



The Futsal Playing Rules

General Rules

1. All players, including goalkeepers, must wear shin-pads at all times when on the pitch.
2. A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewellery. Jewellery should be removed.
3. Players must wear appropriate flat-soled, non-marking footwear.

Playing Squad & Substitutions

4. Five players may be on the pitch for each team at any one time, unless players have been dismissed from the pitch.
5. A team may consist of up to 12 players for each game, and up to seven substitutes can be named.
6. Substitutions can be made at any time during the game, and the number of substitutions is unlimited. A player that has been substituted may return to the pitch as a substitute for another player.
7. The player being substituted must leave the pitch via the substitution zone, which is the area in front of their team bench. The substitute can only enter the pitch once the player being replaced has left, and they must enter the pitch via the substitution zone.
8. A match may not start if a team has less than 3 players, and a match will be abandoned if a team has less than three players on the pitch.

Duration of Play & Timeouts

9. Matches will be played at intervals set by the league or agreed by the match officials on the day (if circumstances beyond the control of the competition change the timings available)
10. Games will play to a running clock, which means that the clock will not be stopped when the ball goes out of play or there is a stoppage in the game.
11. Timeouts are not permitted in this format of Futsal. (Although older age groups with an extended time period due to 3 teams allocated to one pitch on a 2 hour slot, may take time outs if coaches and officials agree)

Technical Rules

12. In order to restart the game after a ball has gone out of play the ball is kicked back into play from the touchline and from corners.
13. For kick-ins, free kicks, goal clearances and corner kicks the player in possession of the ball has 4 seconds to restart play which the referee will count with their fingers in the air.
14. For a kick-in, the player must have one foot on the touch line or behind it and the ball must be stationary.
15. A goal may not be scored directly from a kick-in.

16. From corners, kick-ins and free-kicks opponents must be a distance of at least 5 metres from the ball.
17. Goalkeepers are allowed to come out of the penalty area and players are allowed to go into the penalty area.
18. The goalkeeper is not allowed to control the ball with either their hands or their feet for more than 4 seconds in their own half
19. A goal kick can be thrown out or kicked out by the goalkeeper and cannot touch the ball again unless a member of the opposition has touched the ball or if the goalkeeper receives the ball in the opponents half. The goalkeeper is only allowed one touch per his teams possession
20. If the ball touches the ceiling of the hall a kick-in will be awarded against the team who last touched the ball.
21. There is no offside in Futsal.
22. The foul count will revert back to zero at the end of the playing half
23. Slide tackles are only permitted to block a shot or a pass. Any intent to dive in and challenge for the ball will result in a free kick and a team foul.
24. Any serious foul play like wreck less tackling or shoulder barging an opponent which is deemed dangerous by the referee will result in a caution or a sending off.

Fouls & Misconduct

25. A team may concede five fouls (direct free-kicks) in each half of the game. On the sixth and any subsequent fouls that the team commits a direct free kick will be awarded to the opposition from the 10m penalty mark. The defending team may not place any players other than the goalkeeper to stop the shot.
26. If a player is sent off then the team to which the player belongs must remain with 4 players until either two minutes have passed, or the opposition have scored a goal. The player that has been sent-off is not able to play in the remainder of the match and will face further suspension in line with the league rules.
27. All teams to arrive at least 15 minutes before kick off. Any team later than 5 minutes or fails to appear will be reported to the league for disciplinary action

The Referee

28. There will only be one referee per match, who will officiate the game and keep the time.
29. The decisions of the referee regarding facts connected with play are final.
30. The referee will enforce the Laws of the Game.
31. In the event that a league referee is not appointed a coach or other qualified person will officiate the game and will have the same powers as a league appointed match official