

Modified Laws of The Game

The Following are Highlights from the Laws of the Game for Futsal (2000). The Front Range Futsal League has modified some of the rules slightly to help reduce confusion and help the game run more smoothly. Those rules that have been modified are in **RED**, with deletions from the formal Laws of the Game for Futsal ~~struck-through~~.

These rules shall apply to all Front Range Futsal League competitions with the exception of State Cup play, which shall adhere to the formal Laws of the Game of Futsal.

Law I - The Playing Court

- The playing court is marked with **white** lines. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.
- The playing court is divided into two halves by the halfway line.
- The center spot is located at the midpoint of the halfway line. A circle with the radius of 3 meters (10') is marked around the center spot.
- A penalty area is defined at each end of the playing court, a 6 meter (20') radius quarter circles are drawn centered on the outside of each goal post and connected with a 3.16 meters (10') line running parallel to the goal line between the goal posts. The line surrounding the penalty area will be referred to as the 6m/penalty line.
- The penalty spot is drawn on the 6m/penalty line, midpoint between the goal posts and 6 Meters (20 feet) from the goal line.
- The second penalty spot is drawn on the playing court midpoint between the goal posts and 10 meters (33') from the goal line.

The Substitution Zone: The substitution zone is on the same side of the playing court as the teams' benches and directly in front of them. This is where the players enter and leave the playing court for substitutions.

There is a distance of 3 m between the closest end of each substitution zone and the intersection of the halfway line and the touchline. This free space, directly in front of the timekeeper's table, is kept clear.

Goals: Goals are placed on the center of each goal line and consist of two upright posts joined together at the top by a horizontal crossbar. The goals measure 2 meters (6' 7") High, 3 meters (9' 10") wide and 100cm (3') deep at the base.

Law II - The Ball

- Size: #4 (U11 and above),
- **Size: #3 (U10 and below)**
- Special Weighted Low Bounce Ball Circumference: 62-64 cm (Size #4) Weight: 400-440 grams (Size #4)
- Bounce: 55-65 cm on first bounce

Law III - Number of Players

The game is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper.

- **Minimum Number of Players to start a match: 4, one of whom shall be a goalkeeper**
- Minimum Number of Players to Finish Match: 3
- **Maximum Number of players on the bench: 7**
- Substitution Limit: None

Substitution Method: "Flying substitution". All players but the goalkeeper enter and leave as they please, but a player must leave the court at the substitution area before the substitute enters the court. Goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent. If after the game has been started, a team is reduced to fewer than 3 players

(including the goalkeeper), the game will be stopped, and the team with fewer than 3 players will forfeit to the other team, regardless of the score at that time.

Law IV - Players' Equipment

Numbered shirts, shorts, socks, protective shinguards (for the appropriate age and size) and footwear with rubber soles indoors (soft soled tennis shoes or indoor soccer shoes only), appropriate footwear on outdoor surfaces.

The home team shall be the team listed first on the schedule and shall wear the lighter colored jersey should teams arrive in jerseys of a similar color. A goalkeeper's jersey may not be the same color as any other player's or the referee's.

Law V - Main Referee

- Enforces the Laws of the game.
- Applies the advantage rule
- Keeps a record of all incidents before, during and after game and provides a game report the appropriate authorities.
- Stops, suspends or terminates the game for any reason including: infringement of the Laws, outside interference or injury.
- Takes disciplinary action against players **and coaches** guilty of misconduct, violent conduct or other unsportsmanlike behavior.
- Ensures that no unauthorized person enters the court.
- **Performs pre-game safety check of players' equipment**
- **Keeps game clock.**
- **In the absence of a Second Referee:**
 - **keeps a check on the 2 minute punishment period after a player has been sent off**
 - **ensures that substitutions are carried out properly**
- **Verifies the game result and sign the Game Record Card at game's end.**

The referee is also authorized to send from the court area (out of the building indoors or a minimum of 100 meters away outdoors) any spectator interfering with the game in ways inconsistent with the League's commitment to Honor the Game.

Power Unique to Main Referee: Can overrule second referee's calls.

The decisions of the referee regarding facts concerning the play/game are final.

Law VI - Second Referee (when applicable)

Duties: Same as the Main Referee, appointed to operate the opposite side of the playing court to the main referee.

~~Keep a check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.~~

Law VII- Timekeeper Scorekeeper

~~One parent/spouse from each of the teams will be responsible for:~~

~~Starting the clock at each half~~

~~Stopping the clock for time-outs~~

~~Notifies the main referee when the 2 minute punishment periods have expired~~

Each team shall provide a scorekeeper for every League or Tournament game. For U15 and younger games, the scorekeeper must be at least 21 years of age. For U16 and above, the scorekeeper must be at least old enough to fall into that age group.

The scorekeeper shall:

- Prior to the game, verify the roster of the opposing team
- Keep a record of the first 5 fouls as registered by the main referee for each team per half
- Verify the game result and sign the Game Record Card at game's end.

Law VIII- Duration of the Game

- Duration: Two periods of 20 minutes.
- ~~Time-outs: 1 per team per half; none in overtime. If time-out is not used in first half it is forfeited.~~
- Half-time: ~~Maximum of 15 minutes.~~ Teams have one minute to change ends.
- The Horn: A horn will be used to indicate the time by which a game is to be under way. It shall also be used to indicate a final ending time for games; play stops at this horn unless the referee has extended time to complete a Penalty Kick or a kick from the second penalty spot.

Law IX - The Start of Play Procedure

The choice of ends is decided by which team is placed as home team; home team always kicks off in the first half .

A kick-off is a way of starting or restarting play:

- At the start of the game
- After a goal has been scored (the kick-off is taken by the other team)
- At the start of the second half
- At the start of each period of extra time, where applicable

The kicker shall not touch ball again before someone else touches it. The opposing team waits outside center circle (3 meters/10'). The ball is deemed in play once it has moved ~~forward toward the opposing teams half.~~ Any movement, however small ~~in a forward motion~~ is sufficient to start play. ~~A ball sent along the halfway line is considered to have been kicked forward.~~

A goal may **not** be scored directly from the kick-off unless it touches another player before entering the goal. Kick-offs are now indirect kicks.

Dropped Ball: A dropped ball is a way of restarting the game which becomes necessary after a temporary stoppage of a ball in play. The referee drops the ball at the place where it was located when play was stopped or the closest point on the penalty line if play was stopped within the penalty area. Play restarts when the ball touches the ground.

Law X - Ball in and out of Play

A ball is out of play:

- When it has wholly crossed the goal line or touchline
- When the game has been stopped by a referee
- Indoors, when the ball hits the ceiling, which will result in a restart with the ball placed on touchline nearest to point of impact

Lines: Touchlines and goal lines are considered inside the playing area.

Law XI - Method of Scoring

When the whole of the ball has passed completely over the goal line, between the goal posts and under the crossbar (except by illegal means).

Law XII - Fouls and Misconduct

Direct Free Kick: A direct free kick is awarded when a player intentionally commits any of the following 11 offenses

- (a) kicking or attempting to kick an opponent
- (b) tripping an opponent

- (c) jumping at an opponent
- (d) charging an opponent in a violent or dangerous manner
- (e) charging an opponent from behind
- (f) striking, attempting to strike, or spitting at an opponent
- (g) holding an opponent
- (h) pushing an opponent
- (i) charging an opponent with shoulder (i.e., shoulder charge)
- (j) sliding at an opponent (i.e., sliding tackle)
- (k) handling the ball (except goalkeeper)

Penalty Kick: A penalty kick is awarded if a player commits any of the aforementioned offenses inside his own penalty area, irrespective of the position of the ball but provided that it is in play.

Indirect Free Kick: An indirect free kick (IFK) is awarded **at the point of the infringement** when any of the following **8 7** offenses are committed (with the kick taken from the Penalty line when infringement takes place in penalty area):

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- 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 court or any player on that side)
- goalkeeper picks up or touches with his hands a backpass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds
- ~~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.~~

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

- a substituting player enters the court from an incorrect position or before the player he is substituting has entirely left the court
- they persistently infringes the Laws of the Game (**individually or collectively**)
- **they show dissent with any decision of the referee**
- they are guilty of unsportsmanlike conduct

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

Additionally, players shall be **cautioned (i.e., shown yellow card)** for

- **shirt/short pulling**
- **failure to immediately give ground (all 5 meters) on restarts**

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

- (a) serious foul play, **specifically including fouls committed from behind an opponent**
- (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 line when the infringement takes place in the penalty area).

Coach Misconduct: Coaches may also be cautioned or sent off for any of the above offenses. In addition, **coaches must remain seated in their bench area** when the game clock is

running. Infringement of this rule without the permission of the referee will be recorded as an “accumulated foul” and punished accordingly. Where play has been stopped to award a kick based on accumulated fouls, infringement shall result in a caution for the coach.

Rules of Expulsion: The player sent off is out for the rest of the game and is not even permitted to sit on the reserves' bench. The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- which ever comes first. The substitute cannot come on until the ball is out of play and he has a referee's consent

Player Equipment Violation: If a referee directs a player to leave the playing court for a violation of uniform or equipment, the player may not return to the game without first reporting to a referee for inspection and permission to return to the game. This player can only re-enter the game when the ball is NOT in play.

Substitution Violation: If while a substitution is being made, a substitute enters the playing court or a player being replaced leaves it from a place other than the substitution zone:

- Play will be stopped
- The offending player or substitute will be cautioned/yellow card
- Play will be resumed with an IFK (indirect free kick) by the non-offending team from the place where the ball was when the game was stopped.
- If the ball was in the penalty area when the play was stopped, the IFK will be taken from the penalty area line, at the place closest to the place where the ball was when play was stopped.

Goal Keeper Restrictions: (FRFL Rules) Goalkeepers must throw or roll the ball insuring that it touches the floor or some other player on the goalkeeper's defensive half of the court. Goalkeepers may not punt or drop kick the ball. If the ball touches in the offensive half of play without first meeting the law then it shall be punished by an Indirect Free Kick for the opposing team taken from anywhere on the half-way line.

On a **non-goal clearance**, goalkeepers may put the ball on the floor and play it as any other player except with a 4-second limitation. A punt or drop kick is **always** punished by an Indirect Free Kick for the opposing team taken from anywhere on the halfway line (goal clearance or non-goal clearance and no matter how far it is kicked).

Goalkeepers may receive the ball from their teammates and play as any other field player (using their feet) at any time. The provision requiring the ball to first be taken across the halfway line before being played back to the goalkeeper (i.e, where the goalkeeper plays as any other field player) is suspended and will not be enforced.

Goalkeepers, whether playing as a goalkeeper (using their hands), or playing as a field player (using their feet) in their own defensive half may not possess the ball for more than 4 seconds. If the goalkeeper violates the rule then the opposing team will be awarded an Indirect Free Kick from the point of the infraction (unless it is inside the Penalty Area, in which case the IFK shall be taken from the Penalty Area line nearest the point of the infraction).

Law XIII - Free Kicks

Free kicks are either: Direct free kicks (DFK) or indirect free kicks (IFK).

- The ball must be stationary when the kick is taken and the kicker cannot touch the ball a second time until it has touched another player.
- The ball is in play after it has been touched or played.
- The Free Kick must be taken within 4 seconds.
- All opponents must be at least 5 meters (16') away until the ball is in play

If a direct free kick is kicked directly into the opponents goal, a goal is awarded.

In an indirect free kick, a goal can be scored only if the ball subsequently touches another player before it enters the goal.

In a penalty kick (when a direct free kick is awarded because of offense inside the penalty area), a shot on goal must always be taken.

Law XIV - Accumulated Fouls

Accumulated fouls are those fouls mentioned in Law XII(a through k(1 to 11). ~~Infringement of the rule that coaches must remain seated in their bench area will also be treated as an accumulated foul.~~

Once a team has accumulated 5 fouls during a half (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:

- that team shall not be allowed a defensive wall
- the free kick shall be direct
- all accumulated foul kicks will be taken from the second penalty spot except when the foul is committed in the Penalty Area then a normal PK is taken
- ~~infringements committed within 12 meters of the goal line shall be punished with a direct free kick from the point of infringement; infringements committed from 12 meters or further from the goal line shall be punished with a direct free kick from the penalty line~~

Procedure:

- 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.
- The goalkeeper shall remain in his penalty area at least 5 m away from the ball. The kicker must aim at the goal, with the intention of scoring.
- 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.
- If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the penalty line on the spot nearest to where the infringement occurred.

Law XV- Penalty Kick

A penalty kick is to be taken from the penalty mark on the mid-point of the penalty line. The 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 meters (15') from the penalty spot. The kicker shall not play the ball a second time until it has been touched by another player.

Law XVI - Kick-in

A kick-in is to be taken in place of the throw-in.

- The ball is placed on the touch line before kicking.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the court, the kick-in is given to the opposing team.
- 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 it has been played by another player; infringement of this rule entail an indirect free kick to the opposing team from the point of infringement.
- Players on the opposing team must be at least 5 meters (16') away from point of kick-in.
- One cannot score directly from a kick-in unless it has been deflected off of a player from either team.
- If the kicking team violates the procedure for a kick-in, the ball is awarded to the opposing team as a kick-in.

Law XVII - Goal Clearance

~~A Goal Clearance is the restart when the ball goes over the end line off an attacker and is not a~~

goal. A non-goal clearance is when the keeper controls the ball with his/her hands - typically when saving a shot from an opponent.

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. From a goal clearance, the ball must not be thrown across the halfway line without the ball first touching the floor or any other player in the goalkeeper's defensive end. If the goal clearance is received inside the penalty area, the goal clearance shall be taken over.

A goal may not be scored directly from a goal clearance.

Procedures: The goalkeeper must THROW the ball (this includes rolling the ball directly from his hands). Kicks, Punts or Drop Kicks are not allowed. The ball must leave the penalty area (on the ground or in the air) to be in play. If the ball is not thrown outside the penalty area, the goal clearance is retaken. If the goalkeeper is the first player to touch the ball after putting it into play, the second touch infringement is an IFK from the place of the second touch. The goalkeeper must release the ball into play within 4 seconds. If he does not, the ball is awarded to the opponents as an IFK from the nearest point on the penalty line.

Infringements: If the ball is not thrown directly beyond the penalty area the goal clearance is retaken. If the ball is punted or drop kicked, or if the ball touches in the offensive half of play without first meeting the law then it shall be punished by an Indirect Free Kick for the opposing team taken from anywhere on the half-way line.

Law XVIII - Corner Kick

Ball placed in the corner-kick arc. If ball is misplaced, the corner kick is taken over. Must be taken within 4 seconds: infringement of this rule will award an 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 will award an indirect free kick to the opposing team from the point of infringement. Players on opposing team must be at least 5 meters (16') away from point of the corner kick. Players can score goal directly from a corner kick.

ADDITIONAL LAWS TO BE AWARE OF:

Tie Game Shoot-out (Championships and Tournaments only): The main referee decides which goal will be used for the shootout, and a coin is tossed to decide order.

Five kicks per team are to be taken alternately by the 5 players on the field at the time the game expires. If the 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. Players sent off during the match are not eligible to take these kicks. Any eligible player may change places with his goalkeeper. While the shoot-out is in progress, players will remain on the opposite half of the court. The assistant referee shall control this area.

The Front Range Futsal League reserves the right to modify these rules at any time. The main referee during a game holds the final judgment as to the rules and regulations of the game being played.