

NBN Futsal

Laws/Rules of the game of Futsal

Below are some general futsal laws/rules and some of the major differences between outdoor soccer and futsal.

Futsal is a game for players to showcase and improve foot skills. It is not supposed to be a physical game at all. Referees will call the games tight (much tighter than an outdoor game) at all ages and will not tolerate overly physical play. When we let physical teams or players dominate a game, the intent of futsal is lost. Please keep this in mind.

(If the rule is not addressed below, you can assume that the laws of play are the same as outdoor soccer)

Law 1 – The Pitch (Court)

Games at NBN are played on basketball courts. The 3 point lines enclose each penalty area. Penalty kicks are taken from the top of the 3 point line. The out of bounds lines for basketball translate to the touch and goal lines for Futsal

Law 2 – The Ball

Home team supplies game ball (An official Futsal ball is required). Games cannot be played with a regular soccer ball

Size ball used by each age group:

U10 and younger - size 3 Futsal or a Select "Jinga Jr"

U11 and older – size 4 Futsal or a Select "Jinga"

*In the event that the U10 and U11 age group is combined in a Spring Session, games will be played with the size 3 or Select “Jinga Jr” ball.

Law 3 – The Number of players

On court and to start game

There are 5 players allowed on the court per team (4 field players and a Goal Keeper). A team must have 3 players (1 to be designated as the goal keeper) to start a game and must start the game on time if they have at least 3 players. If a team does not have at least 3 players at game time, the referee shall allow a 5 minute grace period until the team has at least 3 players before a forfeit is granted.

Substitutions

Free substitutions are made "on the fly". (Except the keeper as stated below) A substitution may be made at any time, whether the ball is in play or not. The number of substitutions that may be made during a match is unlimited. A player can only enter or leave the game in the “substitution areas” which is the area in front of the time keeper, and a player may only enter a game after the player they are replacing has left the field. **Keepers are only allowed to substitute during a dead ball situation at the discretion of the referee. (Do not allow the substitution if it is a time wasting tactic) Do not re-start play until the keeper is ready.**

Infringements and sanctions for violations of substitution rule:

If a substitute enters the pitch before the player being replaced has left or, during a substitution, a substitute enters the pitch from a place other than his team’s substitution zone:

- The referees stop play. (Although not immediately if they can apply the advantage)
- The referees caution (yellow card) the substitute for infringing the substitution procedure and order him to leave the pitch.

Since the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage.

Law 4 – The Players Equipment

Safety

A player must not use equipment or wear anything that is dangerous to themselves or another player (including any kind of jewelry). (Totally up to the referee what is considered dangerous)

Equipment

The wearing of shin guards will be mandatory for all players. Indoor, flat soled soccer shoes also must be worn. Futsal or Gym shoes are also allowed.

Jersey conflicts

The Home team is the team that is listed first on the Schedule. In the case of a jersey conflict, home team must change jerseys.

Law 5 & 6 – The Referee

Uniform and equipment

All Referees must wear a referee shirt (please bring at least two alternate colors if possible), black shorts or black sweat pants, black referee/soccer socks, and indoor, flat soled soccer shoes also must be worn. Futsal or Gym shoes are also allowed. Shirts must be tucked in and socks must be pulled up. Referees and assistant referees must also have score pad and pencil in their pocket to keep score, accumulated fouls, and record cards issued. They also must carry a whistle, yellow card, and a red card. Referees Do Not wear USSF patch as this is not sanctioned under that governing body.

Referee versus Assistant Referee

In any match that has two referees, one of the referees is in charge and has final say on any disagreements between the referees. This will be determined by the assignor when assignments are made. This may only happen if a referee is in training as the 2013 – 14 season does not have high school division which require a 2 ref system.

Law 7 – Duration of the Match

Game length and time outs

24 minute “running clock” halves for tournament and for league play. No more than 3 minutes for half time and each coach may call (1) one-minute time out per half when in possession of the ball. Time out requests are made to the referee. Time outs may only be initiated by the referee (at their discretion) at the request of a player or coach and will only be granted when the requesting team is in possession of the ball.

Law 8 – The Start and Restart of play

Preliminaries

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.

The other team takes the kick-off to start the match.

The team that wins the toss takes the kick-off to start the second half of the match.

In the second half of the match, the teams change ends and attack the opposite goals.

Kick offs

Opposing players must give 5 yards until ball is in play. Goals cannot be scored from kick offs.

Drop Ball

A goal cannot be scored directly from a drop ball. If the ball enters the goal directly after touching the ground and subsequently being played or touched by a player:

- If the ball is kicked directly into the opponent’s goal, a goal clearance is awarded
- If the ball is kicked directly into the team’s own goal, a corner kick is awarded

Law 9 – The Ball in and out of Play

Same as outdoor soccer

Law 10 – The Method of Scoring

Same as outdoor soccer (Goals cannot be scored from kick offs).

Law 11 - Offside

There is no offside in futsal

Law 12 – Fouls and Misconduct

Fouls and misconduct are infringements of the Futsal Laws of the Game that are penalized the same as outdoor soccer except as follows:

Fouls

Fouls are penalized with a direct free kick, penalty kick or indirect free kick.

- Handling of the ball is also considered an “accumulated foul.”

Fouls resulting in Direct Kick (in addition to a teams accumulated foul, some of these could also result in a red or yellow card depending on the situation)

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent

- Holding an opponent
- Spits at an opponent
- Slide tackles

Sending Off offenses (red cards)

- Handling the ball deliberately to stop a goal from being scored, except for GK in their area.
- Denying an obvious goal-scoring opportunity to an opponent moving toward the goal.

A player sent off cannot re-enter the game. A substitute player may replace a “sent off player” and enter the pitch two full minutes after the “sending off”; provided that he has the authorization of the referees, unless a goal is scored before the two minutes have elapsed, in which case, with approval of the referee the team playing short may replace the sent off player.

Player Ejections - Red Cards

If a player is ejected from a match, the player’s information together with a referee’s report of the incident shall be turned over to the NBN Futsal administrator by the referee immediately after they are finished refereeing for the day.

Coach Ejections

If a coach is ejected from any match, a referee’s report of the incident shall be turned over to the League administrator by the referee immediately after they are finished refereeing for the day.

THERE IS ABSOLUTELY NO SLIDE TACKLING in futsal at NBN - No Exceptions... Slide tackling is a major foul (usually a yellow or red card or at least a stern verbal warning) in futsal. Sliding (or going to the floor in any way) is not allowed in any situation where there is contact between players or where the referee believes that contact could have resulted. (**slide tackle**) A player may “slide” (or go to the floor) in instances where there is not an opponent close by and no injury is likely to occur in the opinion of the referee. (**this would not be considered a slide tackle**) This would most likely happen when a player is attempting to stop the ball from going out of bounds, stop the ball from going into the goal, or an offensive player sliding to knock the ball into the goal where there is not a player close to the play. A GK can dive to stop a goal. **Referees should use this general rule, if a player slides (or goes to the floor) anywhere near another player (whether there is contact or not); assume you will be calling a major foul and issuing a yellow card (or possibly red) and this foul will be an accumulated for the team.**

IMPORTANT INFORMATION

Fouls 1 through 5 of accumulated fouls in a half

Similar to basketball, the number of fouls per team, per half is kept track of. Make sure you keep track of fouls and the person keeping score also keeps track. Fouls 1 through 5 can result in an Indirect Kick, Direct Kick or Penalty Kick depending on the type and location of the foul. In the case of a Direct and Indirect the opposing team may form a wall.

- When a team fouls the referee can:
 - A. Whistle for the foul, record and then properly restart play based on the location and type of foul.
 - B. Apply advantage (at the referee’s discretion) verbally and properly signal advantage then record the foul and notify the player, coach and scorekeeper at the next available stoppage of play.

6 or more accumulated fouls in a half (Both A and B above apply)

Once a team commits its sixth or more foul in a half there is no longer an Indirect Kick only Direct or Penalty kicks are awarded.

A direct free kick from the point of the foul beginning with the sixth accumulated foul in each period.

- The defending team’s players may not form a wall to defend free kicks
- The player taking the kick is properly identified and must make an attempt to score
- The goalkeeper remains in his penalty area (Basketball 3 point arc) at a distance of at least 5 yards from the ball
- The players remain on the pitch, except the kicker if he wishes
- The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area (Basketball 3 point arc), at a distance of 5 yard from the ball. They may not obstruct the player taking the free kick. No player, except the kicker, may cross this imaginary line until the ball is in play.

Any foul that occurs within the penalty area (Basketball 3 point arc) by the defending team result in a penalty kick.

- Both A and B above may be applied
- The PK is awarded to the attacking team
- The spot of the kick is centered on the Basketball foul line
- The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area (Basketball 3 point arc), at a distance of 5 yard from the ball. They may not obstruct the player taking the kick. No player, except the kicker, may cross this imaginary line until the ball is in play

Law 13 – Free Kicks (see also 6 or more accumulated fouls)

Same as outdoor soccer except all kicks are taken outside of penalty areas unless the foul occurs inside the penalty area. All defending players must be 5 yards of distance from the kicker and ball is in play after it has been touched by the kicker.

If the kicking team takes more time than 4 seconds to take the kick or if, after the ball is in play, the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to opposing team, taken from the place where the infringement occurred. *However, if this offence is committed within the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred*

Law 14 – The Penalty Kick

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

If, after the penalty kick has been taken:

The kicker touches the ball again (except with his hands) before it has touched another player:

An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

Law 15 – Throw in “Kick-In”

A ball kicked out over the touch line (side line) by one team becomes the other team’s ball. The team kicking in has 4 seconds (from the time the kicker has a chance to place the ball down to kick it in) to get the ball back in play or it becomes opponent's kick in.

Defense must give 5 yards distance. The referee will give a visual 4 count with his hand. Players taking kick in cannot step into the field while kicking ball back into play (their non-kicking foot must be touching the touch line or be outside the touch line). Goals cannot be scored from kick-ins. *NOTE – due to limited space on the sidelines due to players bench or fans at the game there may be a case that the player needs to step on the court to play the ball. This is acceptable at NBN as the sidelines are tight.*

Infringements and sanctions

If, when a kick-in is taken, an opponent is closer to the ball than the required distance:

- The kick-in is retaken by the same team and the offending player is cautioned, unless the advantage can be applied or an offence punishable by a free kick or penalty kick is committed by the opposing team of the player taking the kick-in

If an opponent unfairly distracts or impedes the player taking the kick-in:

- They are cautioned for unsporting behavior

Law 16 - Goal Clearance - keeper throw (Futsal for goal kick)

When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must throw the ball within 4 seconds of retrieving it AND being back on the court in his goal area AND can ONLY put it back into play by throwing it. The throw must leave the penalty area before being touch by ANY player. Opposing team must stay out of penalty area during a goal clearance. If opposing player touches ball before it leaves penalty area, GK retakes the throw. The GK cannot touch the ball again until EITHER of the TWO things happen – 1. The vball crosses over the center line and is then passed back to the keeper. 2. A defending player touches or plays the ball. Goalkeepers cannot throw the ball into the opponent’s penalty arc. Goalkeepers cannot drop kick or punt the ball. A goal may not be scored directly from a goal clearance. See General Rules for the Keeper for more info

Law 17 – The Corner Kick

Just like outdoor soccer except there are no corner arcs at NBN; kick is taken within a foot of the point where goal line and touch line meet (at corner). The team taking the kick must deliver the ball within four seconds of being ready to do so. A goal may be scored directly from a corner kick, but only against the opposing team.

Some General Rules for the Keeper (GK)

- The GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If they are in opponents half, they have no time-handling restrictions.
- The GK can only have “one touch” meaning if the GK fields the ball cleanly and controls it with his/ her hands they **cannot** drop it to their feet and possess by dribbling or passing to a teammate. A non-cleanly fielded ball can be picked up **or** played by the goalie with his or her feet.
- The goalie cannot cleanly stop the ball with his or her feet and then wait till an opponent challenges and then pick up the ball. That would be ruled as a “2 touch foul” and result in an indirect kick for the attacking team

Balls that hit the ceiling

- If the ball hits the ceiling, a kick in for the opposing team is taken at the closest point on the nearest touchline, running parallel to the goal line.