

Winter Futsal Tournament Rules

General Rules

- Games consist of 2x20 minute halves with a running clock and a 2 minute halftime
- There is no overtime, injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper.
- The G.K. must wear a different color jersey (or penny) than the outfield players.
- There is no offsides.
- No sliding or slide tackling allowed.
- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.

Restarts

Kickoffs: are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.

Kick ins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. A kick in that goes directly in the defensive goal is a corner kick of the opposing team.)

Goal Clearances: are taken when the ball wholly 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 outside the penalty area.

Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.

Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick may be taken.

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 16 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

Distance: For all of the above, except goal clearances, opponents may not be closer to the ball than 16 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.

Fouls and Misconduct

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with her hands or 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, slide tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.

Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.

Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

The Goalkeeper

- Must wear a different color shirt. She may wear long pants and/or other padding as deemed safe by the match referee.
- 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 throw the ball directly across the half-way line. A ball thrown directly into the opposing goal results in a goal kick for the opposing team.

Tournament Rules

- Each team will play three games
- Players are not allowed to play on multiple teams
- The game clock will start at the beginning of the assigned game time
- All players must sign a waiver before competing and teams must be paid in full

- Pennies will be assigned to any team not wearing the same color. Colors will be assigned when schedules are released.
- All players must wear shin guards and appropriate indoor soccer shoes or other court shoes, tennis shoes are permitted.
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