

CITY OF PLACENTIA FUTSAL RULES OF PLAY

UPDATED 10/24/16

RULE 1. THE GAME

1. **FUTSAL** is a game between two teams, under the direction and **control of a manager**, played on a suitable court in accordance with these rules, under the jurisdiction of one or more referees.
2. **KICK OFF.** Teams' start in front of own bench sides. Away team kicks off first.
3. **THE HOME TEAM** will be decided by a coin flip for the purpose of uniform priority.
4. **A REGULATION GAME** shall consist of two (2) twenty five-minute halves. Duration of league games may be altered and will be decided by the Community Services Coordinator. Teams are guaranteed **8** regular league games. 10 regular league games will be played whenever possible. Playoffs and Championship games are in addition to the 8 regular league games. Forfeited games will not be made up.
5. **THE CLOCK MAY BE STOPPED** due to the following circumstances based on the referees judgment:
 - (a) Excessive substitutions by a team made in an effort to delay the game
 - (b) Time lost due to serious injuries to a player(s)
 - (c) Other cause at the discretion of the referee
 - (d) If a team calls for a timeout. Each team has a single 1 minute time out per half. They do not carry over to the second half if not used in the first. A team can only call a time out when they are in possession of the ball.
 - (e) If the clock stops for any reason and the time remaining is less than 1 minute the clock will not be started again. Instead the remaining time will be governed by the referee.
6. **MATCH OVERTIME.** Overtimes will only be used to determine a tie in playoff and championship games. There will be a five-minute (5) sudden death overtime period followed by a second five-minute (5) sudden death overtime period if necessary. In the event that the game is still tied penalty shots (3 per team) will be taken until there is a winner. **Note: league games may end in a tie.**
7. **HALF TIME** for all games will be 5-minutes. The half time may be shortened by the Community Services Staff and/or referee due to time constraints, but must be at least 2-minutes in length.
8. **FORFEITED GAMES** will be declared by the referee in favor of the team not at fault in the following cases:
 - (a) If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeits by the organization in which the team is playing. The grace period for all games is 5-minutes.
 - (b) If, after the game has begun, one side refuses to continue play, unless the game has been suspended or terminated by the referee.
 - (c) If, after play has been suspended by the referee, one side fails to resume playing within two minutes after the referee has blown his whistle to resume play.
 - (d) If a team employs tactics designed to delay the game.
 - (e) If, after warning by the referee, any one of the rules of the game is willfully violated.
 - (f) If the order for the removal of a player or spectator is not obeyed within two minutes.
 - (g) If an ejected player or spectator does not leave the field, park and facility (including parking lot) within five minutes.
 - (h) If, because of the removal of a player or players from the game by the referee or for any cause, there are less than four (4) players on either team.
 - (i) The referee has the authority to forfeit a game when he feels the situation is such that physical harm may come to themselves, players or spectators.
 - a. ***THERE IS A FORFEIT FEE* the team that forfeits is responsible for paying a forfeit fee that totals \$40. The payment needs to be made 48 hours after the initial forfeited game. If a member of the forfeiting team can make it to the gym on time they have the option of paying both referee fees totaling \$24 dollars and avoiding the extra \$16 fee.**
 - b. **The fee must be paid within 14 days following the forfeited game date. If the fee is not paid before 6:00pm on the 14th day their future games will be forfeited until the fee is**

paid. This will result in additional forfeit fees.

9. **FORFEIT PENALTIES** will be assessed in the following manner:
 - (a) A forfeited game will tally a negative one (-1) point toward pool standings. Games played involving illegal players will tally a negative two (-2) points toward pool standings.
 - (b) In case of a **double forfeit**, the penalty is the same as it is with a single forfeit **if the fee is collected through the city.**
 - (c) A team may be removed from the season, without refund, for excessive forfeits and may be barred from future seasons.
 - (d) If a team is charged with a forfeit for any reason before the start of the game, that team will be responsible to pay the referee fees in entirety. If a forfeit is charged to any team after play has begun and referee fees have already been paid to the official(s), then each team is responsible for their portion.

10. **THE SCORE OF A FORFEITED GAME SHALL BE 3-0.**

RULE 3. THE FIELD

1. **PENALTY AREA** will be area within the goal area marked on the court. **PENALTY AREA SPOT** is located directly in the center of the field at the free throw line.
2. **THE OFFICIAL GOAL SIZE** for Futsal is 6'6 x 10'. Nets must be attached so that they do not interfere with any players.

RULE 4. TEAMS, ROSTERS, PLAYER ELIGIBILITY AND SUBSTITUTES

1. **PLAYERS:** The game is played with 2 teams of five (5) players on each team. The minimum number of players needed to start or finish a game is four (4). A team cannot play with less than four (4) players at any time.
2. **ILLEGAL PLAYERS:** are players not listed on the official roster of a team and or do not meet the age requirements. Illegal players also include players that have been suspended by the league or league officials.
3. The team Manager will serve as the team Captain on the field that will be responsible for (1) representing the team, (2) addressing a referee(s) on matters of interpretation, and (3) to address a referee to obtain essential information.
3. **SPORTSMANSHIP:** Managers are responsible for the conduct tolerated of their players and fans. Unsportsmanlike conduct will not be accepted. Any unsportsmanlike conduct by managers, players or fans may result in an ejection from the game and facility. A disruptive fan can cause a team to forfeit the game.
4. **ROSTERS:** Rosters are kept in the Futsal binders at the gyms. Each team shall be allowed a maximum of fourteen (14) players on its team roster including the manager. Do not write nick names or middle names on the roster. Changes to a roster can be made at the gym during a game night. If a change is being made to a full roster the change must be made using an add/drop form. After the SEVENTH league game a team's roster becomes set and no more changes can be made. In order for a player to be eligible to play in playoff or championship game they must have played in at least two regular league games.
5. A player may compete on only one team per division.
6. **IDENTIFICATION.** All players must have a positive means of identification at EACH game. The type of ID should be of official nature and should be either government issued (driver's license, state ID card or passport); from a reputable credit card company with picture of card holder on card; or an official employee identification card of a nationally recognized company. Check cashing cards or other type of identification of this nature will not be valid. For divisions with age requirements, the identification must list birth date.

7. **IDENTIFICATION PROCESS.** At the beginning of each game all players must present their ID to City staff who will reference the players name to the official roster and game card.
8. **ELIGIBILITY.** Decisions regarding player eligibility and other protests will be made final by the Community Services Coordinator or Community Services Senior Specialist, NOT the referee or other on site City staff.
9. **AGE: All players must be at least eighteen (18) years of age. No exceptions will be made.**
10. **SUBSTITUTIONS:** Each team has unlimited, “on the fly” substitutions during play or when play has ceased for that field player. Play is ceased when a goal is scored, a penalty is awarded, or an injury time-out is called. A player may substitute for the goalkeeper only on dead balls and must be signaled in by referee. If a substituting player enters the field of play and becomes “involved” in the play before the substituted player has left the field, an indirect free kick will be awarded to the opposing team. Substituting players must enter and leave the field from the bench side of the field. All substitutes must enter from the sideline which his bench is sitting (next to community services staff) and must enter/exit within 5 yards of mid court.
11. **SUBSTITUTIONS ARE UNLIMITED** and players may continually re-enter the game.
12. **YELLOW CARDS** are warnings given to a player for the following offenses:
 - (a) A player is guilty of unsportsmanlike behavior either verbally or by action.
 - (b) A player is guilty of purposely delaying the game.
 - (c) A player continually violates the rules of the game.
 - (d) A player fails to meet the distance requirement for corner kicks, free kicks and re-starting situations.
 - (e) A player enters the field in a manner not consistent with the rule book.
 - (f) A player deliberately uses their hands in the field of play.

Yellow Cards require a mandatory penalty for at least 2 minutes. No substitutions can be made.

 - (g) A player can resume play before the two (2) minutes is up if their team is scored upon
 - (h) If the goalie receives a yellow card for dissent they must sit two (2) minutes. If they receive a yellow card for any other reason another player on the field can sit out the two (2) minutes for them.
 - (i) If two players on opposing teams receive a yellow card at the same time neither team can sub back in if they are scored upon.
 - (j) If two (2) players on the same team get a yellow card at the same time the players will take turns serving their penalties as the minimum amount of players needed to play is four (4).
 - (k) If a player receives a yellow card and one (1) of their teammates is currently serving a two (2) minute penalty they will continue to play until their teammate has finished their two (2) minute penalty as minimum amount of players needed to play is four (4).
 - (l) If a yellow card penalty results in only three (3) players able to play on the field that team forfeits the game because the minimum number of players needed to play is four (4).
 - (m) If a player receives a second yellow card in a game it will be counted as a soft red card. That player will be ineligible for the rest of the game and must leave the facility and parking lot within 5 minutes or their team will forfeit, but they will be eligible to play in the next game. This person may be substituted for after the 2 minute yellow card penalty is over or before the 2 minute penalty is over if the team is scored upon.
13. **RED CARDS** are automatic ejections. Any player receiving a red card must leave the field, facility and parking lot within 5 minutes or the game will result in a forfeit for their team. No substitutions can be made for a player receiving a red card. Their team must play a man down for the rest of the game. If a red card penalty results in only three (3) players able to play on the field that team forfeits the game because the minimum number of players needed to play is four 4. A red card is given to a player for the following offenses:
 - (a) A player is guilty of violent conduct including fighting.
 - (b) A player is guilty of intent to injure another player.
 - (c) A player is guilty of spitting at or on an opponent.
 - (d) A player is guilty of vulgar and offensive language or gestures towards players, referees, coaches or spectators.**
 - (e) A player is guilty of severe unsportsmanlike conduct.
 - (f) A player receives a second yellow card in a game will receive a soft red card. They will be ineligible for the rest of the game and must leave the facility, but will be eligible to play in the next game.

14. **EJECTIONS** All ejections will be reviewed by the Community Services Coordinator and/or Community Services Supervisor to see if further action needs to be taken.
- (a) Any player receiving a red card in a game will be ejected from that game and will be suspended from his/her team's next game as a minimum penalty. This penalty will cross over seasons if the red card happens in a playoff or championship game. Suspensions may be increased depending of the degree on the infraction by the Community Services Coordinator. Red cards received for fighting can cause the player to be ineligible for the rest of the season. In some cases the player may not be allowed to play in future seasons as well. These decisions will be made by the Community Services Coordinator and Community Services Specialist.
 - (b) A red card is worth 2 points. A yellow card is worth 1 point. Any player receiving 5 card points in a season will be ineligible for the remainder of the season. When a player receives their 5th card point they will become ineligible and will not be able to finish the game.
 - (c) **Any player, coach or spectator that is ejected from a game for any reason must leave the field and facility within 5-minutes. If the person refuses to leave, the game will be a forfeit for that team.**

RULE 5. RULES, FOULS, FREE KICKS AND THROW-INS

1. **SLIDE TACKLING** and playing the ball from the ground is prohibited. **Penalty for Violation** will result in a direct kick. If the slide tackle was flagrant or the action had the intent to injure another player, the referee may issue a yellow card or red card for dangerous play based on his discretion. Players must stay on their feet at all times.
2. **OFFSIDE.** There will be no offside rule in Futsal.
3. **HAND BALL.** A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm. **Penalty:** Direct free kick and the referee has the option of issuing a yellow card if the action is deemed unsportsmanlike. A deliberate hand ball that disallows an obvious goal as determined by the referee will result in a red card and penalty kick only if it occurs in the penalty area.
4. **OBSTRUCTION** is the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, running between an opponent and the ball, or using the body as an obstacle. **Penalty:** Direct free kick.
5. **DANGEROUS PLAY** is an act, in which a referee considers likely to cause injury to any player. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate). **Penalty:** Indirect free kick.
6. **HOLDING, PUSHING.** A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body. **Penalty:** Direct free kick.
7. **CHARGING.** There is no charging allowed. A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using excessive force. **Penalty:** Direct free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
8. **SPITTING, KICKING, STRIKING, AND TRIPPING.** A player shall not spit, kick, strike, attempt to kick, or strike an opponent. **Penalty:** Direct free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
9. **BALL** is considered **OUT OF PLAY** when it has entirely crossed the end line, sideline, and goal line on the ground or in the air. The ball is considered in play at all other times.
10. **DIRECT KICKS** (Penalty Kicks) can be scored directly from the kick without touching another player. Players must retain a distance of three (3) yards (9 feet) prior to the kick on all direct kicks in Futsal.

11. **INDIRECT FREE KICKS** will be awarded for all dangerous play as determined by the referee and must touch at least 2 players before a goal can be scored. Defenders must retain a distance of three (3) yards (9 feet) at Oberle Gym and a distance of two (2) yards (6 feet) at Tynes Gym. The distance is marked on the floors with tape and cones.
12. **KICK OFFS** are indirect kicks and are used to restart play at the beginning the game, after half time, beginning overtime, or after a scored goal. The ball does NOT have to move forward on a kick off. Players must retain a distance of three (3) yards (9 feet) on all kicks offs and all players must be positioned on the side of the field they are defending. A traditional center circle is not marked in Futsal.
13. **GOAL KEEPERS AND GOAL CLEARANCE (GOAL KICK)** A goal clearance is a method of restarting play. A goal may not be scored directly from a goal clearance. The goal clearance is awarded when the whole ball, having last been touched by a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored. A goal clearance can take to following forms:

1) The ball is thrown from any point within the goalie zone by the goalkeeper of the defending team. The ball is in play when it is thrown directly beyond the penalty area. The ball must touch the ground or another player before the half court line. The ball may not be punted.

2) If the ball is dropped to the ground by the goalie it will be considered a live ball and it may be kicked past the half court line. A goal cannot be scored from the kick unless it touches another player. (This is to ensure that goalies do not try and score a goal with every clearance.) After the ball is dropped to the floor it must not be picked back up again.

Opponents must remain outside the penalty area until the ball is in play. The goalkeeper does not play the ball a second time until it has touched another player. Goal keepers may only dive to save a goal in the goal zone only. A goal keeper cannot pick up a ball received by a teammate as a pass. As a goalkeeper they may not score a goal for their team however, as a defender they may score. A goal keeper only has 5 (five) seconds to clear the goal once they have taken possession of the ball.

Penalties for illegal Goal clearance Procedures:

- (a) If a goal keeper fails to clear the goal within 5 (five) seconds of taking possession of the ball. **Penalty for Violation:** 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.
- (b) After the ball is in play, the goalkeeper touches the ball a second time, before it has touched another player. **Penalty for Violation:** An indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty spot.
- (c) The goal keeper cannot slide/dive towards an opposing player. This will result in a penalty kick. They can slide/dive laterally head first to block a goal only. Sliding/diving feet first at an opposing player to block a goal will result in a penalty kick.

14. **CORNER KICKS** are indirect kicks and must be taken from corner of the court. Defenders must retain a three (3) yard (9 feet) distance from the ball prior to the kick. Corner kicks are awarded when a ball passes over the end line on the ground or in the air as a result of the defensive team. The ball can be place anywhere 1 foot from the corner.

Penalties for illegal Corner Kick Procedures:

- (a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball. **Penalty for Violation:** An indirect kick is awarded to the other team at the spot of the second touch.
- (b) The defense must retain a three (3) yard (9 feet) distance on corner kicks. **Penalty for Violation:** Kick is re-taken.

15. **PENALTY KICKS** will only be awarded for penalty area violations and penalty shots to determine the winner of a game after the over-time period. Penalty shots will be taken from the penalty spot (any where on the free throw line). The ball must be positioned on a portion of the marked penalty spot. The kick is considered a dead ball with only 2 results. (1) If the penalty kick crosses the goal line entirely, a goal will be awarded. (2) If the ball goes out of bounds on the kick. All players on both teams, excluding the kicker, must stand outside of the penalty area during the kick. The kicker must be clearly identified and referee must signal the kicker before the try.

16. **PENALTY SHOT PROCEDURE TO DETERMINE A WINNER OF A GAME (TIE BREAKER IN A PLAYOFF OR CHAMPIONSHIP GAME).** Under this scenario, 3 players will be selected by each team to take a penalty shot (free throw line). A coin flip will determine which team will kick first for all rounds. If at the conclusion of the penalty shots the game is still tied, the same 3 players will participate in a sudden death round of penalty kicks. The order of kickers must remain the same. Injury substitutions for injuries during penalty kicks will not be allowed.

17. A **DROP BALL** is a way of restarting the match after a temporary delay while the ball is in the field of play for any reason not covered.

18. A **KICK-IN** is awarded when the whole ball passes over the touch line, either on the ground or in the air, or hits the ceiling. A goal cannot be scored directly from a kick-in. A kick-in must be taken from the place where it crossed the touchline to the opponents of the player who last touched the ball. The ball must be stationary on the touchline and is kicked back into play in any direction. The player taking the kick-in **MAY NOT** be IN BOUNDS when taking a kick-in. A player may have one foot ON the touchline when taking the kick but their body must be OUTSIDE the field of play when taking the kick. The players on the defending team must be at least three (3) yards (9 feet) from the place where the kick-in is taken.

Penalties for illegal Kick-In Procedures:

 - (d) A player cannot touch the ball again until another player has touched the ball. **Penalty:** An indirect free kick is awarded from the place where the penalty occurred.
 - (e) A defending player cannot be within three (3) (9 feet) yard distance. **Penalty:** A kick in is retaken

RULE 6. EQUIPMENT

1. **SHOES** must be worn by all participants. Rubber soled shoes or tenni shoes are reccomended. No cleats are allowed.

2. **SHIN GUARDS** must be worn by all players and be made of rubber, plastic or similar material. Shin guards must be worn so they are covered entirely by socks to provide a reasonable degree of protection.

3. **OFFICIAL FUTSAL BALL** shall be a low bounce futsal ball. The City of Placentia Community Services Department will provide a game ball. Teams and players may bring their own ball and use that ball if the referee, on site staff and both teams agree.

4. **UNIFORMS** must meet the following requirement:
 - (a) Starting the 5th game of the season all teams must have the same color / style uniform shirt with a permanent number on the back. Same color T-shirts with permanent numbers are acceptable.
 - (b) A player not having the same color uniform shirt will not be allowed to play.
 - (c) No player may have the same number as another player on the same team.

5. **JEWELRY.** Exposed jewelry such and wrist watches, bracelets, large or loop earring and neck chains may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body. **Penalty for use:** of illegal equipment is its removal from the game and a yellow card issued to the player in violation.

6. **ATHLETIC BRACES/CASTS:** A cast or surgical brace may not be worn at any time.

RULE 8. POINT STANDINGS

1. Season standings will be based on the following:

Win	-	3 points
Tie	-	1 point
Loss	-	0 points
Forfeit	-	-1 point
Forfeit	-	-2 points for involving an illegal player

2. In the event of a two-way tie:
 - (a) The best record, head-to-head, will determine the pool champion.
 - (b) If the teams are still tied, "goals scored" during head-to-head will determine pool champion.
 - (c) If the teams are still tied, a coin flip will determine pool champion.

3. In the event of a three-way tie:
 - (a) The best record involving games against the teams tied will determine the pool champion
 - (b) If the teams are still tied, "goals scored" during head-to-head will determine pool champion.
 - (c) If the teams are still tied, a coin flip will determine pool champion.

4. In the event of a tie involving more than three teams, the Community Services Coordinator will determine the tie-breaking procedure based on the previous methods.

APPENDIX A – PROTEST PROCEDURES

*** A protest form and a \$ 25 dollar deposit must be taken. The protest fee will only be returned if your protest is found to be deemed in your favor ***

1. **THE NOTIFICATION OF THE INTENT TO PROTEST** must be made immediately after the play in question has been called.
 - (a) The captain or manager of the protesting team should immediately notify the head referee and a league official or Community Services Coordinator that the game is being continued under protest.
 - (b) All interested parties shall take notice of the conditions surrounding the making of a decision that will aid in the correct determination of the issue.
 - (c) At the conclusion of a game a formal written protest must be filed with the league or Community Services Coordinator within 24 hours of the protest.

2. **PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED ARE:**
 - (a) Failure of a referee to apply the correct rule to a given situation.
 - (a) Misinterpretation of a playing rule.
 - (b) Failure to apply or impose the correct penalty for a given violation.

3. **PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED** if they are based solely on a decision involving the accuracy of judgment on the part of the referee. A protest will not be considered if it is made after the conclusion of the game.

4. **A FORMAL WRITTEN PROTEST MUST BE MADE AT THE CONCLUSION OF THE GAME AND SHOULD CONTAIN THE FOLLOWING INFORMATION.**
 - (a) The date, time and place of game.

