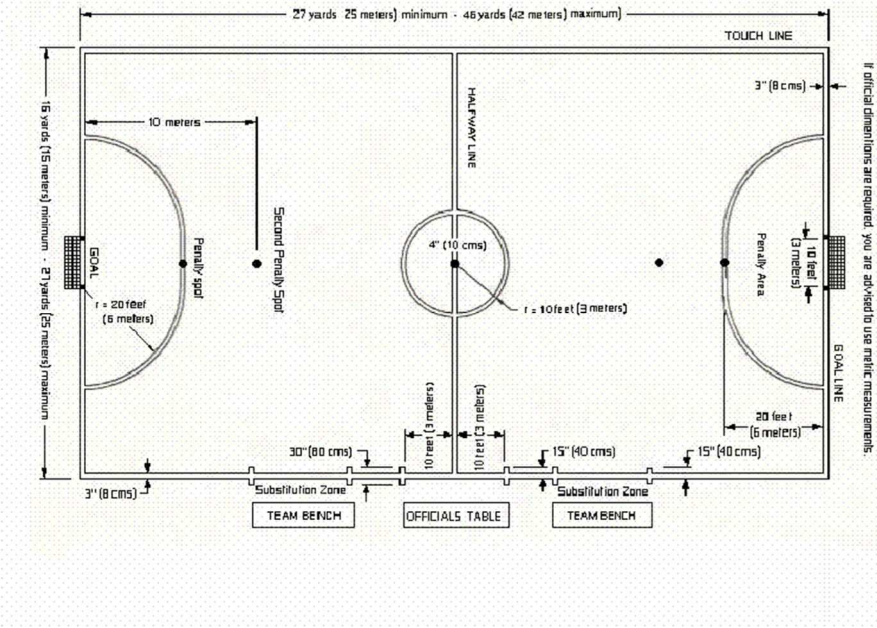
5v5 pre-season rules (Adopted Futsal Laws of the Game):



I. Field Dimensions 32.9184x18.288 m

II. Ball: Futsal size 4 (white select ball)

III. Number of Players:
- Minimum number of player to start the game: 5, one of which is a goal keeper
- Minimum number of player to finish the game: 3
- Maximum number of subs: 3
- Substitution method: “Flying Substitution”

IV. Player Equipment:
- Similar colored shirts, shorts, socks, protective shin guards, proper footwear (cleats are allowed at SuperKick)

V. Main Referee:
- Duties: Enforce the laws, keep a record of all incidents before, during and after, stop the game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsporting behavior, allow no other to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets the requirements. (SuperKick) keeping check on the 2 minute punishment if a player has been sent of and ensuring that substitutions are carried out properly. Start game clock after kick-off, keep a check on 2-minute punishment for sending off, indicate end of first half and match with some sort of sound, record time outs and fouls (indicate when a team has exceeded the 5-foul limit), record scorers, players cautioned and sent off, and other information relevant to the game.

VI. Duration of the Game:
- Duration: two equal periods of 15 minutes.

VII. Start of Play

- "Away" team kicks off in the first half, "home" team in the second. Opposing team waits outside the center circle; ball deemed in play once it has been touched. The kicker shall not touch the ball before someone else touches it; kick-offs taken after goals and start of the second half.

VIII. Ball in and out of Play:

- Ball out of play: wholly crossed the goal line or touch line; when game has been stopped by a referee; when the ball hits the ceiling. Lines are considered in play.

IX. Method of Scoring:

- When the whole of the ball has passed over the goal line, between the posts and under the crossbar.

X. Fouls and Misconduct:

- Direct Free Kick: (Penalty Kick if inside arch)
    i. Kick
    ii. Tripping
    iii. Jumping at
    iv. Charging
    v. Striking
    vi. Holding
    vii. Pushing
    viii. Sliding
    ix. Handling
- Indirect Free Kick
    i. Dangerous play
    ii. Obstruction
    iii. Charging the goalkeeper
    iv. Goalkeeper throws the ball directly over the half way line
    v. Goalkeeper picks up or touches with hands a back pass
    vi. Goalkeeper picks up or touches with hands a kick-in from teammate
    vii. Goalkeeper controls the ball with any part of his body for more than 4 seconds
    viii. Goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway line or (2) been touched by an opponent.
- Cautioned when:
    i. A substituting player enters the pitch from an incorrect positions or before the player he is substituting has entirely left the pitch
    ii. Persistent infringement of the laws of the game
    iii. Dissent with any decision of the referee
    iv. Guilty of unsporting behavior

- Dismissal:
    i. Serious foul play
    ii. Violent conduct
    iii. Foul or abusive language
    iv. Second instance of caution-able offense
    v. Intentionally impeding a clear goal opportunity
    vi. Intentionally impeding a clear goal opportunity in the penalty area by handling the ball.
- Rules of expulsion:
    i. Player sent off is out for the rest of the game and is not even permitted to sit on the bench.
    ii. Team of the player sent off can substitute for that player after 2 minutes of playing time or the opposing team scores.
    iii. Substitute cannot come on until the ball is out of play and he has the referee's consent.

XI. Free Kick:

- Direct and indirect free kicks
- Wall: 5 Meters away until the ball is in play
- Ball in play: after it has traveled the distance of its own circumference
- Time limit: 4 seconds
- Restriction: Kicker cannot touch the ball until it has been touched by another player

XII. Accumulated Fouls

- Refer to direct free kick fouls
- Once a team has accumulated 5 fouls in a half, from the 6th foul:
    i. That team shall not be allowed a defensive wall
    ii. All free kicks shall be direct (no indirect free kicks)
    iii. Infringements committed within 12 meters of the goal line shall be punished with a direct free kick taken from the point of infringement or the second penalty spot; infringements committed from 12 meters or further from the goal line shall be punished with a direct free kick from the second penalty spot.
- Procedure:
    i. Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line
    ii. The goalkeeper shall remain in his penalty area at least 5 m from the ball
    iii. No other player may touch the ball until it has been touched by the pitch rebounded from the goal post or crossbar, or has left the pitch.
    iv. If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-m-line on the spot nearest to where infringement occurred.

XIII. Penalty Kick:

- To be taken from the penalty mark on the mid-point of the 6-m-line
- Kicker is to aim at goal, with the intention of scoring
- All players must be out of the penalty area and the players of the opposing team must also be at least 5 m from the penalty spot.
- Kicker shall not play the ball a second time until it has been touched by another player

XIV. Kick-In:

- To be taken in place of a throw in
- The ball is placed on the touch line before kicking
- Kicker's foot not kicking the ball must be outside, or at least on the touch line; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- Kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- Kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 m away from point of kick-in
- Cannot score directly from a kick-in.

XV. Goal Clearance:

- To be taken in place of goal kick
- From inside the penalty area, the goalkeeper throws the ball into play
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

XVI. Corner Kick

- Ball placed on the corner. If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds; failure to do so entails an indirect free kick for the opposing team from the corner mark.
- The Kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on the opposing team must be at least 5 m away from point of corner kick
- Can score a goal directly from a corner kick