



SC TORONTO

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Indoor House League **2016/2017 Futsal Rules**

AGES U-7 and Above

The playing court will be the gym court at each location.

Goalkeepers penalty area must be marked.

2 penalty spots are marked on the court. 1 is drawn 20 feet from the midpoint of the goal posts; the 2nd is drawn 35 feet from the midpoint of the goal posts.

The Ball – Futsal

A match is played by 2 teams each not consisting of more than 5 players, minimum 4 (3 plus a goalkeeper).

Playing time is 2 --- 25-minute halves. Substitutions are done at each 5th minute interval.

The Goalkeeper must be switched at half time. The 1st half goalkeeper can only enter the game after 5-minutes of the second half.

For U-11 and up goalkeeper switch is optional.

For U-7 and up boundary touchlines are used. no wall play will be allowed.

Each player shall play a minimum of 50% of the total playing time.

Uniforms are mandatory to distinguish teams.

All free kicks are indirect except for the accumulated fouls penalty.

An indirect free kick is taken from the place where the infringement occurred, unless the free kick has been awarded to the defending team in its own penalty area, in which case, the free kick may be taken from any point within the penalty area.

Kick-off

A kick-off is a way of starting or restarting play:

- ▶ at the start of the game
- ▶ after a goal has been scored
- ▶ at the start of the second half of the game
- ▶ at the start of each period of extra time, where applicable
- ▶ all players are in their own half of the field
- ▶ the opponents of the team taking the kick-off are at least 3 m from the ball until it is in play
- ▶ the ball is stationary on the center mark
- ▶ the referee gives a signal
- ▶ the ball is in play when it is kicked and moves forward the kicker may not touch the ball a second time until it has touched another player

Sliding tackles are not allowed; except for the goalkeeper in his own penalty area and provided that he does not play in a careless and reckless way or uses excessive force;

* When the goalkeeper has possession of the ball, he or she can not punt it or drop kick it, the ball has to be released with his or her hands, a kick in will be awarded to the opposing team if this occurs.

* A goal kick or goal line throw: the goalkeeper is the only one who puts the ball in play with his/her hands, the ball must bounce on his/her half if the ball is thrown beyond the halfway line, a kick in will be awarded to the opposing team.

The opposing team's players of the team making the goal line throw must remain out of the penalty area.

* If the ball hits the ceiling while in play, a kick in will awarded to the opposing team to be taken from the nearest point where it hit the ceiling.

* A game will not be abandoned by the referee if there are fewer than 3 players. The referee and coaches will combine players, making 2 opposing sides and play a game.

* Timeouts will not be allowed.

* Kick in replaces throws in

Indirect free-kick must not go in or through the penalty area as it will result into a indirect free kick to the opposing team from the same spot where it was taken. ***Including corner kicks.***

* The convener will distribute game sheets at least 10 minutes before the match, he will also keep a record of the score, accumulated fouls.

* The referee enforces the laws of the game and his decision regarding facts connected with the play is final.

* The referee is the only one who has the authority to stop the time.

* Basic Compulsory equipment of players is shirt/jersey, shorts, socks, shin guards (must be covered by socks) and indoor soccer shoes. Goalkeepers are the only ones allowed to wear pants.

* **Players are not allowed to wear any type of jewellery**

* The clock will not be stopped when the ball goes out of play.

A GOAL MAY SCORE FROM A:

* Kick-off, accumulated fouls penalty kick

A GOAL MAY NOT BE SCORED FROM:

* A goal line throw (or goal kick), kick in, indirect free kick, corner kick

THE FOUR SECOND RULE

* A team or a player who has possession of the ball at any restart of play (kick in, goal clearance, direct kicks) must put the ball in play within 4 seconds, otherwise the ball is awarded to the other team, in the case of the direct free kicks and goal clearance, and corner kick, an indirect free kick is awarded. The four-second rule does not apply when the referee restarts the game on a drop ball.

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