

# Old School Sports

## Overview of Futsal Rules 2023

This is an overview of the Futsal Rules and points of emphasis

### General Rules

- All players must be registered with Old School Sports before playing in a game.
- The first team listed on the schedule will have kickoff. The second team will kickoff following halftime.
- NO headers in the elementary division only—heading will be allowed in middle and high school divisions only. Re-start is an IDFK at spot
- There is no overtime, injury time or stoppage time, including NO Timeouts for any team.
- Time can be stopped for unforeseen circumstances.
- Teams are comprised of four outfield players and one goalkeeper, who must be designated at all times during the game. The goalkeeper must wear a different color jersey than the outfield players, even if it is a pinnie.
- There is no offside in futsal. Slide tackles are **NOT** allowed. IDFK to opposing team at spot.
- Time will be kept on the scoreboard. The game consists of TWO 18 minute halves with a TWO minute intermission.
- Good sportsmanship is to be demonstrated at all times by all players, coaches, and fans.
- No warm-up time on the pitch will be permitted. Teams must be ready to take the pitch immediately following the game prior to theirs.
- Only those identified players and coaches involved in the games will be permitted on the clock side/stage of the gymnasium. All others must be in the bleacher area or other public areas of the facility.

### Substitutions

All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player is made aware and begins to leave the pitch. Any player being substituted for must, at the time they have a sub entering for them, stop engaging in active play. All substitutions must take place through the substitution zone in front of his/her team's bench -- *not* at the half-way line.

### Restarts

**Kickoffs:** A goal may not be scored directly from a kick-off. The ball may be played in any direction. Tapped balls are not in play – the ball must move.

**Kick-ins:** are indirect. The ball must be placed on or no more than 10 inches behind the line or the spot in which it leaves the pitch and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly in the defensive goal is a corner kick of the opposing team.) If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team. Opposing players must be at least **10 feet away** while the kick-in is being taken. The white line on the side is a good marker of the required distance

**Goal Clearances:** are taken when the ball wholly crosses the goal line and not under the crossbar and between the goalposts and after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area. The ball must touch a player or the floor prior to crossing the halfway line when being thrown by the keeper.

**Corner Kicks:** are direct. The ball must be placed directly on the corner arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds, the restart becomes a goal clearance for the opposing team. If the ball hits the basketball fixture, the ball is out of play and the restart is a goal clearance or a corner kick.

**Free Kicks:** may be indirect or direct, depending on the type of infraction. The ball must be stationary before the kick may be taken, unless the momentum from the gym floor causes the ball to move slightly. The kick must be taken within 4 seconds

**Penalty Kicks:** are taken from the penalty spot (top center of the three point arc) and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 15 feet and even or behind the ball when the kick is taken.

### **Fouls and Misconduct**

**Indirect Free Kicks:** When a player plays in a dangerous manner (attempts to slide tackle in playing distance of another player), impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player.

**Direct Free Kicks:** When a player kicks at an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, a player or coach in the technical area interferes with play directly, or a player handles the ball deliberately.

**Yellow Card / Caution:** The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card. The player sits for 2 minutes and can be substituted for. The penalty time ends if the opposing team scores.

**Red Card / send-off:** The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The carded player may be substituted for after the two minute time frame expires. The carded player may not play the rest of the game and additional penalties may occur based on the severity of the act as deemed appropriate by Old School Sports management

**Advantage:** Advantage is applied in Futsal. Advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was recognized, but advantage was played.

*Balls that hit the ceiling will result in a kick-in on the touch line at the closest spot to where the ball hit the ceiling for the opposing team to the team that kicked it and made it hit the ceiling.*

*Any ball during the game that touches the basketball rim, basketball goal supports, stage area, etc., and then returns to the pitch will be deemed out of play---resulting in either a goal clearance or a corner kick, depending on which player touched the ball last.*

### **The Goalkeeper**

- Must wear a different color shirt. A pinnie is acceptable.
- He/she may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly and play it only with feet.
- May kick the ball directly over the half-way line during the run of play.
- May score directly with his feet during the run of play.
- May not possess the ball for more than four seconds in his own half, unless the ball touches another player or he/she crosses the halfway line, then the four second count will reset.
- May NOT throw the ball directly across the half-way line. It must touch another player or the floor beforehand.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal) Can touch the ball again when passed back by a team mate. The pass back must be played with the feet.