



Rules Overview

Coaches and Players Welcome!

You will see that futsal is a fast-paced game that is fun to play and will help players to improve their skills. USYF's goal is to help the players develop, while they are having fun competing.

Below are the major law differences between soccer and futsal. If the rule is not addressed below, you can assume that the laws of play are the same as outdoor.

General Rules

There are 4 field players and a Goal Keeper (GK).

- **No offside.**
- **GK can only play the ball (by feet or hands) for 4 seconds in their own half. If they are in opponents half, they have no playing restrictions. Once the GK plays the ball, they cannot touch the ball a second time in their own half unless it has been touched by an opponent.**
- **15 minute halves for league play. 1 minute for half time and each coach may call (1) one-minute time out per half (use or lose) when in possession of the ball. There are no time outs in overtime/extra periods. Time out requests are made to the referee.**

Substitutions

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 left the field. 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.

Kick off

Opposing players must give 5 yards until ball is in play.

Ball Out of Play

Kick in

A ball kicked out over the touch line (side line) by one team becomes the other teams ball. The team kicking in has 4 seconds 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 count with his hand. Players taking kick in cannot step into the field while kicking ball back into play. Goals cannot be scored from kick-ins.

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

Goal Clearance

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 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. If a player touches ball before it leaves penalty area, GK retakes the throw. The GK cannot touch ball again until an opponent touches it.

Corner Kick

To be taken inside the corner arc. If there is no arc, kick is taken at the point where goal line and touch line meet (at corner).

Fouls and Misconduct

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.

Slide tackling is allowed in futsal under certain conditions, if in the opinion of the referee:

- 1) No opponents are nearby, a player may slide to intercept or direct the ball. No foul results.
- 2) The slide is dangerous to an opponent, but no contact is made. Dangerous play foul results in an IFK.
- 3) Contact is made with an opponent in a careless, reckless or excessive force manner (or if referees believe that such contact could have resulted). An accumulated foul results in a DFK.

Exceptions

The GK is allowed to slide in an attempt to clear the ball, if in 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 cardable 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 no 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

Upon a team's 6th accumulated foul in each half and all other accumulated fouls within the half, the other team is awarded a free kick taken from the 10 meter penalty mark or where the infraction occurred it is in a more favorable spot. 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.

Accumulated Fouls resulting in Direct Kick

- 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
- Tackling
- Holding an opponent
- Spits at an opponent
- Handling the ball (except the GK in their own Penalty area)

Sending Off Fouls

Handling the ball deliberately, except for GK in their area.

Denying an obvious goal scoring opportunity by handling the ball (except the GK in their own penalty area).

Denying an obvious goal-scoring opportunity by fouling an opponent moving toward the goal. Player sent off cannot re-enter the game. Substitution is allowed after 2 minutes.

Indirect Free Kick

5 yards 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, it becomes the opposition's indirect kick.

