

# JCPRC Winter Indoor Futsal Rules

## Game Format for Competitive & Non-Competitive Divisions

U9/U11 Competitive	U6 & U9/U11 Non-Competitive
20 min halves	5 min quarters
3 min halftime	2 min quarter breaks
5v5 w/ goalie	3v3 no goalie
Full Court	Cross Court

### Substitutions:

All divisions will use a sub on the fly system. Subs will wait at the midfield strip, off the court, for the player being subbed to come off, similar to ice hockey. If a team tries to sub and ends up having too many players because of miscommunication, the most recent sub will receive a yellow card and the team will have to play down a man.

### Clock:

The clock runs continuously unless a long delay of play occurs (injury, power failure)

### Equipment:

- Non-marking shoes – indoor “Futsal” soccer shoes are the best
- Shin guards (proper fit)
- Soccer socks that completely cover the shin guards
- Athletic shorts are recommended
- Sports (impact resistant) eyewear (a player will be asked to remove eyewear that represents a danger from impact of the ball)
- **NO JEWELRY ALLOWED**

### Ball size:

A size three ball be used for U6, U9 and U11

A size four ball will be used for U14

### Notes

- Please arrive 30 minutes before your game with players ready to participate so that there is plenty of time to get your team ready for their 20 min. practice before the game and the game itself. We are on a tight schedule and request your cooperation to make sure everyone gets to play in a timely and efficient manner.
- Upon arrival we ask that you and your team please wait in the lobby and do not go into the gym and start to kick the balls around. Players will have adequate time to warm-up before each game
- JCPRC would like to remind all parents and coaches that this is a recreational/developmental league. Its all about the players having fun and developing their skills
- Good sportsmanship is highly encouraged. Please try to keep the atmosphere as positive as possible. Any inappropriate behavior or negative attitude towards a player, coach, referee, etc. will not be tolerated and could result in a rejection from the game and the facility.

## JCPRC 2016 Winter Indoor Futsal Rules:

We will be using the FIFA rules for Futsal applying changes that match our league standards.

### Duration of Game:

- See table on page 1
- Each team is allowed a 1 minute time out each half when they have possession of the ball

### Start of Play:

A coin toss is done to decide who starts with the ball and what side each team starts on. This is followed by a kick-off with the opposing team starting outside the center circle and not allowed to enter until the ball has been touched by the opposing team. The ball may not be touched twice in a row by the same person during the kick-off, and it is considered in play once the team with the ball has touched it backward or forward. Kick-offs will take place at the beginning of the game, after a goal is scored, and at the start of the second half or at the beginning of the 3<sup>rd</sup> quarter.

### Ball out of play:

- When it has wholly crossed the goal line, touchline, or sideline
- When the game has been stopped by a referee
- When the ball hits the ceiling (restart: kick-in at the place closest to where the ball touched ceiling outside of the goal box)

Touchlines, end lines, and goal lines are still considered in play.

### Method of scoring:

When the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means)

### Fouls and Misconduct:

All fouls will result in indirect free kicks except for fouls committed inside the goal box that would normally result in a penalty kick.

- Kicking or attempting to kick an opponent
- Tripping an opponent
- Jumping at an opponent
- Charging an opponent in a violent or dangerous manner
- Charging an opponent from behind
- Striking, attempting to strike, or spitting on or at an opponent
- Holding an opponent
- Pushing an opponent
- Slide tackling
- Handling the ball
- Dangerous play (deemed dangerous by referee)
- Obstruction
- Goalkeepers throws ball over halfway-line without it first touching the ground or another player
- Goalkeeper picks up a ball passed back to them by their teammate
- Goalkeeper picks up a kick-in from their teammate
- Goalkeeper holds the ball for 6 or more seconds in their hands (time wasting)

Yellow cards will be shown for:

- A substituting player enters the field from an incorrect position or before the player they are substituting for has entirely left the field.
- They persistently infringe on the laws of the game
- Show dissent with any decision from the referee
- They are guilty of unsportsmanlike conduct
- Slide tackling
- If the referee feels the situation “needs a booking” (the player receives a yellow card)

Red cards will be shown for: (players shown a red will not be sent off the field, not be allowed to be substituted, and will be asked to leave the gym area)

- Serious foul play
- Violent conduct
- Foul or abusive language
- Second yellow card offense
- Intentionally impeding a goal scoring opportunity
- If the referee feels the situation requires a “sending off” (the player receives a red card)

Rules of Expulsion:

- The team of the player who receives a yellow card will be sent off and that team will play down a man for 2 minutes or they are scored on, whichever come first
- The team of a player who receives a red card will be sent off and that team will play down a man for 5 minutes
- The two minute punishment will be checked by the referee or the timekeeper
- The player is allowed back on when the time is up and the referee is made aware of their return

Free kick:

- Only use indirect unless a penalty kick is awarded
- A wall may be set in front of the kick, but must be placed five meters (steps) away
- Ball is in play once it has been touched
- The kick must be taken within 6 seconds of the referee continuing play, if not it is turned over to the other team.
- The kicker may not touch the ball twice in a row.

Accumulated fouls:

If a team accumulates 5 fouls during a half that team will be required to pull a player off and play down a man for 2 minutes or until they are scored on, whichever comes first. These fouls refer to the ones described in fouls and misconduct sections along with the fouls listed for receiving a yellow or red card.

Kick-in

- To be taken in place of a throw-in
- The ball is placed on the touch line before kicking
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 5 of the ball being placed on the line, if it is not the kick-in will be given to the opposing team
- The kicker cannot touch the ball a second time until it has touched another player; infringement on this rule will entail to an indirect free kick for the opposing team from the point of infringement

- Players from the opposing team must be at least 5 m away from the kicker
- Kick-ins are considered indirect and cannot score a goal from them directly

#### Goal Clearances:

- To be taken in place of a goal kick
- From inside the penalty area the goalkeeper can throw or kick the ball into play
- The ball cannot cross the halfway line unless it has touched the ground or another player prior, in addition, the ball cannot cross half court if thrown.
- The ball is not in play until it has left the penalty area. If the ball is touched by a player before the ball leaves the penalty area then the goal clearance is retaken.

#### Corner Kick:

- Ball is placed on the corner, if the ball is misplaced then the kick is taken over
- Must be taken within 5 seconds of placing the ball on the line, failure to do so will result in an indirect free kick for the opposing team from the corner mark
- The kicker may not touch the ball a second time until it has touched another player, infringement on this rule will result in an indirect free kick for the opposing team from the spot of infringement
- Players on the opposing team must be 5 m away from the ball
- Cannot score a goal directly from a corner