**2012 FUTSAL LEAGUE RULES**

**Game Length:** Two 25 minute halves with a 2 minute halftime.

**Roster Size:** The maximum roster size will be 18 players and guest players are allowed.

**Guest Players:** Guest players may not be rostered on another team in the same league. Guest players can be rostered in other leagues as long as the player is playing at the appropriate level. Teams violating any of the general rules regarding guest players will forfeit their game.

**Ball:** Regulation Futsal ball, size 4

**Games:** Teams will play an 8 game schedule.

**Player on the Field:** There will be 4 field players and a goalkeeper at all times.

**Field of Play:** The game will be played on a basketball court. No boards will be used. Out of bounds rules will be enforced. Kick-ins will be used instead of throw-ins.

**Kick-Off:** The home team will kick-off to begin the first half.

**Substitutions:**

* Substitutions are free and unlimited as long as such substitutions do not interfere with the flow of the game. Furthermore, each and every substitution must wait until the player they are substituting for is off the court before they can enter. Note: substitutions are only allowed in front of each teams' bench area.
* Teams may substitute for the goal keeper during play stoppages. The referee should be notified of a change in goalkeeper.

**Free Kicks:** On all free kicks, the defensive team must remain five yards from the ball until the ball is kicked. After the ball has been placed, the defensive team must retreat (within three seconds) five yards from the ball. Repeated failure to do so or failure to do so after the initial request by the official is encroachment and the referee may award yellow card.

**Red Cards:** Any player that receives a red card shall be sent completely off the playing area and shall not return. The team with the offending player shall play a player down for two minutes. After two minutes a player other than the red carded player can enter the court with referee permission.

**Goalkeepers:** After gaining possession of a ball, the goalkeeper must release it within four seconds. All throughout the game the goalkeeper can never have possession of the ball for more than four seconds unless he receives the ball on the opponent side of the field.

**Futsal Rules:** The Northern Virginia SportsPlex will follow Official Futsal rules (as endorsed by FIFA) for all situations not otherwise covered in the above rules

**LAW IV - Players' Equipment**

Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards and flat footwear with rubber soles

**LAW V - Referee**

* 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, decide that the ball meets with the stipulated requirements.
* Position: The side opposite to the player benches
* Only 1 referee will be needed to regulate the game.

**LAW VI: Second Referee**

Will not be a requirement in this league

**LAW VII - Timekeeper**

* Duties: Start game clock after kick-off, we will have a rolling 25 minute halves, keep a check on 2-minute punishment for sending off; indicate end of first half and match with some sort of sound; record time-outs and fouls (and indicate when a team has exceeded the 5-foul limit); record game stoppages, scorers, players cautioned and sent off, and other information relevant to the game.
* Position: Outside halfway line on the same side as the substitution zone (i.e., the players' bench side)

**LAW VIII - Duration of the Game**

* Duration: Two periods of 25 minutes; clock will not be stopped when ball is out of play.
* Time-outs: 1 per team per half; 90 second time out period, rolling clock during time outs
* Half-time: Maximum of 2 minutes

**LAW IX - The Start of Play**

Procedure: Home team kicks off; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

**LAW X - Ball in and out of Play**

* 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: kick-in at the place closest to where the ball touched the ceiling).
* Lines: Touchlines and goal lines are considered inside the playing area.

**LAW XI - 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).

**LAW XII - Fouls and Misconduct**

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

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. striking, attempting to strike, or spitting at an opponent
7. holding an opponent
8. pushing an opponent
9. charging an opponent with shoulder (i.e., shoulder charge)
10. sliding at an opponent (i.e., sliding tackle)
11. handling the ball (except goalkeeper)

Indirect free kick awarded when any of the following 7 offenses is committed (kick taken from the 7 yard 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 throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
5. goalkeeper picks up or touches with his hands a back pass
6. goalkeeper picks up or touches with his hands a kick-in from a teammate
7. goalkeeper controls the ball with any part of his body for more than 4 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 7 yard 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 (1), (2), (5) and (6); indirect free kicks, for (3) and (4) (from the 7 yard line when the infringement takes place in the penalty area).

Rules of Expulsion:

* The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench.
* The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- whichever comes first.
* The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
* The substitute cannot come on until the ball is out of play and he has a referee's consent.

**LAW XIII - Free Kick**

* Types: Direct free kicks and indirect free kicks
* Wall: At least 5 yards away until the ball is in play
* Ball in Play: After it has traveled the distance of its own circumference
* Time Limit: **All Kicks must be taken within 4 seconds** once in place
* Restriction: Kicker cannot touch the ball again until it has been touched by another player

**LAW XIV - Accumulated Fouls**
Accumulated fouls refer only to all the fouls mentioned in Law XII (1 to 11).

Once a team has accumulated 5 fouls during a half, from the 6th foul:

* that team shall not be allowed a defensive wall
* all free kicks shall be direct (no indirect free kicks)
* infringements committed within 10 yards of the goal line shall be punished with a direct free taken from the point of infringement or from the second penalty spot; infringements committed from 10 yards or further from the goal line shall be punished with a direct free kick from the Second Penalty Spot (which is 11 yards out center of goal)

Procedure:

* Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
* The goalkeeper shall remain in his penalty area at least 5 yards away from the ball.
* The kicker must aim at the goal, with the intention of scoring.
* No other player may touch the ball until it has been touched by the pitch, rebounded from the goal post or crossbar, or has left the pitch.
* If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 7 yard line on the spot nearest to where the infringement occurred.

**LAW XV - Penalty Kick**

* To be taken from the penalty mark on the mid-point of the 7 yard line.
* The kicker is to aim at goal, with the intention of scoring.
* All players must be out of the penalty area, and the players of the opposing team must also be at least 5 yards from the penalty spot.
* The kicker shall not play the ball a second time until it has been touched by another player.

**LAW XVI - Kick-in**

* To be taken in place of the throw-in.
* The ball is placed on the touch line before kicking.
* The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
* The kick-in must be taken within 4 seconds; if not, the kick-in is given to the opposing team.
* 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.
* Players on opposing team must be at least 5 yards away from point of kick-in.
* Cannot score directly from a kick-in.

**LAW XVII - Goal Clearance**

* To be taken in place of goal kick.
* From inside the penalty area, the goalkeeper throws the ball into play.
* 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.

**LAW XVIII - Corner Kick**

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