



League Rules Summary

1. 2 X 24 minute halves
2. 5v5 (1 GK + 4 Outfield players)
3. 1 Timeout per half (1 minute, clock stops)
4. Foul accumulation (5 fouls, then every foul after is a direct kick)
5. Kick in's not Throw ins
6. Size 3 ball for U12 and Under
7. Size 4 Ball for Adults
8. Sub on the fly

League Rules Detailed

Below are detailed rules outline the summary section. Rules in certain areas WILL differ from outdoor

Game Length All ages and teams - Two 24 min halves with 2 min halftime – running clock

Teams

Each team is responsible for providing a light and dark jersey option. Team listed as home on the schedule will wear LIGHT colored jerseys, team listed as AWAY will wear DARK colored jersey.

Time Out: Each team may call (1) one-minute time out (clock DOES stop) per half (use or lose it)

- Time out requests are made to the referee at any time and awarded when in possession of the ball at a stoppage (Kick in, Goal Throw, or set piece). Referee will start 1min timeout and restart the clock once 1min expires.

Tackles U12 and under - No slide tackling (But can slide to block a shot) - Will use a size 3 Futsal ball

Adult - Slide tackling allowed but will be at ref's discretion if a foul is committed. - Will use a size 4 Futsal ball

Goalkeeper

- No goal kicks, but goal throws (The ball DOES NOT need to come out of the arc to be in play and the keeper has 4 seconds to release the ball. After 4 seconds, the whistle blows and the opponent is awarded an indirect free kick at the top of the arc)
- Goalkeeper can only possess the ball once per team possession and for no more than 4 seconds unless the keeper is over the half way line
- Once the keeper is over the half way line, the keeper is considered a field player. However, if the keeper crosses back over the half and touches the ball (Assuming the keeper already touched it), it would be an indirect free kick for the opponent as it would be considered a second possession.
- GK PUNTING GK can punt or drop kick after making a save from run of play, but not from goal clearance (goal kick), if so the opponent is awarded an indirect free kick at the top of the arc).

Fouls After 5 fouls in one half, the 6th foul is a free/direct kick for the opposing team at the 2nd penalty marker (10 meters) or where infraction occurred (Player taking it chooses) – Defending GK can come out as far as 5m from Direct Kick spot.

Sub Rule Subs can be on the fly at any time during the game

Kick ins No throw ins. There are kick ins. The ball must be on the line and stopped. An illegal kick in (Moving ball, ball on the court or ball at a long distance behind the line) results in a turnover. Foot on the court (plan foot) is not an infraction anymore – totally allowed. Players have 4 seconds to get the ball in play as well. Players defending must be at least 5 meters away from the ball

Free kicks Players have 4 seconds to get the ball in play as well once placed on the ground. A wall may be requested, then 4 seconds apply AFTER referee whistle is blown. Players defending must be at least 5 meters away from the ball. If, when a

free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken and the offending player is cautioned, unless the advantage can be applied or another infringement is committed that is punishable by a penalty kick. If the infringement is punishable by a free kick, the referees decide whether to punish the original infringement or the one committed subsequently. If the second infringement is punishable by a penalty kick or direct free kick, another accumulated foul is recorded against the offending team

Kick off Players must be 3 meters away and ball must move. (it does NOT need to go forward) - Penalty Kicks A penalty kick is taken from the top of the arc (Which is 6 meters from the goal line)

5th attacker If a team chooses to "fly the keeper" as the "5th attacker," this player needs to have a different color pinnie on to be identified as a keeper and must abide by the rules of the keeper

The ball For players U12 and under, they use a size 3 ball o For players U13 and older, they use a size 4 ball

The players There are 4 field players on the court at one time plus a keeper (5v5). All players must have correct indoor shoes and shinguards

Red Card In the event of two yellows or a straight red card, that team will play a man down for 2 min or until a goal is scored by the opposing team, whichever comes first.

Halftime 2 min break

Time outs

Each team gets 1 one-minute, clock STOPS (referee will start the 1min and restart game clock immediately after with or without teams on the court), time out per half. To call a time out, their team must have possession of the ball at a stoppage (Kick in, Goal Throw, or set piece).

USE OF CARDS GUIDE (regarding physical challenges)

"CARELESS" action: VERBAL Chat - Player appears to have made a clumsy tackle without intent to injury

"RECKLESS" action: YELLOW Caution - Player has acted with complete disregard to the safety of his/her opponent

"EXCESSIVE FORCE" action: RED Send Off - Player has far exceeded the necessary use of force and is in danger of seriously injuring his/her opponent

