Ceiling: Play resumes with a kick-in at the nearest point on the touchline.
- Goal Clearance: Opposing players must stay outside the penalty area; if the ball is touched before leaving the area, the GK retakes the clearance.

Sliding and Tackling

- Slide tackles are prohibited, except for:
 - GKs sliding to clear the ball without reckless behavior.
 - Players sliding to reach the ball where no opponents are nearby.
 - Players sliding to knock the ball into the goal with no close defenders.

Fouls and Penalties

- Direct Kick for:
 - Kicking, tripping, jumping at, charging, striking, or pushing an opponent.
 - Holding, spitting on, or inappropriately slide tackling an opponent.
- Sending Off for:
 - Deliberate handball (except GK in their area).
 - Denying a clear goal-scoring opportunity.
- Indirect Kick for:
 - GK violations, including holding the ball for more than 4 seconds or touching it twice in their half without opponent interference.
 - Dangerous play, impeding progress, or blocking the GK's release of the ball.
- Kick Setup: All defending players must be at least 5 yards away from the ball. If a team takes longer than 4 seconds to kick, possession goes to the opposing team.

Penalty Area Infractions

- Infractions inside the penalty area not resulting in a penalty kick are taken at the nearest point on the penalty arc.
- Fouls within 12 meters of the goal are punished with a direct kick from the point of infringement; beyond 12 meters, the direct kick is taken from the second penalty spot.