



Mt. Prospect Park District Futsal League Rules

You'll find most of what you need to know about futsal in this overview. You will see that futsal is a fastpaced game that is fun to play and will help players to improve their skills. The Mt. Prospect Park District Athletic Department goal is to help the players develop these skills, while they are having fun competing.

Below are the major law differences between soccer and futsal. If the rule is not addressed below, refer to the outdoor soccer rules included at the end of the document.

SPORTSMANSHIP & CONDUCT (PLAYERS, COACHES AND SPECTATORS)

- ***Be a Good Sport Whether You Win or Lose.*** Show a positive attitude toward your teammates, coaches, game officials, and spectators watching the game.
- ***Respect Officials.*** Show respect and courtesy to game officials and coaches by following their instructions and directions. Refrain from addressing the game officials or commenting on their decisions before, during, or after the game.
- ***Respect Teammates, Coaches, and Opposing Players.*** Maintain control of his/her emotions, avoiding the use of abusive or profane language, taunting or humiliating remarks, and/or gestures and physical assault upon another player at any time. Respect the coaches and players of the opposing team and display sportsmanship at all times. At the conclusion of a game be humble and generous in victory and proud and courteous in defeat.

NOTE: ANY BEHAVIOR DEEMED INAPPROPRIATE TO THE PROGRAM AND/OR ITS PARTICIPANTS MAY RESULT IN EJECTION FROM THE GAME AND/OR THE FACILITY AND POSSIBLE SUSPENSION OR EJECTION FROM THE PROGRAM. NO EXCEPTIONS WILL BE MADE. THIS INCLUDES PLAYERS, COACHES AND SPECTATORS.

General Rules

There are 4 field players and a Goal Keeper (GK).

- No offside.
- GK can only play the ball by feet or by hands (hands within penalty area) for 4 seconds in their own half. If they are in opponents half, they have no playing restrictions. Once the GK plays the ball, they cannot touch the ball a second time in their own half unless it has been touched by an opponent.
- Twenty minute halves for league play. Five minutes for half time and each coach may call (1) one-minute time out per half (use or lose) when in possession of the ball. Time out requests are made to the referee.

Substitutions

Free substitutions are made "on the fly". Players can only enter or leave the game in the substitution areas marked by their respective benches and a player may only enter a game after the player they are replacing has left the field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

Kick-off

Opposing players must give 5 yards until ball is in play.

Ball Out of Play

Kick-in

A ball kicked out over the touch line (side line) by one team becomes the other team's ball. The team kicking-in has 4 seconds to get the ball back in play or it becomes the opponent's kick-in. Defense must give the kicker 5 yards distance. The referee will give a visual count with his hand. Players taking a kick-in cannot step into the field while kicking the ball back into play. Goals cannot be scored from kick-ins.

If the ball hits the ceiling, a kick-in is taken at the closest point on the nearest touchline, running parallel to the goal line.

Goal Clearance

When the offensive team puts the ball over the end line, the defending team receives the ball. The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. The throw must leave the penalty area. Opposing team must stay out of penalty area during a goal clearance. If a player touches ball before it leaves penalty area, GK retakes the throw. The GK cannot touch ball again until an opponent touches it.

Corner Kick

Corner kicks are to be taken inside the corner arc. If there is no arc, the kick is taken at the point where the goal line and touch line meet (at corner).

Fouls and Misconduct

Fouls

Futsal is a minimum contact sport. However, some contact may occur, as long as it is done in a legal manner. Illegal contact is play that is careless, reckless, or with excessive force.

Slide Tackling

Slide tackling is not allowed in Mt. Prospect Park District futsal programs. Under certain conditions, sliding (not slide tackling) is allowed.

Exceptions:

1) The GK is allowed to slide in an attempt to clear the ball, if in the referees' judgment, the slide is an attempt only to make contact with the ball, not an opposing player. If a GK slide is at least careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a bookable offense. A field player may not slide, and must stay on their feet. Players and coaches should use this general rule - if you slide tackle near a player, assume a foul will be called.

2) If no opponents are nearby, a player may slide to intercept or direct the ball. No foul results.

3) If no opponents are nearby, a player may slide to save the ball from going out of bounds. No foul results.

Sixth Accumulated Foul

Upon a team's sixth accumulated foul in each half and all other accumulated fouls within the half, the other team is awarded a free kick taken from the 10 meter penalty mark or where the infraction occurred, if it is in a more favorable spot. The defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal.

Accumulated Fouls resulting in Direct Kick

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackling
- Holding an opponent
- Handling the ball (except the GK in their own Penalty area)

*Direct kicks are given for the above fouls and the ball is placed at the spot of the foul until the sixth accumulated foul in each half, then the free kick is given from the 10 meter penalty spot, not the spot of the foul (unless the foul spot is closer to the goal than the 10 meter spot).

Sending Off Fouls

- Deliberate hand balls, except for GK in their area.
- Denying an obvious goal scoring opportunity by handling the ball (except the GK in their own penalty area).
- Denying an obvious goal-scoring opportunity by fouling an opponent moving toward the goal. The player sent off cannot re-enter the game. A substitution is allowed after 2 minutes.
- Players sent off must remain out for two minutes and their team plays short a player.

Indirect Free Kick

A defensive wall can be set up five yards distance from kicker and the ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick. Indirect free kicks must touch another player (pass) before a shot or goal can be scored.

Six Meter Penalty Spot

The six meter penalty spot is used for a direct free kick for fouls committed within the goalkeeper box. No walls or defense allowed, just a one-on-one free kick with the goalie.

Ten Meter Penalty Spot

The ten meter penalty spot is used for free kicks after six accumulated fouls are reached in a half, and for every foul in that half thereafter.

The Ball

The futsal ball is a low-bounce ball that is smaller and heavier than a normal outdoor soccer ball.

The futsal ball is specifically designed to develop skills. When a futsal ball is received via a good pass, it literally "sticks to the foot."

The Futsal ball's design builds great confidence in tight spaces when rapid passes are being issued repeatedly. Interestingly, that same property which makes the ball easy to receive makes it more difficult to strike. Because the ball is heavier it takes a firm pass, using proper technique to strike the ball firmly. This translates into a firmer and proportionately longer pass appropriate for the big field and outdoor play.

Many programs around the world also claim that smaller size encourages more precise striking of the 'sweet spot' of the ball. Players that work in the offseason on striking a futsal ball, gain greater confidence with outdoor play and the outdoor ball. * Please do not use an outdoor soccer ball, or Nerf soccer ball for Futsal. Futsal needs to be played with a **Futsal Ball**.

The Pitch

The field shall be rectangular. The length of the touch line shall be greater than the length of the goal line. Typical Futsal games are played on a basketball court with the following dimensions:

Length:

Minimum 25m (82 feet)

Maximum 42m (137.8 feet)

Width:

Minimum 15m (49.2 feet)

Maximum 25m (82 feet)

The pitch shall be divided into two halves by the halfway line.

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

Quarter circles, with a 6m (19.6 feet) radius, shall be drawn centered on the outside of each goal post. The curved line marking the outer limit of the penalty area is known as the penalty area line. This will be marked using floor tape on the inline hockey rink.

If games are played on a basketball court - Most 3-point lines on basketball courts are 25 feet from the baseline and form an arc - these would be acceptable as a penalty area.

The Penalty Mark

A mark shall be drawn 6m (19.6 feet) from the midpoint between the goalposts and equidistant from them. (A round flat spot can be used or marked w/ floor tape).

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. (A round flat spot can be used or marked w/ floor tape).

The Goals

The goals shall be placed in the middle of each goal line. Official Futsal goals will be used for league play.

Substitution Zones

The Substitution Zones are the will be the hockey bench areas for each team. Players shall use to enter and leave the pitch.

NEW Extra Player Rule

In the event a team leads an opponent by five (5) goals or more, the trailing team may add a 6th player to the court. The trailing team may not add any more than the 6th player. Once the lead becomes less than five (5) goals, the trailing team must remove the additional player and revert back to the regular 5 v 5 format.

