Futsal (Indoor Soccer) Rules

The goal of the St. Paul Parks and Recreation Indoor Soccer Leagues is to teach fundamentals, promote good sportsmanship and encourage participation. There will be no overtime and ties will stand. There will be playoffs for this league but no playoffs for 10U leagues.

Our league rules will govern play. Rules not covered by our modified league rules will be governed by the U.S. Futsal Association. Municipal Athletic rules for player eligibility will be followed.

1. The size of the playing court is the size of a basketball court.

2. The gym floor will be marked according to the attached diagram (some modifications may be made based on the size of the gym).

3. Indoor goals (6 x 8 ft.) will be used. The front of the goal will be placed on the goal line.

4. The official game ball will be a Futsal ball; size 4 for all ages. The ball will have a low bounce and when dropped from shoulder height, it will not bounce above the knees. A game ball must be provided by a team.

5. A team will consist of 5 players, one of whom is a goalie. A team must have 4 players to start the game (one of which must play goalie). **The Co-Ed league must have 2 girls on the floor at all times.**

6. Uniforms: players must wear shin guards which must be covered by socks. Players must wear shirts (or pennies) with numbers. The goalie must wear a shirt that is different from his/her team and the opposing team. Tennis shoes must be worn.

7. There will be one official for the game.

8. A game shall consist of two 20 minute halves running time. There will be a five minute half. Time will be stopped only for time outs, injuries and at the discretion of the official.

9. Each team will have one time out per half. Teams may only call time out if the ball is dead or if they have control of the ball.

10. Teams will change goals after the first half.

11. Substitutions: one or more players may be substituted into the game on a dead ball; or during play, one player at a time may be substituted into the game on the fly. During play, the coach has to stand or raise his/her hand, shout "substitution" and then send in the player. Coach does not have to wait to be acknowledged by the official.

12. There will be no off-sides

13. No sliding on the floor to tackle a ball.

14. Start of game shall be determined by a coin toss. The winning team kicks-off. The opposing

team kicks-off at the start of the second half of the game.

15. Out of bounds rules are enforced, however, kick-ins are utilized instead of throw-ins.

16. Kick Ins / Restarts
    A. Kick-Ins (NOT throw-ins) will take place when the ball crosses entirely over the touchlines.
    B. Players CANNOT score directly from a kick-in.
    C. A kick-in must be taken within **4 seconds**, if not; the kick-in is given to the opposing team.
    D. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing team from the point of infringement.
    E. Players on opposing team must be at least 10 feet away from point of kick.

17. Corner Kick
    A. Ball placed on the corner (no corner-kick arc).
    B. Must be taken within **4 seconds**; failure to do so results in an indirect free kick to the opposing team from the corner mark.
    C. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing team from the point of infringement.
    D. Players on opposing team must be at least 10 feet away from point of the corner kick.
    E. Players CAN score a goal directly from a corner kick.

18. The Goalkeeper may NOT punt the ball, throw the ball past the halfway line of the field, and kick the ball past halfway line without touching another player.

Seven Goal Rule: At no time during the game will the difference in the <u>posted</u> <u>score</u> be more than 7 points. Once a team is ahead by 7 goals, no more goals will be awarded to that team until the opposing team scores.

Ball is out of play when it has....	***then →***	***Ball is kicked back into play by a....***
cross entirely over the touchlines,	then →	indirect free kick by team not last touching the ball
completely crossed the goal line, 1) by opposing team 2) by non-opposing team	then →	1) Goalie kick in 2) Corner kick by opposing team
Gone into a goal (score)		center kick by the defending team
1) come to rest on top of goal net 2) gone directly into a goal on an indirect kick 3) kicked past goal line by the opposing team	then →	goalie