



# OFFICIAL LEAGUE RULES

1. Time:
  - a. Each half will be 20 minutes long
  - b. Breaks will be 5 minutes long
  - c. The clock keeps running except for timeouts, injuries, or when requested by the referee
  - d. Game will start on time. Warm ups should be done before the game starts
  - e. If a team has less than 5 players in a team, the referee will give a 5 minutes grace period
  - f. If after the 5 minutes grace period the team has less than 3 players, the game will be forfeited and the opposing team will get a 5-0 win added to their record
  - g. If after the 5 minutes grace period the team has 4 players, the game will be started immediately with a man down, giving advantage for the opposition. Late players can join immediately after they are properly equipped for the match
  - h. If both teams have less than 4 players after the 5 minutes grace period, then both teams will forfeit and no teams will be awarded any points
2. Timeouts
  - a. Each team will have one (1) timeout each half, totaling to two (2) in a game. Each timeout will last a minute
  - b. Timeout can only be called by the team who has possession of the ball
  - c. The game will be restarted by a kick in from the nearest out line where time out was called
3. Players
  - a. Maximum players that can be registered in a team is 14
  - b. No players can be added to the team roster after the fourth (4<sup>th</sup>) week of the league (upon signed release form)
  - c. No players are allowed to be registered in more than one team in the same league group
4. Substitutions
  - a. Substitution will be made on the fly throughout the match

- b. There are no limits on the number of substitution that a team can make in a game
- c. The substitution can only enter once the player is completely out of the court otherwise it will count as a foul

#### 5. Kick-off / Restarts

- a. A kick-off happens at the beginning of a game or as a restart after one of the teams scores a goal. The ball needs to move forward for a kick-off to be valid
- b. A goal cannot be scored directly from a kick-off
- c. If the player taking the kick-off touches the ball twice, there will be an indirect free kick awarded to the opposing team
- d. All opposing players must be 3 yards away from the ball.
- e. All re-starts must be signal by the referee. Players can't just put the ball down and re-start they must wait for the referee to signal the re-start.
- f. The team has 4 seconds to restart play.
- g. The referee must indicate the current count by raising one hand and use the finger to display the current second count

#### 6. Fouls – Direct Free Kick

The following fouls are accumulative. Once a team fouls tally up to 5, the referee will inform both teams of the foul count and award a direct free kick (with wall) to the opposing team.

Once the team foul tally reaches up to 6, the referee will award the opposing team with a free kick (no walls allowed) from the 2<sup>nd</sup> penalty spot. Players must stay behind the imaginary line of the ball. A direct free kick shall be awarded to the opposing team if a player commits any of the following seven infringements in a manner considered by the referees to be careless, reckless or excessively forceful:

- kicking or attempting to kick an opponent
- tripping or attempting to trip an opponent, either by sliding or by bending down in front of or behind him
- jumping on an opponent
- charging an opponent
- striking or attempting to strike an opponent
- tackling an opponent
- pushing an opponent

A direct free kick shall also be awarded to the opposing team if a player commits any of the following four infringements:

- holding an opponent

- spitting at an opponent
- sliding in an attempt to play the ball while an opponent is playing it or is about to play it (sliding tackle), except for the goalkeeper in his own penalty area, provided that he does not endanger the safety of an opponent
- Carrying, striking or throwing the ball with one's hands or arms, except for the goalkeeper in his own penalty area

The referee MUST walk into the court and signal the place for the wall (3 meters or 4 regular steps) and signal the player to re-start. Once again 4 seconds to restart.

## 7. Fouls – Indirect Free Kick

An indirect free kick is awarded in the following circumstances:

- If the team with a direct or indirect free kick takes more than 4 seconds to kick the ball;
- if the same player touches twice on the ball during the kick-off or during an indirect free kick;

## 8. Passing the ball back to the keeper

When the keeper releases the ball, the ball cannot be passed back to the keeper unless:

- The ball touches an opponent
- The ball crosses the half line
- From a kick-in

Even in these 3 situations, if the ball is passed back to the keeper, he/she is NOT allowed to touch the ball with his/her hands. Every start/restart of the game needs to be done within 4 seconds and the keeper is only allowed to have the ball for 4 seconds

Basic rules for goal keepers:

- The keeper has 4 seconds to release the ball
- Goal clearance: when the ball goes out of bounds (behind the goal line) and it's not a corner kick situation. The restart is called goal clearance and the keeper has to use his/her hands to release the ball. The ball has to clear the penalty area in order to be considered in play.
- When the keeper saves the ball, he/she is allowed to roll the ball and dribble or kick it (no drop kicks will be allowed, the ball must roll before the keeper can kick it).

## 9. League Points Rules

- a. League Points Calculation
  - i. 3 points for a win
  - ii. 1 point for a draw
  - iii. 0 point for a loss
- b. At the end of the season, the following criteria will be used to determine the team's standing in the league (in order of importance):
  - i. Team Points
  - ii. Goal Difference
  - iii. Goal Scored
  - iv. Goal Conceded
  - v. Head-to-Head Results

#### 10. Cards

- a. 2 (two) yellow cards in a game will equal a red card
- b. A red card will result in an immediate dismissal of the player from the game and the player will miss the next game (and possibly more depending on the severity of the dismissal. But a minimum 1 match ban will apply)
- c. A player who has been sent off may not re-enter the play, nor may he sit on the substitutes as he is obliged to leave the vicinity of the pitch
- d. A substitute player may enter the pitch 2 (two) full minutes after a teammate has been sent off, unless a goal is scored before the 2 (two) minutes have elapsed, and provided he has the authorization of the timekeeper. In this case the following conditions apply:
  - i. If there are 5 against 4 and the team with the greater number of players score a goal, the team with only 4 players may be completed with the 5<sup>th</sup> player
  - ii. If both teams are playing with 4 players and a goal is scored, both teams shall remain with the same number of players
  - iii. If there are 5 players playing against 3 or 5 against 3, then the team with the greater number of players scores a goal, the team with 3 players may be increased by one player only.
  - iv. If both teams are playing with 3 players and a goal is scored, both teams shall remain with the same number of players
  - v. If the team scoring the goal is the one with fewer players, the game shall continue without any change to the number of players

#### 11. Jersey

- a. Every player in the team needs to have a number printed on their jersey

- b. Each team should have a minimum of 2 team jersey color with numbers on both jerseys (for teams who wants to spend less, a vest is acceptable with numbers printed on the back of it)
- c. Home team has the main color preference for the jersey. Should the away team have the same jersey color, the away team will have to wear the 2<sup>nd</sup> jersey
- d. A player should wear the same jersey number throughout the league
- e. On the 2<sup>nd</sup> season of the team playing in Futsal Republic league, each team must wear their "country flag patch" on their left hand sleeve and "Futsal Republic Leagues" on their right hand sleeve