

YMCA FUTSAL LEAGUE
The Laws of the Game
<Revised: October 1, 2010>

LAW I: The Court

- ◆ The court will be approximately 17 yards wide and 27 yards long
- ◆ The penalty area will be approximately 29'4" wide by 14'8" long
- ◆ The penalty spot will be 20 feet from the center of each goal
- ◆ The center circle will have a diameter of 12 feet
- ◆ The goal size will be 12'0" wide by 6'0" tall (or official Futsal size of 9'9" x 6'6")

LAW II: The Ball

- ◆ U10-Adult will use a #4 indoor soccer ball with 30% less bounce

LAW III: Rosters

- ◆ Rosters are limited to 12 players
- ◆ No changes may be made to the roster *following the third game of the session*
- ◆ All players must have a parent's signature on the roster or they will *not* be permitted to play
- ◆ All players must participate in at least 2 league games to be eligible to play in the league tournament
- ◆ Minimum Number of Players to Start Match: 2, one of whom shall be a goalkeeper
- ◆ Minimum Number of Players to Finish Match: 2
- ◆ Maximum Number of Substitutes: 7
- ◆ Substitution Limit: None
- ◆ Substitution Method: "Flying Substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with the referee's consent)
Substituted player must be completely off the court before the substitute may enter

LAW IV: Players' Equipment

- ◆ Usual Equipment: *Numbered* shirts, shorts, protective shin-guards, socks covering shinguards and footwear with *non-marking* rubber soles
- ◆ Players may not wear any type of jewelry or any other items that shall be deemed dangerous to other players on the court

LAW V: Main Referee

- ◆ Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others 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 with the stipulated requirements
- ◆ Position: The same side as the player benches
- ◆ Power Unique to Main Referee: Can overrule Assistant Referee's calls

LAW VI: Second Referee (*The YMCA will make every attempt to have two referees available, but a contest may be played with one official*)

- ◆ Duties: Same as Main Referee, with the addition of keeping a check on the 2-minute punishment period after a player has been sent off and ensuring that substitutions are carried out properly
- ◆ Position: The side opposite to the player benches

LAW VII – Timekeeper

- ◆ Duties: Start game clock after kick-off, stop it when necessary, and restart it after all restarts; keep a check on 2-minute punishment for sending off; indicate end of first half and match with some sort of sound; record game stoppages, scorers, players cautioned and sent off, and other information relevant to the game.
- ◆ Position: Outside halfway line on the opposite side of the substitution zone (i.e., the players' bench side)

LAW VIII - Duration of the Game

- ◆ Duration: Two equal periods of 20 minutes. Time can be prolonged only to take a penalty kick. Half-time: Maximum of 5 minutes
- ◆ **RULE ADDITION**: If the leading team has a 7-goal or more lead in the second half, a "running clock" will be used.

LAW IX - The Start of Play

- Procedure: 1st Half Kickoff = Visiting Team, 2nd Half Kickoff = Home Team Opposing team waits outside center circle; ball deemed in play once it has been touched (the ball may be played backwards); the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half. **THE KICKOFF IS INDIRECT.**

LAW X - Ball in and out of Play

- ◆ Ball out of play: When it has wholly crossed the goal line or touchline; when a referee has stopped the game; when the ball hits the ceiling (restart: indirect free kick for opposing team from beneath that point).
- ◆ Lines: Touchlines and goal lines are considered inside the playing area.

LAW XI - Method of Scoring

- ◆ When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).
- ◆ **RULE CHANGE: "MERCY RULE" – For the first 7-goal differential between teams, the leading team must play one player down. The coach of the leading team may remove any player, but a goalkeeper must remain on the floor. If the goal differential drops below seven, then the leading team may re-enter a player. If the lead extends to a 12-goal differential, then the leading team must remove a second player. If the lead extends to a 17-goal differential, then the leading team must remove a third player. The winning team can only remove up to three players from the match. One of the remaining players must always be a goalkeeper.**

LAW XII - Fouls and Misconduct

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

- > kicking or attempting to kick an opponent
- > tripping an opponent
- > jumping at an opponent
- > charging an opponent in a violent or dangerous manner
- > charging an opponent from behind
- > striking, attempting to strike, or spitting at an opponent
- > holding an opponent
- > pushing an opponent
- > charging an opponent with shoulder (i.e., shoulder charge)
- > sliding at an opponent (i.e., sliding tackle)
- > handling the ball (except goalkeeper in his area)

Indirect free kick awarded when any of the following 7 offenses is committed (kick taken from the penalty spot when infringement takes place in penalty area):

- > dangerous play
- > obstruction
- > charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- > goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
- > goalkeeper picks up or touches with his hands a back pass in his penalty area
- > goalkeeper picks up or touches with his hands a kick-in from a teammate
- > goalkeeper controls the ball with any part of his body inside the penalty area for more than 4 sec.
- > the goal (net) is moved by contact of either an offensive or defensive player

Players shall be **cautioned (i.e., shown yellow card)** when:

- > a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch (referee discretion)
- > he persistently infringes the Laws of the Game
- > he shows dissent with any decision of the referee
- > he is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the penalty spot when the infringement takes place in penalty area).

- > The player receiving the Caution (Yellow Card) must sit out of the contest for 2-minutes before being allowed to re-enter. After being sent-off, a substitute shall take the cautioned player's place.
- > A player receiving Three Cautions (Yellow Cards) during the session (regular season and tournaments) shall be suspended for the team's next match.

Players shall be **sent off (i.e., shown the red card)** for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); **indirect free kicks** for (c) and (d) (from the penalty spot when the infringement takes place in the penalty area).

> The player sent off (shown a "straight" red card) is out for the rest of the game and the team's next game and is not permitted to sit on the reserves' bench. A second yellow card ("soft" red) results in a suspension of just the current match. The length of the suspension may be extended at the discretion of the Program Director.

> A player receiving two red cards during the session (regular season and tournaments) shall be suspended from the league for the remainder of the session.

> The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- whichever ever comes first. The substitute cannot come on until the ball is out of play and he has a referee's consent.

LAW XIII - Free Kick

Types: Direct free kicks and indirect free kick

Wall: At least 5 yards away until the ball is in play. **The 5-yards is understood and does not have to be requested. Defensive Players who do not give the 5-yards may be cautioned.** A "quick restart" means the kicking team is giving up their right to the 5-yards.

Ball in Play: Once a player makes a "touch" on the ball. The ball is *not* required to move.

Time Limit: Kick must be taken within 4 seconds.

Restriction: Kicker cannot touch the ball again until another player has touched it

LAW XIV - Penalty Kick

To be taken from the penalty mark.

The kicker is to aim at goal, with the intention of scoring.

All players must be out of the penalty area, and the players must also be at least 2 yards from and behind the penalty spot.

The kicker shall not play the ball a second time until another player has touched it.

LAW XVI - Kick-in

To be taken in place of the throw-in.

The ball is placed on the touchline before kicking.

The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.

The kicker cannot play the ball a second time until another player has played it; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.

Players on opposing team must be at least 5 yards away from point of kick-in. **The 5-yards is understood and does not have to be requested. Defensive Players who do not give the 5-yards may be cautioned.** A "quick restart" means the kicking team is giving up their right to the 5 yards.

Cannot score directly from a kick-in.

LAW XVII - Goal Clearance

- To be taken in place of goal kick.
From inside the penalty area, the goalkeeper **throws** the ball into play. ***The ball must be thrown; dropkicks are not permitted.*** The ball must touch his own side of the pitch or any other player before crossing the halfway-line. Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the penalty spot. 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. **If the keeper "saves" the ball from crossing the endline, he may throw/roll or dribble the ball out of the box, dropkicks are no longer permitted**

LAW XVIII - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over. Corner kicks are direct.
- Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until another player has played it; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 yards away from point of the corner kick. The team awarded the corner kick must REQUEST 5 yards from the referee. A "quick restart" means the kicking team is giving up their right to the 5 yards.

LEAGUE TOURNAMENTS

- Teams will be seeded for the League Tournament based on points they receive for the regular season. Teams receive points in the following manner:
WIN = 3 points
TIE = 1 point
LOSS = 0 points
- If there is a tie in points between teams, the following items will be used to determine who will receive the higher seed:
 - 1) Head-to-Head Results between the tied teams
 - 2) Lowest Goals Against for entire regular season
 - 3) Highest Goal Differential for the entire regular season
 - 4) Most Goals Scored for entire regular season
 - 5) Playoff game between tied teams

Overtime (To only be used during LEAGUE TOURNAMENTS)

- If two teams are tied at the end of the regulation time, there will be (1) 10-minute overtime period played. It will follow a "Golden Goal" format (team to score first is declared the winner)
- If the teams are still tied after the 10-minute overtime period, then it will move to a Penalty Kick Shoot-out

Penalty Kick Shoot-out (To only be used during LEAGUE TOURNAMENTS)

- Coin tossed to decide which team shoots first. Team losing the coin flip decides goal to be used.
- Five kicks to be taken by 5 different players selected from the 12 suited players. Captain of each team announces these 5 to the main referee before the kicks are taken. Players sent off during the match are not eligible to take these kicks
- If two teams are still tied after 5 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
- Any eligible player may change places with his goalkeeper.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.