

Laws of the Game and Rules of Competition

The FIFA Futsal Laws of the Game apply, except as modified in these rules.

You can view a copy of the most recent edition of the Futsal Laws of the Game from FIFA's website:
<https://digitalhub.fifa.com/m/10690cc74b6dd26d/original/Laws-of-the-game-Futsal-2021.pdf>

Minimum and Maximum Number of Participants in a Match

A match is played by two teams of not more than five players each, one of whom is the goalkeeper. A match may not start if a team does not have at least three players and one eligible adult/coach.

Substitutions

Unlimited substitutions are permitted on the fly. Players enter and leave the pitch from their team's substitution zone, in front of the team's bench area. A substitute may only enter the pitch after the player being replaced has left the pitch. A substitute may change places with the goalkeeper on the fly. A player on the pitch may change places with the goalkeeper, however, this player must do so during a stoppage in the match and must inform the referee(s) before the change is made.

Substitutions for sent-off players: A substitute player may replace a sent-off player by entering the pitch two full minutes after the sending-off, provided that the substitute has the authorization of the referee. If the opposing team scores a goal before the two minutes have elapsed, the substitute may enter at that time

Offside

There is no offside in futsal.

Heading

A player may not intentionally use his/her head to play the ball.

Slide-Tackle

A player may not challenge an opponent for a ball by slide-tackling.

Length of Matches and Ball Size

All matches are played with 22-minute running clock halves, with a 3-minute halftime. One 1-minute time out per half per team.

U12 and under use a futsal size 3 ball

U13 and above use a futsal size 4 ball

Timeout

A coach may ask the referee for a timeout. The referee grants a timeout when the team that has requested it is in possession of the ball and the ball is out of play.

Half – time interval

Players are entitled to an interval at half-time, not exceeding 3 minutes. The teams change halves of the pitch and the team officials and substitutes switch benches

Uniforms & Equipment

All players on the field must wear matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper's uniform must be a different color from that of the opposing keeper, all other players on the field, and the referee. Goalkeepers are allowed to wear appropriate pants instead of shorts. A player may not wear or use any equipment that is dangerous to himself or another player. No jewelry is permitted. Shin guards, entirely covered by socks, are mandatory in all games.

Futsal Court on a basketball court



Team Sidelines

Both teams must be on one side of the pitch. Teams will switch benches after the first half. A team's bench is always located on the side of the pitch they are defending.

Kick-Off

The team that wins the toss of a coin decides which goal to attack in the first period or to take the kick-off. A goal may be scored directly against the opponents from the kick-off.

Ball Out of Play

The ball is out of play when it fully crosses any of the boundary. When putting the ball back in play, the ball must be stationary on the touchline at the point where it left the pitch. The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play. All opponents must stand at least 5 yards from the point on the touchline where the kick-in is to be taken. A goal cannot be scored directly from a kick-in

Goal Clearance

The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball is in play when it is thrown or released and clearly moves. The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play. Opponents must be outside the penalty area until the ball is in play. If the goal clearance is not taken within four seconds, an indirect free kick is awarded to the opposing team. If the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to

the opposing team, to be taken from the place where the ball crossed the halfway line. A goalkeeper is not permitted to be in possession of the ball inside his/her own half of the pitch for more than four seconds, whether: with his/her hands or arms (inside his/her penalty area) with his/her feet (anywhere in his/her own half of the pitch). The goalkeeper may not touch the ball with his/her hands or arms inside his/her own penalty area after it has been kicked to him/her by a teammate

Corner Kick

A goal may be scored directly from a corner kick, but only against the opposing team. The opponents must be on the pitch at least 5 yards from the corner until the ball is in play. The team taking the kick must deliver the ball within four seconds of being ready to do so. If the corner kick is not taken within four seconds, a goal clearance is awarded to the opposing team.

Direct Free Kick

The referees may allow play to continue by applying the advantage. If advantage is applied, the referees will indicate an accumulated foul as soon as the ball is out of play. All opponents must be at least 5 yards from the ball until it is play.

Re-starts

All free kicks must be taken: within four seconds; from the place where the offence occurred, except: free kicks to the defending team in its penalty area, which may be taken from anywhere in that area; indirect free kicks for an offence committed by the defending team inside its own penalty area or for an applicable offence when play was stopped with the ball inside the defending team's penalty area, which are taken from the penalty-area line at the point nearest to the place where the offence was committed

Where two or more defending-team players form a "wall", all attacking-team players must remain at least 1 yard from the "wall" until the ball is in play.

Accumulated Fouls

Accumulated fouls are those penalized with a direct free kick or penalty kick.

If the referee applies the advantage, the referee should indicate an accumulated foul.

Direct free kick beginning with the sixth accumulated foul by each team in each period (DFKSAF)

A direct free kick beginning with the sixth accumulated foul is awarded for the sixth accumulated foul and all subsequent such fouls committed by a team in each period. However, if the sixth or subsequent accumulated foul is committed inside the offender's penalty area, a penalty kick is awarded instead. A goal may be scored directly from a DFKSAF and the kicker must attempt to do so. The defending team's players may not form a "wall" to defend a DFKSAF

The ball must be stationary on the 10 yard mark or at the place where the DFKSAF offence was committed (provided that this was in the area between the defending team's goal line and the imaginary line outside the penalty area, 10m from and parallel to the goal line). If the DFKSAF offence was committed in this area, the kicker may choose to take the DFKSAF either on the 10 yard mark or from the place where the foul was committed. The player taking the DFKSAF must be clearly identified. The defending goalkeeper must be at least 5 yards away from the ball until it has been kicked. The

players, other than the kicker and defending goalkeeper, must be: on the pitch; at least 5 yards from the ball; behind the ball; outside the penalty area.

Four Second Count Referee Signal

FOUR-SECOND COUNT

