



Summary of Futsal Laws & Review of AFC Local and League Rules

Coaches, Referees and Players - Welcome!

Futsal is a fast-paced game that is fun to play and will help players improve their skills. The Alameda Futsal Club's (AFC) goal is to help the players develop, while they are having fun competing.

While the summary below is not intended to replace a review of the official rules of Futsal, you will find most of what you need to know about futsal in this overview. It is recommended that you make copies of this handout or encourage your players and parents to go to the website and print it, so that all will be familiar with the rules.

For additional information on futsal rules, including the full (pdf) version of the Laws of the Game, please visit the FIFA website at:

[FIFA 2014-2015 Futsal Laws of the Game](#)

and recent amendments to the laws:

<https://ussoccer.app.box.com/s/aw3k3q9umnlfqii792cb/1/629027373/18662441522/1>

17 Futsal Laws

There are 17 Laws in Futsal as described below:

- 1 – The Pitch
- 2 – The Ball
- 3 – The Number of Players
- 4 – The Players' Equipment
- 5 – The Referees
- 6 – The Assistant Referees
- 7 – The Duration of the Match
- 8 – The Start and Restart of Play
- 9 – The Ball In and Out of Play
- 10 – The Method of Scoring
- 11 – Offside
- 12 – Fouls and Misconduct
- 13 – Free Kicks
- 14 – The Penalty Kick
- 15 – The Kick-in



16 – The Goal Clearance

17 – The Corner Kick

Below is a summary of the rules of Futsal, including the local and league rules that apply. The summary should give the reader an understanding of the major law differences between soccer and futsal, as well as some helpful guidelines concerning rules and behavior. If the rule is not addressed below, you can assume that the laws of play are the similar to those from outdoor.

General Rules

- **There are 5 Players on the field** – 4 field players and a Goal Keeper (GK).
- **Goal Keeper (GK) Rules**
 - o GK can only play the ball (by feet or hands) for 4 seconds in their own half. If the GK is in opponents half, there are no time restrictions.
 - o Once the GK plays the ball, he/she cannot touch the ball a second time in her/his own half unless it has been touched by an opponent
 - o A Goal Clearance (the futsal equivalent of a goal kick in soccer) must be done by the GK using her/his hands to release the ball and it must be played out of the penalty area.
 - o The GK is allowed to kick the ball (except for a Goal Clearance) after dropping it to the ground, and even score directly from this drop kick, but not from a punt (punts are allowed in FIFA rules).
- **No offside.**
- **Developmental League** – The primary purpose of the league is to develop youth futsal players, their love for the sport, speed, skills and futsal/soccer intelligence.
- **Player's equipment** – The same 5 “S” rule of soccer applies: Appropriate **S**horts (goalkeepers may use pants and under certain conditions), **S**hirts, **S**ocks, **S**hoes (no cleats, or “nubby” sneakers, need non-marking sneakers) and **S**hin Guards (made from approved materials and covering appropriate amount of leg). No jewelry (including earrings and chains) or hard items (like casts or joint braces with hard parts to them) is allowed. Referees will strictly enforce this rule.
- **Decisions Regarding Wins and Losses** – All decisions made by the AFC regarding wins and losses are final. This includes decisions made due to forfeits or other interrupted or non-played games, cases involving serious behavior or other issues, and so on.



Zero Tolerance Rule

The Alameda Futsal Club (AFC) maintains a strict Zero Tolerance Policy regarding player, coach, team-official and spectator behavior. The Zero Tolerance Policy will be digitally agreed to as part of the coach and player registrations and posted on our website: www.alamedafutsalclub.org

Concussion Policy

Everyone involved in youth sports is becoming aware of the risks associated with concussions. While official concussion policies are still in development, AFC is adopting policies already published and available in the information and links below:

Please see this link from US Club Soccer: <http://usclubsoccer.org/members-area/bylaws-policies-guidelines/>

Please see this link from USSF in regards to Concussion Guidelines: <http://www.ussoccer.com/about/federation-services/sports-medicine.aspx>

Please see this link from CDC Concussion in Soccer: http://www.cdc.gov/concussion/HeadsUp/pdf/Soccer_Clipboard_Sticker.pdf

NorCal Premier League had sent the following notice to all of its member coaches in regards to concussion:

<http://www.norcalpremier.com/NorCalResources/891020.html>

Additionally, every team will be required to have at least one of their officials (coach, assistant coach, manager) complete the CDC training program on head trauma. This is a simple 20-30 minute course that explains what concussions are and how to detect them, avoid them, and deal with players you feel may have suffered one. As mentioned, this will be a requirement of every team. Please follow the link below:

<http://www.cdc.gov/concussion/HeadsUp/Training/index.html#>

AFC will post information from the CDC on our website and make review of these materials a requirement for registration of players and coaches. Find the information at:

<http://alamedafutsalclub.org/2015/12/04/concussion-information-and-afc-procedures/>



Below are guidelines for referees in handling head injuries:

1. Once you detect a potential head or neck injury, STOP PLAY!
2. Evaluate the injury quickly and call the coach on to the pitch.
3. Obviously, if the coach comes onto the pitch, then that injured player MUST leave the pitch.
4. What if the injured player is a goalkeeper? Current rule indicates that the goalkeeper could stay on the pitch even if the coach enters the field. This is where we will bend the rule. If the coach insists that he/she wants the goalkeeper to stay on the pitch then use your best personal judgment and tell him/her nicely that the keeper needs to leave the field and he/she can substitute the player later should in the best judgement of all concerned, the player is safe.
5. I also know that some of you are thinking that WHAT IF, the coach refuses to enter the field of the play to evaluate the injured player knowing that the player will have to leave the pitch. Again use your best personal judgment and inform the coach that if he/she wants the game to continue, please look at your injured player and he/she can substitute the player later should in the best judgement of all concerned, the player is safe.
6. All referee decisions that are made in an effort to protect players from injury will be considered final. Referees will use their best judgment to ensure the safety of all concerned. Should the referee have any questions on the nature of a decision (to allow a player to play or not), the referee may request support from another AFC official or a qualified medical practitioner.

Team Officials

Each team will be allowed to have up to 4 Team Officials. Team officials may be coaches, assistant coaches or team managers. Team officials must be adults, or previously approved youth. One registered team official will be required to be with the team at every game, and will be required to do the check-in of the opposing team as well as sign the game report. Should a team appear for a game without a Team Official, the team will forfeit the game.

Please make sure you notify the Alameda Futsal Registrar of the Team Officials for your team. [Team Officials](#) must register on the Alameda Futsal Club website (www.alamedafutsalclub.org – the site will provide a link to our registration page on TeamSnap - <https://go.teamsnap.com>) as a Coach.

Time of Game

League and tournament games will consist of two 24 minute halves. The clock is continuous with the exception of time-outs, half-time, and other situations the referee may call time for (*i.e.* major injury).



There will be no more than 3 minutes for half-time and each coach may call (1) one-minute time-out per half (use-it or lose-it) when in possession of the ball. During the regular season, there will be no overtime games and all results will be final. Time-out requests are made to the referee and time-keeper.

Team (Coaches and Substitute Players) Positioning

Teams (coaches and substitute players) must be seated or positioned at their defensive side of the court (in the bench area) and not obstructing the referees. At half-time, teams must change ends so that their bench is always on their defensive side.

Pre-Game and Check-in

It will be the responsibility of managers and coaches to arrive on time with their teams warmed up and ready to play and with the proper equipment/attire. Each team will “check-in” the other team, making sure the teams have the proper player passes and that these match the rosters on the game report. Each coach/manager will sign the game report verifying the other team has checked-in satisfactorily. The referee will only become involved in “check-in” procedures should there be a situation that cannot be satisfactorily handled by the coaches, and in this case the referee’s decisions are final. The referees will be responsible to ensure that the player’s equipment is satisfactory and that there are safe conditions for play.

Any players arriving late must first check-in (taking valid player pass and roster) with the opposing team coach and signed off as satisfactory prior to entering into the game.

No game will be delayed by more than 5 minutes and referees will call a forfeit if either or both teams are not prepared to play at the assigned game time.

At the discretion of the referee, and after informing both teams, the time of each half may be reduced to ensure games are run on schedule.

Futsal Ball

Size 3 Futsal Ball for youth players up until the U11 age

Size 4 Futsal Ball for players at U12 and above

Official Standards for Size 4 Futsal Ball

- Circumference: 62-64 cm
- Weight: 390-430 grams



- Bounce: 55-65 cm on first bounce
- Material: Leather or other suitable material (i.e., not dangerous)

Number of Players - Size of Roster and Substitution Policy

- Minimum Number of Players to Start Match: 3, one of whom shall be a goalkeeper
- Minimum Number of Players to Continue Match: 3
- Maximum Number of Substitutes: 4 (Roster Limit is 9 players, unless otherwise permitted by AFC)
- Substitution Limit: None
- Substitution Method: Free substitutions are made "on the fly". Player can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has completely left the field at the designated substitution area. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

“Guest Player” Policy

The Alameda Futsal Club has developed a “Guest Player” Policy as described below:

- Guests should be registered to play for the season or a portion of the season. Casual or drop-in players are not allowed for league play.
- Every guest player must be registered as described above and waivers digitally signed by their guardian before they are allowed to play in Alameda Futsal League games. This process will take about 2 business days so please plan accordingly.
- The minimum Penalty for using a non-registered and non-legal player in a game is a game forfeit, but depending on the decision of the club, suspension or removal of the team may also occur. All decisions by AFC are final.
- No more than 2 guest players for any game.
- During coach’s check-in, guest players should be specifically identified and initialized by opposing coach on the game card.
- AFC registered players can play up one age division as guests.
- AFC registered players can play up from Rec to Comp within their own age group as guests.
- Each team will have the privilege to have up to 2 “guest players” play on any given game as long as the guest players are a registered player within our league and club (AFC), within the appropriate age group and competition level, and that said players do not exceed the total allowed number of players for any game (9 players). The Guest Player must check-in with the opposing



coach, announce themselves as a guest player, and be approved by the opposing coach prior to play. Players may not “play down” as a guest player, but may play up to the next level if desired. This means for example, a U12 competitive player may not play on a U12 recreational team. Instead, he/she is allowed to guest play on another U12 competitive team or on a U14 recreational team.

“Mercy Rule”

Should any team gain a 4 goal advantage over an opponent, the winning team will reduce its number of players on the field by one player (to a total of 4 players - 3 field players and a goal keeper). The team will remain with a one player disadvantage until the differential in goals is 3 or less. Should the winning team have an ejection while under the “mercy rule”, the team will be reduced to three players; and should there be another ejection during the same period and the team is reduced to two players (one goalkeeper and a field player) the match will be abandoned and the game report will be submitted to AFC for resolution.

Should any team gain a 7 goal advantage over an opponent during a game, the referee will be instructed to call time and have a meeting with the two coaches to analyze the balance of the game. Options included during this conference are:

1. Consider agreeing to a score for the purposes of the game report, zero out the score on the clock and mix the two teams so as to balance the game.
2. Should the first option not be considered acceptable by the coach(es), consider establishing “conditions” for the winning team to make it more challenging for them to score while teaching skills and sportsmanship. These conditions should be agreed upon and should a goal be scored that does not meet the conditions, it will be invalidated.

Coaches and officials are reminded that the nature of the league is to be developmental, even with competitive games, and it is considered the responsibility of the coaches to teach and foster good sportsmanship as well as skill development. Continuous infractions of the “mercy rule” will result in disciplinary action to the coaches of those teams.

Pitch – Field of Play

Futsal is typically played on a basketball court (though there are dedicated futsal courts out there) with special markings that are specific to Futsal. All of the AFC games are currently being played at the Alameda Point Gym which is divided into 4 courts. For the purposes of our league play, the Alameda Point Gym may (but not necessarily) be divided into 3 courts; the first court (West court – the court furthest to left) and last court (East court – the furthest to right) at the far ends of the gym serving as youth courts (generally speaking for U13 and younger age groups), and the center courts



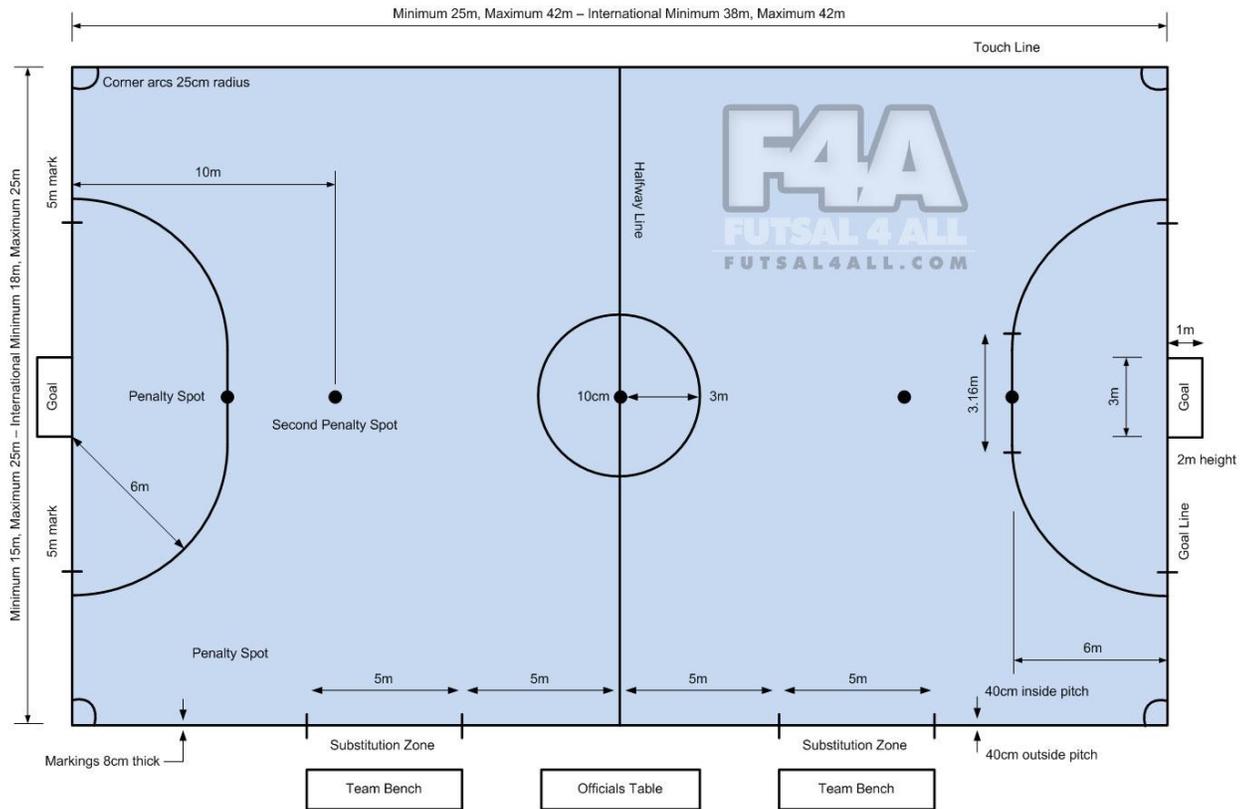
comprising one “main” court (generally speaking for U14 and older players, or U12 and above competitive play).

Below is a list of the important court markings that each coach and player should be aware of.

Important Court/Pitch Markings:

	<u>Large Court, U12 Plus</u>	<u>U11 and Under</u>
Penalty Area	6m/20ft out from goal	6m/20ft out from goal
Penalty Spot	6m/20ft spot	6m/20ft spot
Second Penalty Spot	10m/30ft spot	8m/25ft spot
Kick-off Zone	3m/10ft from spot	3m/10ft from spot
Score Table	5m/15ft on both sides from the half-line	
Substitution Zone	5m/15ft from score table zone	
Kick-in distance	Minimum 5m/15ft	Minimum 3m/10ft
Free Kick distance	Minimum 5m/15ft	Minimum 3m/10ft

Below is a typical Futsal Court with its appropriate markings:



Source: <http://www.futsalcanada.ca/images/futsal-court-dimensions-and-layout.jpg>



Ball Out of Play and Methods for Restart

Kick-off

Opposing players must give 3 yards/10 feet distance until ball is in play. Kick-offs are indirect free kicks (IFK) meaning a goal cannot be scored directly from the kick-off unless it touches someone else first.

To promote a quicker start, the league rule will be that the initial kick-off is always given to the “away” team (on the game report), with the “home” team kicking-off in the second half.

Kick-in (not a throw-in)

A Kick-in is a ball kicked out over the touchline (side line) by one team becomes the other team’s ball. The team kicking in has 4 seconds to get the ball back in play or it becomes opponent’s kick-in. The ball is placed on the line where it went “out” or within one ball diameter distance from outside the line, and the ball should be at rest before being kicked in. Defense must give 5 yards/15 feet (3 yards/10 feet for youth games) distance. The referee will give a visual count with his raised hand. Players taking kick in cannot step into the field while kicking ball back into play (the plant or “leading” foot may be on the line, but not all the way into the court). Goals cannot be scored directly from kick-ins.

If the ball hits the ceiling, a kick-in is taken, by the opposing team, at the closest point on the nearest touchline, running parallel to the goal line. In AFC local rules, should the ball hit the backboard (fixed above field over the goal) in such a manner that the trajectory of the ball prior to hitting the backboard was clearly toward the goal line, a goal clearance or corner kick may be awarded to the opposing team as the one which last touched the ball prior to hitting the backboard.

"Re-dos" on kick-ins may be allowed by referee discretion for youth players at the U10 and below age groups. Only one “re-do” is allowed per kick-in and must be taken by same player who tried at first. A second error results in a kick-in for the opposing team. Referees will do their best to coach on this point.

Goal Clearance

Goal Clearance is Futsal speak for goal-kick. When the offensive team puts the ball over the goal line (end line), the other team gets the ball. The GK must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. The throw must leave the penalty area. Opposing team must stay out of penalty area during a goal clearance. The goalkeeper cannot be “shadowed”, obstructed or otherwise intimidated trying to release the ball on a Goal Clearance. This would result in a warning



first, then if it happens again, a Caution (yellow card). If a player touches the ball before it leaves the penalty area, the GK retakes the throw. The GK cannot touch ball again until an opponent touches it.

The throw does not need to land or touch a player prior to the half-court line. A goal clearance going over the touch or goal line without another player touching it results in possession (kick-in or goal clearance) for the opposing team.

Corner Kick

The Corner Kick is to be taken inside the corner arc, but if there is no arc, the kick is taken at the point where goal line and touch line meet (at corner). The same rule regarding time applies – 4 seconds. The Ball should be at rest before being played. The corner kick may be kicked directly into the goal.

Fouls and Misconduct

Indirect Free Kick (IFK) Fouls

An indirect free kick (IFK) is awarded when any of the following 9 offenses are committed. The IFK is taken from the 6-meter line when the infringement takes place in the penalty area.

An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offences:

- controls the ball with his hands or feet in his own half of the pitch for more than four seconds
- after playing the ball, he touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it. This means that a ball can only be passed back to the goalkeeper after it has touched an opponent, after a restart (kick-in, corner kick, restart after a goal, indirect or free kick) in favor of the goalkeeper's team, or if the ball is passed to the goalkeeper in the offensive half of the court.
- touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands inside his own penalty area after he has received it directly from a kick-in by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referees, a player:

- plays in a dangerous manner in the presence of an opponent
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands



- commits against a team-mate, team official, or referee (officials) one of the nine offences penalized with a direct free kick if they are committed against an opponent
- commits any other infringement not previously mentioned in Law 12 or in any other Law, for which play is stopped to caution or dismiss a player

The opposing team must maintain 5 yards/15 feet (3 yards/10 feet for youth games) of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick after the referee perceives the player to be set, it becomes the opposition's indirect kick.

Direct Free Kick (DFK) Fouls

Futsal is a minimum contact sport. However, some contact may occur, as long as it is done in a legal manner. It cannot be done by play that is careless, reckless, or with excessive force. **For coaches it is valuable to know that the interpretation on charging and slide tackling is much stricter in Futsal. Shoulder charging, slide tackling, use of the hands and hips are called with a significantly stricter standard than allowed in soccer.**

Direct Kick Fouls that Result in Accumulated Fouls

- **Kicking or attempting to kick an opponent**
- **Tripping or attempting to trip an opponent**
- **Jumping at an opponent**
- **Charges an opponent (including charges from behind and shoulder charges)**
- **Strikes or attempts to strike an opponent**
- **Pushes an opponent**
- **Tackling or Slide Tackling at an opponent**
- **Holding an opponent**
- **Spits at an opponent**
- **Handling the ball (except the GK in their own Penalty area)**

The opposing team must maintain 5 yards/15 feet (3 yards/10 feet for youth games) of distance from kicker to set up wall, and ball is in play after it has been touched.

Exceptions



The GK is allowed to slide in an attempt to clear the ball, if in the referees' judgment the slide is an attempt only to make contact with the ball, not the opponent. If GK slide is at least careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cautionable offense.

A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bound or an offensive player sliding to knock the ball into the goal where there is not other defensive player close to the play.

Players and coaches should use this general rule - if you slide tackle near a player, assume a foul may be called.

6th Accumulated Foul

Futsal penalizes a team for excessively breaking the rules. Upon a team's 6th accumulated foul in each half and all additional accumulated fouls within that half, the opposing team is awarded a free kick taken from the 10 meter/30 feet penalty mark (8 meter/25 feet mark for youth games) or wherever the infraction occurred if it is in a more favorable spot (at or closer to the defending goal than 10 meters/30 feet). The defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal. The players other than the kicker and the defending GK must be located outside the second penalty area at the mid-field line and at least 5 m/15 feet from the penalty mark.

Penalty Kick (PK)

A penalty kick is awarded against a team that commits any of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. The penalty kick is taken from the PK spot at the 6 meter/20 feet spot. The player taking the penalty kick must be properly identified and the defending goalkeeper must remain on his/her goal line, facing the kicker, between the goalposts until the ball has been kicked. The players other than the kicker and the defending GK must be located outside the penalty area at the mid-field line and at least 5 m/15 feet from the penalty mark.

Cautionable and Sending Off Offenses

Cautionable Offenses - A player is cautioned if he commits any of the following seven offences:

- **Unsporting behavior**
- **Dissent by word or action**



- **Persistent infringement of the Futsal Laws of the Game**
- **Delaying the restart of play**
- **Failure to respect the required distance when play is restarted with a corner kick, free kick, kick-in or goal clearance (defending players)**
- **Entering or re-entering the pitch without the referees' permission or infringement of the substitution procedure**
- **Deliberately leaving the pitch without the referees' permission**

A substitute (not one of the five on the pitch at the moment) is cautioned if he commits any of the following four infringements:

- **unsporting behavior**
- **dissent by word or action**
- **delaying the restart of play**
- **entering the pitch by infringing the substitution procedure**

Send-off Offences - A player or substitute is sent off if he commits any of the following seven offences:

- **Serious foul play**
- **Violent conduct**
- **Spitting at an opponent or any other person**
- **Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)**
- **Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick**
- **Using offensive, insulting, or abusive language and/or gestures**
- **Receiving a second caution in the same match**

A substitute is sent off if he commits the following offence:

- **Denying a goal or an obvious goal-scoring opportunity**

A player or substitute who has been sent off must leave the vicinity of the pitch and the technical area. The **sent-off player may be substituted after a two minute penalty or after the opposing team has scored a goal**, if the opposing team has a greater number of players on the field.

Send offs and accumulated fouls will be recorded and kept track of. All send-offs and serious or continuous offenders will be dealt with by a disciplinary committee, which may result in game



suspensions or expulsion from the league. This may also include coaches and spectators. Please help eliminate this in advance.

Ejections - Red Cards

if a player is ejected from a match, the player's pass (if player passes have been issued) together with a referee's report of the incident shall be turned over to the Alameda Futsal Club administrator by the referee.

The minimum penalty for an ejection is that the player shall not be permitted to play in the immediate next match.

The maximum penalty, after review by the Alameda Futsal Club Competition Committee, may result in the individual player's expulsion from the competition.

Coach Ejections

If a coach is ejected from any match, a referee's report of the incident shall be turned over to the Alameda Futsal Club administrator by the referee.

The minimum penalty for an ejection is that the coach shall not be permitted to coach or remain on the player's bench in the immediate next match.

The maximum penalty, after review by Alameda Futsal Club Competition Committee, may result in the individual coach or team's expulsion from the League.

Additional Rules for Tournament Play

Overtime

In the case of a draw during regular time, two overtime periods will be played. The two periods will be 5 minutes each (no clock stoppage) with only enough time to change sides. No rest period will be granted during overtime. There are no time-outs in overtime/extra periods.

Penalty Kicks (PK)

In the case the match does not have a winner during the regular time and overtime, the match will move to Penalty Kicks. In this case, the referee will choose the goal the kicks will be taken and conduct a coin toss to decide whether to kick or defend first.

Both teams have 5 PK attempts in alternating style. If at the end of the first 5 attempts there is no winner, the 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. All players and substitutes are eligible to take the PKs and



goalkeepers may be replaced during the PKs. All players must kick before any player has a chance for a subsequent try.