

## SIMPLIFIED LAWS OF THE GAME

1. Futsal is a 5-a-side indoor football game played at club level on a basketball sized court. Whilst it may appear similar to football there are distinct differences. Players must wear non marking soled shoes, shin pads covered by long socks and 'sport' shirt and shorts (referees can prevent players entering the court if not dressed correctly).
2. Each team has 5 players on the court - one of whom one MUST be the goalkeeper
3. Team squads can be up to a maximum of 12 players
4. Flying substitutions are allowed throughout the game- without notifying the referee.
  - To substitute a playing court player with the GK, this can only happen when ball is out of play and referee notified.
5. A goal CANNOT be scored directly from a sideline kick in or an indirect free kick.
  - Goals can be scored from kick off, Corners and Direct Free Kicks.
6. Other than #5 above, a goal may be scored from anywhere on the court (within the necessary laws of the game).
7. The whole of the ball must CROSS the whole of the line for the referee to award a corner, goal, goal clearance etc.
8. There are NO Offsides!
9. Slide tackles are NOT allowed in a game of Futsal by any players except goalkeepers inside their 'D'
10. Shoulder charging is NOT allowed.
11. Aggressive / Dangerous play is NOT allowed.
12. There is a 4 second time limit placed on all set plays (corners, free kicks, kick in's ect).
13. 5 accumulated team fouls (Direct Free kicks), are allowed each half (per team). Each subsequent foul is rewarded by a 10 meter penalty shot to the opposition team. Should the game proceed to extra time, the foul accumulation will not reset for this period.
14. To restart the game from the sideline a KICK IN replaces the throw in. Ball placed still on the sideline feet can be anywhere.
15. To restart the game by a GOAL (kick) CLEARANCE, the must throw or release the ball into play.
  - The Goalkeepers teammates can be in the "D" but the opposition team can't until the ball is released.

16. A goalkeeper CANNOT throw or dropkick, punt the ball over the 2/3 line on the 'full'.  
(Does not apply to International sized courts.)
17. TWO-TOUCH - Once distributed by the gk (in his/her own half) the ball may NOT be touched again by him/her until the ball has either touched an opponent or the Gk is over the halfway line when receiving the ball again.
18. A GK may NOT handle the ball from a back pass or kick in and is restricted to 4 seconds on the ball in his/her own half of the field of play.
19. Goalkeepers can only slide (side on) within the confines of their own penalty area. Sliding feet first toward an opponent is illegal (dangerous play).
20. Goalkeepers may only handle the ball within their own penalty areas ("D"s) if not violating point #18.
21. Players must retreat 5 metres from the ball at all 'set' plays. 3m from kick off
22. Where two or more defending-team players form a "wall", all attacking-team players must remain at least 1m from the "wall" until the ball is in play
23. Players CANNOT play the ball whilst ("laying") on the ground.
24. Referees ALWAYS have the final say in ALL match decisions.
25. Referees control games (if necessary) with YELLOW (caution) and RED (expulsion) cards.
26. If an accidental handball (ball to hand) occurs and leads to a promising attacking situation or a goal then the play must be stopped and be called for a handball.
27. Extra time will be either one period of 10 minutes of sudden death (Golden Goal) or two periods of 5min straight turnaround of sudden death (Golden Goal). Center manager will advise which will be played before kick-off.
28. In case of a penalty shootout, 5 penalties will be taken (one each at a time). If still a stalemate at the conclusion of the 5 kicks the teams will continue to take penalties in a sudden death format.
29. Drop balls are uncontested. A player from the team last in possession will be the only player allowed at the drop ball.