

Gold Star Futsal League

RULE 1 - THE COURT

The futsal court will be approximately 30yds x 22yds for league and tournament play.

RULE 2 - GOALS

Goals will be 3ft x 5 ft for 4 v 4 leagues and tournaments. Goals will be 6ft x 12ft for 5 v 5 leagues and tournaments.

RULE 3 - THE BALL (SOCCER BALL)

The soccer ball will be a regulation futsal ball with a specially designed low bounce bladder.

RULE 4 - TEAMS AND PLAYERS

Teams are comprised of:

- 4 v 4: four field players and no goalkeeper
- 5 v 5: four field players and one goalkeeper.

A team must have three players to begin a match. No team may have fewer than three players on the court at any time.

RULE 5 - ROSTERS

Players must be rostered to participate in league games. Each team may roster a maximum of 10 players on a team (4 v 4: max. 9 players). Each team must have their rosters signed by a league representative. Coaches are responsible to have a copy of the rosters present at all games. The referee will check in all players before each game. No player can be rostered by two teams in the same league at the same time.

RULE 6 – ADD/DROP PLAYERS

Teams can add/drop players from their roster up to the third week of the session. Each team may have a maximum of three add/drop players per session. To add/drop a player you must cross out the player no longer on the roster and add the player under the add section of the roster. Each team must have add/drop players on the roster signed by a league representative before they can play in a league game. Once a player has been dropped from a roster that player cannot register with the same team during the same session.

RULE 7 – GUEST PLAYERS

No guest players are allowed. All players must be on rosters and cannot play unless they are formally on the team's roster.

RULE 8 – PLAYERS EQUIPMENT

- All players must wear the following: shirt, shorts, shin-guards, socks, non-marking sneakers -- no exceptions. We ask that each team would at least wear matching tops (can be jerseys, t-shirts, sleeveless; but must be matching). The goalkeeper must wear a different color jersey than the outfield players.
- No casts or splints are allowed.
- Jewelry, earrings and other dangerous items are not permitted.
- All players must change their footwear in the facility lobby before entering the gymnasium.
- Coaches with wet feet must change their footwear as well.
- Teams are expected to arrive a minimum of 20 minutes before kickoff.
- Teams are responsible for providing their own medical supplies
- In the event two teams are wearing the same color, the home team must change colors and must do this before kickoff.

RULE 9 - DURATION OF THE MATCH

Each regular season match consists of two equal halves. A two-minute half-time period will occur between halves. There are no timeouts, overtime, injury time or stoppage time.

- U5/6 & U7/8: 18 minute halves
- U9/10, U12, U14: 22 minute halves

RULE 10 - BEGINNING THE GAME

The home team will call the coin toss. The winner of a coin toss is allowed to elect whether they will kick off or take a side.

RULE 11 – SLIDE TACKLING

There is no sliding in futsal (see goalkeeping exception below).

RULE 12 – OFFSIDES

There are no offsides in futsal.

RULE 13– SUBSTITUTIONS

All substitutions are on the fly, including goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. Coaches are requested to change goalkeepers during halftime and after the opposing team scores.

- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- All substitutions must take place in front of the team bench -- not at the half-way line.
- All teams will switch ends and switch benches at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

RULE 14– GOAL AREA (4 v 4 LEAGUE/TOURNAMENT ONLY)

No player may enter into the goal area. If the defensive players enters into the goal area and impedes the ball from going in the goal the attacking team will be awarded a goal. If the attacking team plays the ball inside the goal area the ball will be stopped and the defensive team will be awarded a goal kick. If a ball stops inside the goal area the defensive team will be awarded a goal kick.

RULE 15– RESTARTS

- **Kickoffs:** Kickoffs are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.
- **Kick-ins:** Kick-ins are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. The kicker's plant 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.)
 - **Goal Kicks:** Goal kicks are taken when the whole ball crosses the goal line 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 anywhere in his own half outside the penalty area. The ball may not cross the half-way line without first being touched by another player. Infraction of the rule results in an indirect free kick from the spot the ball crosses the half-way line.
 - **3 v 3:** The ball must be kicked-in from inside the penalty area. The ball may not cross the half-way line without first being touched by another player. Infraction of the rule results in an indirect free kick from the spot the ball crosses the half-way line.
- **Corner Kicks:** Corner Kicks are indirect. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.
- **Free Kicks:** Free Kicks may be indirect or direct. The ball must be stopped completely before the kick may be taken.
- **Penalty Kicks:** Penalty Kicks are taken from the penalty spot and must be shot at goal by a clearly

identified kicker. Defenders may not be nearer to the ball than 15 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

- **Distance:** Opponents may not be closer to the ball than 15 feet.
- **Ceiling:** If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

RULE 16– FOULS & MISCONDUCT

- **Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent (without playing the ball), prevents the goalkeeper from releasing the ball with her hands, commits any offence for which play is stopped to caution or eject a player.
- **Direct Free Kicks:** When a player kicks or attempts to kick an opponent, slides or slide-tackles (automatic yellow card/caution) an opponent, jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponents, pushes an opponent, holds an opponent, spits at an opponent, touches the opponent while attempting to win the ball, handles the ball deliberately.
 - **Yellow Card / Caution:** The offending player is shown a yellow card.
 - **Red Card / Ejection:** The offending player must leave match and facility. The offending team plays down for five minutes unless scored upon before the five-minute penalty expires. The offending player serves a minimum one-match suspension. League officials will determine the length of the suspension.

RULE 17– ACCUMULATED FOULS (4 v 4 / 5 v 5 LEAGUE/TOURNAMENT ONLY)

- All fouls are recorded on the score sheet. If a team accumulates six fouls in one half, a penalty kick is awarded for that sixth foul. A penalty kick is also awarded for every second foul after the sixth fouls in that half. (6th, 8th, 10th, 12th foul).
- Penalty kicks must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 15 feet and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper must stay on the goal line for the penalty kick. Accumulated fouls are reset to zero at the beginning of the second half.

RULE 18– THE GOALKEEPER

Must wear a different color shirt. He may wear long pants and/or other padding as deemed safe by the match referee.

- May slide in his own penalty area and only when playing the ball.
- May receive a kick-in directly.
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than four seconds in his own penalty area.

RULE 19– FACILITY

- Balls may only be used inside the Arbors. Players may stretch and loosen in the hallway but may not use balls.
- Only futsal balls may be used inside the facilities.
- No child should be unattended in our facilities. Young spectators must remain with a parent or guardian at all times.
- Please do not go, or allow players or spectators to go, into any area of a facility not futsal-related ... eg, stay out of classrooms, unrelated hallways and stairwells, etc. Remain in the gym, lobby or their immediate corridors. There is no ball playing in the hallways.

RULE 20- PARKING

- Park only in marked spaces. All others will be towed at owner's expense!

RULE 21- PROTESTS

No protests are allowed. All decisions by referees, league directors and tournament directors are final.

RULE 22- WEATHER

- In the event that inclement weather causes cancellation of games, every effort will be made to make up the games. However, there are no guarantees and no refunds will be issued.
- Generally speaking, a couple inches and games are on as scheduled. More than 2-3 inches and we will likely adjust the schedule (delayed start/early closure) or complete postponement/cancellation. Facility closure decisions are at the discretion of the facility.
- Announcements will always be posted on the web site. Coaches and managers will receive email only in the event of changes to the schedule. All are advised to check the web site up to one hour before departing for games.