



# FIRST TOUCH FUTSAL

## GENERAL RULES

There are 4 field players and a Goal Keeper (GK). You must have 3 players to start the game.

No offside

GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If the GK is in the opponents half, they have no time-handling restrictions.

Home team will wear light color shirt and the away team will wear dark color shirt. Home team will change if there are conflicts on the jersey color.

**\*\* From U9 – U12- the GK can handle (pass back) the ball by utilizing his or her feet unlimited times.**

**\*\* From U13 and older, the GK can only handle (pass back) the ball with his or her feet, only once, unless the ball:**

1. **Touches the opponent**
2. **Ball crosses midfield**
3. **Ball goes out of bounce**

**\*\*\*It will be an Indirect Kick on top of 3 pt. line if GK touches the ball twice in same sequence.**

Two, 20 minute halves for league play. 3 minutes for half time.

### **Substitutions**

Free substitutions are made "on the fly". Player can only enter or leave the game in the substitution area by their respective benches, and a player may only enter a game after the player they are replacing has



left the field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

### **Kick off**

Opposing players must give 5 yards until ball is in play. Ball can be played forward or back to restart game. A goal **MAY NOT** be scored directly from the kick off.

## **BALL OUT OF PLAY**

### **Kick in**

A ball kicked out over the touch line (side line) by one team becomes the other team's ball. The team kicking in has 4 seconds to get the ball back in play or it becomes opponent's kick in. Defense must give 3 steps distance. The referee will give a visual count with his hand. Players taking kick- in cannot step into the field while kicking ball back into play. Goals cannot be scored from kick-ins.

If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

### **Goal Clearance**

**Futsal for goal kick. When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it.** The throw can be played to a teammate inside the penalty area, and can be thrown to the other side of the field (can throw ball past half-line). **A goal cannot be scored directly from GK throw (unless it touches GK or another player).** Opposing team must stay out of penalty area during a goal clearance. If opposing players touches ball before it leaves penalty area, GK retakes the throw. The GK may throw the ball past the midfield line.

**GK Punts:** GK may not punt the ball.



## Corner Kick

Kick is taken at the point where goal line and touch line meet (at corner).

## FOULS AND MISCONDUCT

### Fouls

Slide tackling is a major foul in futsal. It is not allowed in any situation where there is contact between players or where referees believe that contact could have resulted. An indirect free kick will be awarded to the other team.

### Exceptions

The GK is allowed to slide in an attempt to clear the ball, if in referees' judgment; his slide is an attempt only to make contact with the ball, not the opponent. If GK slide is reckless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bounds or an offensive player sliding to knock the ball into the goal where there are no other defensive players close to the play. ***Players and coaches should use this general rule, if you slide tackle near a player, assume it will be called a major penalty.***

### 6th Accumulated foul

Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal. The kicker has a maximum of two steps to approach the ball (no long run ups).

### Fouls resulting in Direct Kick

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges an opponent



- Strikes or attempts to strike an opponent
- Pushes an opponent
- Holding an opponent
- Gk handles ball outside box

### **Fouls resulting in Indirect Kick**

- Slide tackling
- Pass back to gk and picks ball up. Indirect free kick outside the box
- Head ball
- 4 seconds on GK. Indirect free kick outside the box

### **2 minute Penalty**

Handling the ball deliberately, except for GK in their area. Also, denying an obvious goal-scoring opportunity to an opponent moving towards the goal. Player sent off must sit out for 2 minutes and penalized team plays down a player for the 2 minutes. Substitution is allowed after 2 minutes. No shoulder charging.

### **Direct/Indirect Free Kick**

3 yards of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

**Heading-** No heading from U9 – U12. Heading is permitted from U13 and above.

**Bracket Winners-** Each team shall be awarded three points for a win and one point for a tie. The bracket winner shall be the team with most points. In the event that two or more teams are tied, the tie-breaking rules are as follows:

- Head to head (does not apply if more than two teams are involved)
- Most wins
- Most shutouts



- Goals Against
- Goal Differential

**Player Eligibility-** Players will be allowed to play in multiple teams (two teams) within their age group only if they are participating in a Futsal Academy/Training program (IE..False 8, MV Futsal Academy, Inter Futsal Academy, Intensity, BEAST ) or their club teams has split up one team into two teams in order to participate in the league (IE..Liverpool Team 1 and Liverpool Team 2). These players will be allowed to play with their club team and their Futsal Academy/Training program.