

# NMYSA Futsal Rules of Play

---

(The "Futsal Laws of the Game" apply unless specifically modified by the NMYSA rules of play)

## General Rules

Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).

There is no overtime, injury time or stoppage time.

Teams are comprised of four outfield players and one goalkeeper.

The goalkeeper must wear a different color jersey than the outfield players.

There is no offside in futsal.

## The Referee

Enforce the "Futsal Laws of the Game" and all NMYSA/Local League rules.

A one or two man system will be used at the discretion of the referee coordinator or facility administrator.

The authority of the referee commence when the referee enters the field of play. Record of the game.

Control of match time and timed penalties.

The referee shall adjust the length of the match to ensure the next match remains on schedule.

The referee has the discretion to start the game clock if teams are not ready to play due to jersey conflicts, players arriving late, etc.

Submit the game record to facility administrator at end of game, including any pertinent information (i.e. penalties, injuries).

All decisions made by the Referee shall be final.



## Time

Play will be divided into two 20-minute halves separated by a brief halftime. A running clock will be maintained by a referee. Clock will not stop during injury time.

## Substitutions

All substitutions are “on the fly”, and this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams’ bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his teams’ bench -- *not* at the half-way line.

Both teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

## Restarts

**Kickoffs:** A goal may not be scored directly from a kick-off. 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**. The kicker's non-kicking foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A

Kick-in that goes directly in the defensive goal is a corner kick of the opposing team.) If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.

**Goal Clearances:** are taken (in place of a goal kick) when the ball wholly crosses the goal line and not under the crossbar and between the goalposts and 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 arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

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

**Penalty Kicks:** are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.

### **Fouls and Misconduct**

**Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player.

**Direct Free Kicks:** When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes 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 is shown two yellow cards in a match, he is shown a red card.

**Red Card / send-off:** The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

**Accumulated Fouls:** All direct free kick fouls are recorded on the scoresheet and on the scoreboard. If one team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a direct free kick without a wall. If the foul occurs farther from the attacking goal than the second penalty spot, the Direct Free Kick Without a Wall is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the



penalty area, of course), the attacking team may choose whether to take the Direct Free Kick Without a Wall from the second penalty spot or from the spot of the foul. All Direct Free Kicks (Without a Wall) must be kicked with the intention of scoring a goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half and carry over into extra-time if being played.

**Second Penalty Spot:** 30 feet from goal-line and the center of the goal

**Penalty Spot:** 20 feet from goal-line and the center of the goal and placed at the top of the penalty area line.

**Advantage:** Advantage is applied in Futsal. Direct free kick foul will count as accumulated fouls if advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was a direct free kick foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and will not count as an accumulated foul.

### The Goalkeeper

- Must wear a different color shirt.
- He may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not possess the ball for more than four seconds in his own half.
- May throw the ball directly across the half-way line.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
- Cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it or it has gone out of play.
- 

### The Ball:

The futsal ball is a specialized low-bounce ball that is smaller than a normal outdoor soccer ball. The futsal ball's properties are specifically designed to



develop skills. When a futsal ball is received via a good pass, it virtually "sticks to the foot.

## The Futsal Court

---

The field shall be rectangular. The length of the touch line shall be greater than the length of the goal line.

***Length:***

Minimum 25m (82 feet)

Maximum 42m (137.8 feet)

***Width:***

Minimum 15m (49.2 feet)

Maximum 25m (82 feet)

The pitch shall be marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called **touch lines**. The two shorter lines are called **goal lines**.

All lines shall be 8 cm wide. The pitch shall be divided into two halves by the halfway line. The centre mark shall be indicated at the midpoint of the halfway line. A circle with a radius of 3m (9.8 feet) shall be marked around it.

**The Penalty Area** shall be marked out at each end of the pitch as follows:

Quarter circles, with a 6m (18 feet) radius, shall be drawn centred on the outside of each goal post. The quarter circles shall be drawn from the goal line to meet two imaginary lines 6m (19.6 feet) in length drawn at right angles to the goal line from the outside of the goalpost. The upper part of each quarter circle shall be



joined by a 3.16-m (10.3 feet) line running parallel to the goal line between the goalposts. The curved line marking the outer limit of the penalty area is known as the penalty area line.

**The Penalty Mark** A mark shall be drawn 6m (19.6 feet) from the midpoint between the goalposts and equidistant from them.

**The Second Penalty Mark** A second mark shall be drawn on the pitch 10m (32.8 feet) from the midpoint between the goalposts and equidistant from them.

**The Substitution Zones** are the areas on the touch line in front of the team benches that the players shall use to enter and leave the pitch.

The substitution zones are situated in front of the team benches and are 5m (16.4 feet) in length. They shall be marked at each end with a line 8 cm wide and 80 cm in length, 40 cm of which is drawn on the pitch and 40 cm off the pitch the area in front of the timekeeper's table 5m (16.4 feet) to either side of the halfway line shall be kept clear.

**The Goals** shall be placed in the middle of each goal line. They shall consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts shall be 3m (9.8 feet) and the distance from the lower edge of the crossbar to the ground shall be 2m (6.5 feet).

The goalposts and the crossbar shall have the same width and depth, 8 cm. The goal lines shall be the same width as the goalposts and the crossbar. Nets, made of hemp, jute or nylon, shall be attached to the back of the goalposts and crossbar. The lower part of the nets shall be attached to curved tubing or another suitable means of support.

The depth of the goal, i.e. the distance between the inside edge of the goalposts and the back of the net, shall be at least 80 cm at the top and 100 cm at ground level.



9-2019

