

# Laws of the Game



## PLAYERS:

- A match may not start if either team consists of fewer than three players.
- A match may not start more than 10 minutes past the scheduled start time.

## EQUIPMENT AND SAFETY:

- All players must wear a jersey or shirt (The two teams must wear colors that distinguish them from each other and the referees and goalkeepers must wear colors that distinguish them from the other players and the referees).
- In the event of conflicting team colors, the home team changes kits.
- Shin guards are Mandatory for youth and recommended for adults - must be entirely covered by the socks.
- No cleats allowed.
- A player must not wear anything that is dangerous to himself or another player (including any kind of jewelry or accessory).
- Any clothing or gear that gives an unfair advantage is not allowed.

## THE BALL:

- U8 and younger play with a Futsal size 2 ball.
- U9 - U12 will play with a Futsal size 3 ball.
- U13 and above will play with a Futsal size 4 ball.
- Rose City Futsal will provide the game ball.

## SUBSTITUTION PROCEDURES:

- Substitutions happen on the fly.
- Each team's bench should be on their own defensive half.
- Players must leave and enter the pitch via their own team's bench area (marked by hash on sideline of each respective bench area).
- The substitute only enters the pitch after the player being replaced is off the pitch.
- If a substitute enters the pitch before the player being replaced is off the pitch or, during a substitution, a substitute enters or leaves the pitch from a place other than their team's substitution zone the referees may caution them for infringing the substitution procedure. Same rules apply for goalkeepers.

## PLAYERS SENT OFF AND SUBSTITUTES:

- A substitute player may replace a sent-off / red carded player and enter the pitch two full minutes after a player has been sent off, provided that they have the authorization of the referee or assistant referees. If a goal is scored by the opposing team before the two minutes have elapsed, a substitute player may go in.

## PERIODS OF PLAY:

- The match lasts two equal periods of 22 minutes of running clock. [\*]
- Players are entitled to a 2-minute interval at half-time.
- No time-outs. [\*]

## ENDING THE PERIODS OF PLAY:

- After hearing the referee's whistle the game is over, Unless an indirect or direct free kick has been awarded, in which case the period in question is extended until the kick has been taken.
- If the ball has been played towards one of the goals, the referees must wait for the shot attempt to end (ball is touched by an opposing player or out of play).
- During the last 30 seconds of the game the referee may apply the stop clock method if a player or a team is deliberately wasting time.

## KICK-OFFS:

- The ball can be played in any direction.
- A goal may be scored directly from the kick-off, as they are a direct kick.

## BALL OUT OF PLAY:

- The ball is out of play when it fully crosses any of the boundary lines or if it hits the ceiling – If the ball hits the ceiling while in play, the play is restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling.

## THE KICK-IN/CORNER KICK:

- Opponent must be at a distance of no less than 5 m from the ball.
- The ball must be stationary and kicked from the point where it left the pitch.
- Players must play the ball within four seconds of being ready to do so.
- A goal may not be scored directly from a kick-in, but may be scored in a corner kick-in (kick in is indirect, corner is direct).
- If, when a kick-in is taken, an opponent is closer to the ball than the required distance the kick-in is retaken by the same team and the offending player is cautioned, unless advantage can be applied.
- If the corner kick is not taken within four seconds a goal clearance is awarded to the opposing team.

## THE GOAL CLEARANCE:

- A goal may not be scored directly from a goal clearance.
- The opponents must be outside the penalty area of the team taking the goal clearance until the ball is in play The goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so. If the goal clearance is not taken within four seconds, an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred.
- Goalkeepers cannot throw the ball over the halfway line unless it touches the pitch or another player first. If done so, an indirect free kick from the center line is awarded to the opposing team. [\*]

## DIRECT FREE KICKS

### BEGINNING WITH THE SEVENTH ACCUMULATED FOUL BY EACH TEAM:

- If a player commits their team's seventh accumulated foul in their own half of the pitch between the imaginary 10 m line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the place where the infringement occurred.
- Players may not form a wall.
- The goalkeeper stays at least 5m from the ball. The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5m from the ball. They may not obstruct the player taking the free kick. No player, except the kicker, may cross this imaginary line until the ball is in play.

## INFRINGEMENTS AND SANCTIONS TO DIRECT AND INDIRECT FREE KICKS:

- If the team taking the free kick takes more than four seconds, the referees award an indirect free kick to the opposing team, to be taken from the place where play was to be restarted.
- All opponents must be at least 5 m from the ball until it is in play.

## DIRECT FREE KICKS:

- Are those penalized with a direct free kick or penalty kick.
- The referees may allow play to continue by applying the advantage rule if the team has not previously committed seven accumulated fouls and the opposing team is not denied a goal or an obvious goal scoring opportunity. [\*]
- If the advantage rule is applied, the referees will indicate an accumulated foul as soon as the ball is out of play.

## FOULS PENALIZED WITH A DIRECT KICK:

- A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referees to be careless, reckless or using excessive force.
- Kicks or attempts to kick an opponent, trips an opponent, jumps at an opponent.
- Charges or Tackles an opponent.
- Strikes or attempts to strike an opponent Pushes an opponent.
- Holds an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except for the goalkeeper within his own penalty area).
- Slide tackles an opponent. [\*]

## INDIRECT FREE KICKS:

- The goalkeeper controls the ball with their hands or feet in their own half for more than four seconds.
- The goalkeeper touches the ball with their hands inside their own penalty area after it has been deliberately kicked to them by a team-mate.
- A goal can be scored only if the ball subsequently touches another player before it enters the goal.
- If an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded.
- An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offense was committed.

## FOULS PENALIZED WITH AN INDIRECT KICK:

- An indirect free kick is awarded to the opposing team if;
- Goalkeepers control the ball with their hands or feet in their own half of the pitch for more than four seconds.
- 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 their hands.

## YELLOW CARD:

- 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 or kick-in (defending players).

## RED CARD:

- A player or substitute who has been sent off must leave the building.
- Play does not resume until the red carded player has left the building (Ref can stop clock if player is deliberately wasting time).
- A player or substitute is sent off if they commit any of the following offenses;
- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
- Using offensive, insulting or abusive language and/or gestures.
- Receiving a second yellow card in the same match.

## RED CARD POLICY:

- In the event that a red card is administered, the officiating referee will collect the offending competitor's player card.
- A red card within the Rose City Futsal Adult League will result in an automatic minimum 15 day suspension, effective immediately upon receiving a red card.
- The suspension disqualifies the competitor from participating in any and all League activity.
- At the end of the two week suspension, the competitor may collect their player card from the front desk.

[\*] EXCEPTIONS TO THE ABOVE RULES FOR THE RCF CUP[\*] :

## RCF CUP - RULE EXCEPTIONS TO THE ABOVE:

- Each team is entitled to a single 60 second time-out per half when the team is in possession of the ball and the ball is out of play. The clock is stopped during this time.
- Goalkeeper may throw the ball over the halfway line. But cannot throw directly into the opposing team's penalty box unless it touches the pitch or another player first.
- If after playing the ball, the goalie touches it again in their own half of the pitch after it has been deliberately played to them by a team-mate, an indirect free kick is awarded.
- Direct free kicks from the 10-meter mark will begin with the 6th team foul in each half. Foul count will restart at half time.
- Slide tackling is allowed. As long as it is done in a safe manner and does not put other players in harm, the referee may caution the player.
- There is no scoring cap.