



Seashore Soccer League Futsal Rules

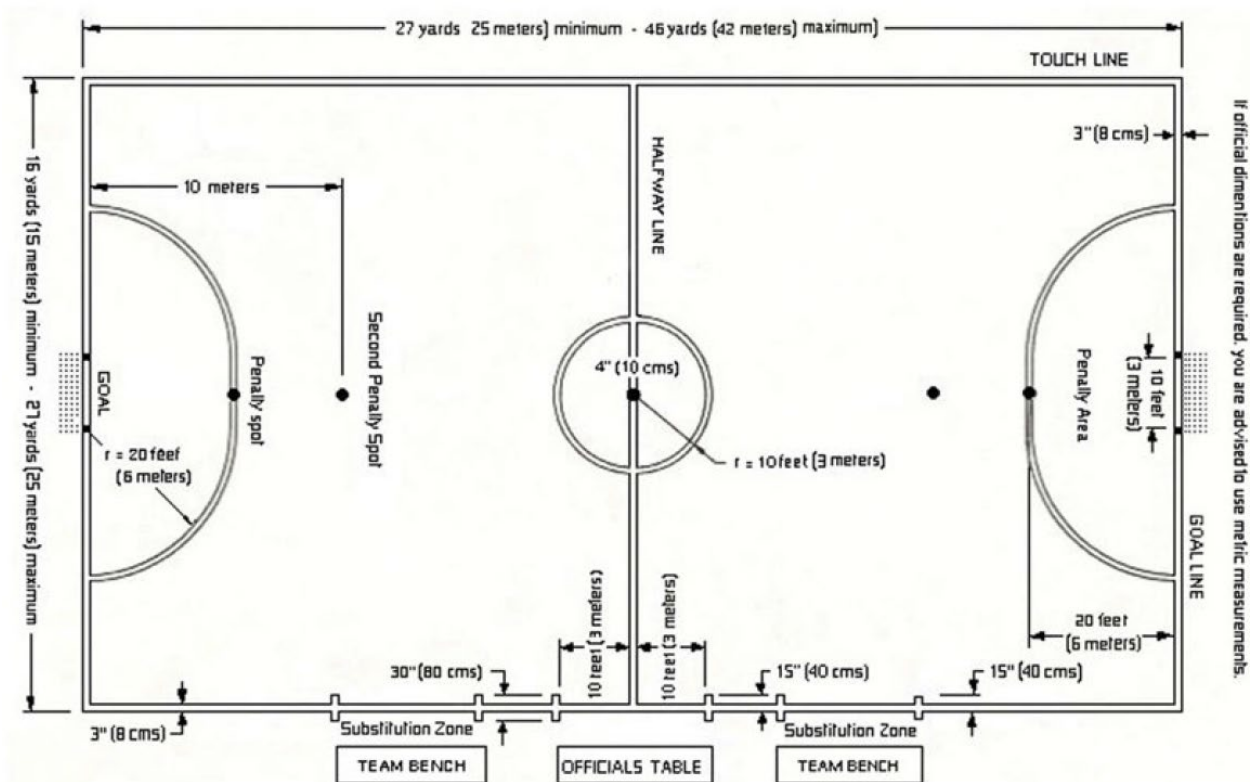
As adopted from USYS Futsal Toolkit and from various club handbooks

updated 10/2024

If a rule is not covered within this document, conform to SSL General Policies & Procedures,

USYS, FIFA Futsal Laws of the Game.

Field/Court



Ball

- U13 & older #4 Futsal Ball, U12-U10 #3 Futsal Ball

Players

- A match is played by two teams, each with a maximum of five players, one of whom must be the goalkeeper. A match may not start or resume if either team has fewer than three players.
- All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.
- Equipment of a player comprises the following separate items:
 - a shirt with sleeves
 - shorts – the goalkeeper is permitted to wear trousers.
 - socks
 - shin guards – these must be made of suitable material to provide reasonable protection and be covered by the socks.
 - footwear

Substitutions

- An unlimited number of substitutions may be made during a match.
- A substitution may be made at any time, whether the ball is in play or not, except during a timeout. To replace a player with a substitute, the following applies:
 - The player being substituted leaves the pitch via their own team's substitution zone, except as provided for in the Futsal Laws of the Game.
 - The player being substituted does not need to obtain either of the referees' permission to leave the pitch.
 - The referees do not need to authorize the substitute to enter the pitch.
 - The substitute only enters the pitch after the player being replaced has left.
 - The substitute enters the pitch via their own team's substitution zone.

Duration

- 20-minute halves for tournament and for league play.
- 3 minutes for half time.
- Each Team has a one-minute time out per half (use or lose) when in possession of the ball.
- Time out requests are made to the referee and allowed at the Referee's discretion.

Offside

- There is no offside in Futsal rules.

Kickoff

- The ball is in play when it is kicked and clearly moves.
- A goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Scoring a Goal

- A goal is scored when the whole of a legally propelled ball has passed over the goal line, between the goal posts and under the crossbar. If the Official's whistle sounds before the ball passes fully into the goal, the goal shall not be allowed.
 - A goal may be scored only from the attacking half.
 - A goal may be scored directly from a corner kick.
 - A goal may not be scored if a goalkeeper punts or dropkicks a ball into the other team's goal.
 - A goal may be scored if a goalkeeper throws, kicks, or drops a ball into their own goal.
 - A goal MAY be scored from a kickoff.
 - A goal may be scored with the head in the goal box, but only directly off corner kicks.

Ball out of play

- The ball is out of play when:
 - it has wholly passed over the goal line or touchline on the floor or in the air.
 - play has been stopped by the referees.
 - it hits the ceiling.
- The ball is also out of play when it touches a match official, remains on the pitch and:
 - a team starts a promising attack; or
 - the ball goes directly into the goal; or
 - the team in possession of the ball changes.
- In these three cases involving the ball touching a match official, play is restarted with a dropped ball.

Kick in

- A kick in is awarded when the whole ball leaves the court over the touchlines OR touches the ceiling or a structure above the court.
- Opposing players must be at least 5 yards from the ball.
- Ball must be played within 4 seconds of being ready to do so.
- The player must put a hand on the ball to steady it before kicking it into play.
- The referee will give a visual count.
- Players taking the kick in cannot step into the field before the ball is in play.
- A goal cannot be scored directly from a kick-in.

Goal Clearance

- A goal clearance is awarded when the whole ball leaves the court over the goal line and a goal was not scored.
- The goalkeeper MUST throw the ball (no kick) into play.
- The goalkeeper CANNOT throw the ball past the halfway line.
- Ball must be played within 4 seconds of being ready to do so.
- The referee will give a visual count.
- The ball is in play when it leaves the penalty area.
- The Goalkeeper cannot touch the ball again until after it is played by an opponent (no goal clearance to self)
- A goal cannot be scored directly from a goal clearance.

Corner Kick

- The ball must be placed within the corner arc.
- Ball must be played within 4 seconds of being ready to do so.
- The referee will give a visual count.
- If there is no corner arc, the ball must be placed at the intersection (corner) of the goal line and touch line.
- The ball is in play when it clearly moves.
- A goal may be scored directly from a corner kick.

Fouls and Misconduct Fouls

- Futsal is a minimum contact sport.
- Charges are illegal (No shoulder-to-shoulder challenges).
- Sliding is allowed.
- Tackling is not allowed.
- Examples:

Player slides to play the ball, no opponents within playable distance – NO foul.

Player slides to play the ball, opponents is within playable distance, no contact – Foul, IFK (dangerous play).

Player slides to play the ball, opponents is within playable distance, contact – Foul, DFK (tackling).

- Ball must be played within 4 seconds of being ready to do so.
- The referee will NOT give a visual count.
- If a player commits a DFK foul against a TEAMMATE, the restart is on IFK (except handling)
- If the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line.

Accumulated Fouls

- Direct Free kicks accumulate on each period.
- The restart after the 5th accumulated foul is a Direct Free Kick without a wall from the second penalty mark.
- Ball must be played within 4 seconds of being ready to do so.
- The referee will NOT give a visual count.

Penalty Kicks

- A penalty kick is awarded after a serious or intentional rule infraction takes place in the penalty area by the defensive team. A penalty kick can be awarded regardless of the position of the ball if the infraction by the defending team is committed in the penalty area. It is not awarded for infractions that call for an indirect free kick.
- The penalty kick may be taken by any player of the offended team on the field of play at the time of the offense.
- All penalties must be one-step penalties. The player may only take one step before shooting the ball.
- All players must remain behind the half-court line until the ball is kicked.
- If a goal is not scored, the player who kicked the ball must not play it again until it has been touched by another player. The ball shall be deemed in play directly after it is kicked and moves forward.
- The opposing goalkeeper may ONLY move laterally on his/her own goal line between the goalposts, until the ball is kicked.

Cautions and Sendoff

- If a Player is sent off, the player MUST leave the venue, their Team will play without the sent off player for two (2) minutes or after the opposing Team scores, whichever occurs first.

Coach, Player, Spectator Behavior

- Refer to the SSL General Policies & Procedures and Code of Conduct on expected behavior and disciplinary action for any violations.

Playoff/Tournament Overtime Rules

- Overtime will consist of ONE full 5-minute period. The choice of ends and the kickoff will be decided by a coin toss.
- If the game remains tied at the end of the overtime period, the game will proceed into a 3-person shootout from the second penalty mark.
- If the score remains tied following the first three (3) shots by each team, a sudden victory shootout will occur in which the game is won if, after ANY equal number of shots, the tie is broken. The kicking order and players involved is restricted to players on the court at the end of the overtime period.