

FUTSAL RULES

DURATION OF THE MATCH

- U6 – U10 Boys and Girls – 40 Minute Games – 5-minute Halftime

NUMBER OF PLAYERS

- Four (4) field players and one goal keeper on the field at all times.

SUBSTITUTION PROCEDURES (Referees will indicate substitution)

- Substitutes may be made at any time, whether the ball is in play or not. To replace a player with a substitute, the player being substituted for must leave the field before the substitute may enter.

CHANGING THE GOALKEEPER

- Any player may change places with the goalkeeper
- The player changing places with the goalkeeper must do so during a stoppage in the match and must inform the referee before the change is made
- A player or substitute replacing the goalkeeper must wear a different uniform, which distinguishes them as the goalkeeper.

SPECIAL RULES

- No field players are permitted to slide tackle.

Goalkeepers are only allowed to slide in the penalty area.

- Goalkeepers are not permitted to drop kick the ball or score directly from a throw. The restart is an Indirect Kick at the half-line, for the opposing team.
- Goalkeepers can't throw the Ball in the air past half field without the ball touching a field player or the field. The restart is an Indirect Kick at the half-line, for the opposing team.
- Restarts – players have 4 seconds to get the ball back into play.
- Players from the opposition must remain 9 feet from the spot of the restart.
- All restarts are Indirect Kicks, unless a foul occurs in the penalty area against the attacking team, in which it is a penalty kick (Direct Free Kick). The PK spot is marked at the top of the penalty area.

THE KICK-IN

- A kick-in is a method of restarting play
- A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air, or touches the nets
- A goal may NOT be scored directly from a kick-in.
- The opponent must remain at least 9 feet from the spot of the ball.

