

**DISCOVERY SPORTS CENTER  
2009/2010 FUTSAL LEAGUE RULES  
(ABRIDGED WITH MODIFICATIONS)**

DISCOVERY SPORTS CENTER RULES FOR FUTSAL FOLLOW THE UNITED STATES FUTSAL FEDERATION AND FIFA LAWS OF THE GAME WITH SEVERAL MINOR MODIFICATIONS. THESE MODIFICATIONS ARE INCORPORATED BELOW ALONG WITH AN ABRIDGED SELECTION OF SOME OF THE MORE PRACTICAL FUTSAL LAWS.

1. **NUMBER OF PLAYERS:** 4 FIELD PLAYERS AND ONE GOALKEEPER. COED TEAMS (IF SUPPORTED) MAY PLAY WITH A MAXIMUM OF 3 MALES OR A MAXIMUM OF 3 FEMALES UP TO THE NORMAL ALLOWED.  
TEAMS MUST HAVE A MINIMUM OF FIVE (5) PLAYERS TO BEGIN A MATCH. THE OFFICIAL WILL START THE GAME CLOCK AS SCHEDULED, BUT PROVIDE TEAMS WITH FEWER THAN FIVE (5) PLAYERS, A FIVE (5) MINUTE GRACE PERIOD TO PRODUCE THE MINIMUM REQUIRED FIVE (5) PLAYERS BEFORE A FORFEIT IS AWARDED TO THE OPPOSING TEAM, WITH THE RESULTING SCORE REGISTERED AS A 3-0 RESULT. IF IN THE EVENT OF PLAYERS BEING SENT OFF, A TEAM IS REDUCED TO FEWER THAN THREE (3) PLAYERS (INCLUDING THE GOALKEEPER) THE GAME WILL BE ABANDONED AND THE OPPOSING TEAM DECLARED THE WINNER.
2. **BALL:** HOME TEAM (1<sup>ST</sup> ON SCHEDULE) PROVIDES.  
U-12 AND UNDER        SIZE 3  
U-13 AND OVER         SIZE 4
3. **SUBSTITUTIONS:** UNLIMITED "ON THE FLY" WITHOUT THE REFEREE'S PERMISSION. MUST OCCUR AT THE TEAM'S SUBSTITUTION AREA (IN FRONT OF TEAM BENCH) AND MUST NOT INTERFERE WITH PLAY (IFK). THE NUMBER OF SUBSTITUTIONS PERMITTED IN A MATCH IS UNLIMITED.
4. **ROSTERS:** 18 PLAYERS ALLOWED ON THE ROSTER, ONLY 12 ALLOWED TO DRESS FOR A MATCH. TWO (2) ADDITIONAL PERSONNEL MAXIMUM ARE ALLOWED ON THE PLAYER'S BENCH. NO COACHING IS ALLOWED FROM THE OPPOSITE TOUCHLINE.
5. **EQUIPMENT:**
  - A. FLATS (INCLUDING BLACK-SOLED) OR TURF SHOES ARE ACCEPTABLE FOOTWEAR. MOLDED CLEATS AND STUDS ARE PROHIBITED.
  - B. ALL PLAYERS MUST WEAR SHINGUARDS.
  - C. TEAMS ARE REQUIRED TO HAVE A DARK COLORED JERSEY AND AN ALTERNATE LIGHT COLORED JERSEY.
6. **DURATION OF PLAY:**

<u>TYPE OF PLAY</u>	<u>HALF</u>	<u>HALFTIME</u>
YOUTH LEAGUE	2x22 (RUNNING TIME)	2 MINUTES
ADULT LEAGUE	2x25 (RUNNING TIME)	2 MINUTES

ONE 5 MINUTE "GOLDEN GOAL" OVERTIME PERIOD WILL BE PLAYED FOR LEAGUE PLAYOFFS IF NECESSARY. THE OVERTIME PERIOD WILL START WITH A DROP-BALL. PENALTY KICKS WILL BE TAKEN IF A MATCH IS STILL TIED AT THE COMPLETION OF ONE OVERTIME.
7. **TIME-OUTS:** THERE WILL BE NO TIME-OUTS PERMITTED IN THE DISCOVERY SPORTS CENTER FUTSAL LEAGUES.
8. **KICKOFF:** ON THE WHISTLE, BALL MUST MOVE FORWARD ON THE FIRST TOUCH WITH THE OPPONENTS AT LEAST 3 METERS AWAY FROM THE BALL. A GOAL **MAY NOT** BE SCORED DIRECTLY FROM THE KICK-OFF FOR TEAMS U16 AND YOUNGER.
9. **FOUR SECOND RESTART RULE:** A RESTART MUST OCCUR WITHIN 4 SECONDS OF PLACING THE BALL FOR A FREE KICK OR CORNER KICK (IFK). GOALKEEPERS MUST ALSO RELEASE WITHIN 4 SECONDS. GOALKEEPERS MAY USE UNLIMITED STEPS TO BRING THE BALL TO THE BOUNDARY OF THE PENALTY AREA.
10. **BALL OUT OF PLAY:** THE BALL IS OUT OF PLAY IF /WHEN THE BALL COMPLETELY CROSSES A TOUCH LINE (KICK-IN) OR A GOAL LINE (GOAL CLEARANCE OR CORNER KICK), WHETHER ON THE GROUND OR IN THE AIR.
11. **GOAL CLEARANCE:** METHOD OF RESUMING PLAY WHEN THE BALL HAS CROSSED THE GOAL LINE LAST TOUCHING THE ATTACKING TEAM. THE BALL IS PUT BACK IN

PLAY FROM THE GOALKEEPER'S HANDS. GOALKEEPER IS NOT LIMITED BY STEPS WITHIN THE PENALTY AREA. DISTRIBUTION MUST ABIDE BY RULE 15.

- 12. CORNER KICK:** METHOD OF RESUMING PLAY WHEN THE BALL HAS CROSSED THE GOAL LINE LAST TOUCHING THE DEFENDING TEAM
- 13. SLIDE TACKLING:** SLIDE TACKLING THE BALL BY FIELD PLAYERS IS NOT PERMITTED.
- 14. INJURIES:** ANY PLAYER WHO IS BLEEDING MUST LEAVE THE FIELD. TIME WILL NOT BE STOPPED FOR INJURIES.
- 15. GOALKEEPER RELEASE:** THE BALL MUST BE DISTRIBUTED VIA THROW AND MAY NOT PASS THE MIDFIELD LINE IN THE AIR WITHOUT FIRST TOUCHING A PLAYER OR THE GROUND.
- 16. GOALKEEPER:**
  - A. THE GOALKEEPER MAY NOT HANDLE THE BALL IF INTENTIONALLY PASSED TO HIM FROM THE FEET OF HIS OWN TEAMMATE.
  - B. THE GOALKEEPER IS NOT LIMITED IN STEPS IN HIS PENALTY AREA.
- 17. DIRECT AND INDIRECT FREE KICKS:**

OPPOSING PLAYERS MUST GIVE TEN FEET ON ALL KICKS AND CORNER KICKS OR MAY BE CAUTIONED (**REKICK**). KICKERS MAY NOT PLAY THESE KICKS A SECOND TIME UNTIL THE BALL IS TOUCHED BY ANOTHER PLAYER.
- 18. MISCONDUCT RULES:**
  - A. YELLOW CARD: CAUTION
  - B. RED CARD: THE OFFENDER MUST LEAVE THE PLAYING FIELD (INCLUDES BENCH AREA) AND MAY ONLY BE REPLACED AFTER TWO MINUTES OR IF A GOAL IS SCORED; WHICHEVER OCCURS FIRST. PLAYER IS ALSO SUSPENDED FOR THE SUBSEQUENT MATCH.
  - C. COACHES/TEAMS CAN BE ISSUED CARDS AND THEIR TEAM WILL PLAY SHORT AS STIPULATED IN 18 B.
  - D. DISCOVERY SPORTS CENTER MAINTAINS A "ZERO TOLERANCE POLICY" TOWARDS FIGHTING.
- 19. TIE BREAKERS:** (LEAGUE)
  1. HEAD TO HEAD
  2. LEAST GOALS AGAINST
  3. GOAL DIFFERENTIAL
  4. NUMBER OF FORFEITS TEAM HAS.
- 20. POINT SYSTEM:** WIN=3 TIE=1 LOSS=0

A COMPLETE SET OF THE UNITED STATES FUTSAL FEDERATION "LAWS OF THE GAME" ARE ON FILE IN THE DISCOVERY SPORTS CENTER OFFICES AND CAN ALSO BE ACCESSED AT [HTTP://WWW.FUTSAL.ORG/USFFLAWSI.HTM](http://www.futsal.org/usfflaws.htm)