

Columbus Futsal/Indoor League LAWS OF THE GAME

LAW I – The Playing Court

Our leagues will be played on a Sport Court tiled floor. The court is surrounded by dasher boards and tempered glass. The court measures 50 feet wide by 90 feet long, similar in size to a basketball court.

LAW II - The Ball

A low-bounce ball shall be used. For ages younger than 12, a size 3 ball is used, with older divisions using size 4.

LAW III - Number of Players

At the scheduled start time of the game, there must be five players present, one of whom shall be a goalkeeper. The minimum number of players needed to finish a match is two. A maximum of seven substitutes are allowed, but the number of substitutions is unlimited. Substitutions can take place “on the fly” for all players except the goalkeeper.

LAW IV - Players' Equipment

Each player must have a numbered shirt/jersey, shorts, socks, shin-guards, and shoes with rubber soles (no cleats).

LAW V - Main Referee

The main referee shall enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after the game, stop the game when deemed necessary, caution or expel players guilty of misconduct, violent conduct, or other ungentlemanly behavior, allow no others to enter the court, stop the game to have injured players removed, signal for the game to be restarted after every stoppage, decide that the ball meets requirements.

LAW VI: Second Referee

Due to the size of our facility, there is no need for a second referee.

LAW VII - Timekeeper

The timekeeper can be a volunteer or rink employee. The timekeeper's sole responsibility is to start the clock at the beginning of each half, and to stop the clock as deemed necessary by the referee. Because our leagues are played with a “running clock”, there are no stoppages.

LAW VIII - Duration of the Game

Duration: Two equal periods of 24 minutes, running clock. Halftime can last a maximum of five minutes.

LAW IX - The Start of Play

The team listed on the scheduled as the visiting team shall be awarded the opening kickoff. Opposing team must line up on their half of the field, separated by the center red line. Ball is kicked off from the center blue dot at the middle of the court. Ball can be kicked backwards on the initial touch. The initial kicker can not touch the ball before someone else touches it. Kick-offs taken after goals scored and start of second half.

LAW X - Ball in and out of Play

The ball shall be deemed out of play when it makes contact with the protective spectator netting, which hangs directly above the tempered glass walls surrounding the court. The ceiling netting is always in play. If the ball makes contact with the ceiling, then the ball is out of play. There are no touch lines on our court. Walls are in play.

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). The ball may make contact with the back wall between the goal posts and under the crossbar.

LAW XII - Fouls and Misconduct

A **direct free kick** is awarded when a player intentionally commits any of the following 10 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 from behind
- Striking, attempting to strike, or spitting at an opponent
- Holding an opponent
- Pushing an opponent
- Charging an opponent with the shoulder
- Sliding at an opponent (no slide tackles allowed)
- Handling the ball (except goalkeeper)

An **indirect free kick** is awarded when any of the following 4 offenses is committed (kick taken from the top of the penalty area when offense occurs within the 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 controls the ball with any part of his/her body for more than 5 seconds

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

- He/she persistently infringes the Laws of the Game
- He/she shows dissent with any decision of the referee
- He/she is guilty of ungentlemanly conduct

These 3 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the top of the penalty area when the infringement takes place in penalty area).

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 top of the penalty area when the infringement takes place in the penalty area).

Rules of Expulsion:

- The player sent off is out for the rest of the game and is not permitted on his/her team bench.
- The team of the player sent off can substitute for that player.

LAW XIII - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 feet away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 5 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

LAW XIV - Accumulated Fouls

Accumulated fouls will not be tracked in our leagues.

LAW XV - Penalty Kick

- To be taken from the penalty mark located at the top of the penalty area.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the opposing players must be behind the ball when kicked
- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XVI - Kick-in

In place of throw-ins, the ball shall be put in play through the use of a kick-in. The ball is placed on the floor, near the wall nearest to where the ball went out of play. Kick-ins must be taken within 5 seconds, or the kick goes the other way. The kicker can not play the ball a second time until it has been played by another player. If he/she infringes upon this rule, an indirect free kick shall be awarded to the opposing team. Players must be five feet back from point of kick-in. Goals can NOT be scored directly from a kick-in.

LAW XVII - Goal Clearance

Regardless of who played the ball last, if the ball is put out of play between the corners of the court, the game shall restart with a goal clearance. A goal clearance is taken in place of a goal kick or corner kick. The goalie shall start with the ball, and can put the ball into play by either throwing or kicking the ball. The goalie must put the ball into play from within his/her penalty area. The ball is not in play until it has passed outside of the penalty area.

LAW XVIII - Corner Kick

Due to the size and layout of our court, corner kicks will not be used in our leagues.

Annex 1 - Penalty Kick Shoot-out

- Main referee decides goal to be used.
- Coin tossed to decide order.
- Five kicks to be taken by 5 different players selected from the dressed players. Captain of each team announces these 5 to the main referee before the kicks are taken.
- 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.
- Players sent off during the match are not eligible to take these kicks.
- Any eligible player may change places with his/her goalkeeper.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the court. The timekeeper shall assist the main referee in controlling and monitoring this area

Additional League Notes

These rules are based upon the United States Futsal Federation's Laws of the Game. They have been modified to fit our facility size and setup, and to create the most safe and fun futsal/indoor soccer environment we can provide.

All referee decisions are final. Please respect referees and rink staff when participating or viewing our leagues. Sportsmanship is a big part of our facility, and unruly spectators, participants, or coaches shall be removed from the facility if they are unable to adhere to this rule.

Please respect the rink property as well. All players, coaches, or spectators shall be held completely accountable for any damage sustained to our facility due to negligence or inappropriate behavior.

For the safety of others around you, we ask that no practicing or warming up is done outside of the court.

We are not responsible for lost or stolen items. If you will be leaving valuables inside your car, we recommend not leaving anything in plain sight. We are not responsible for damages sustained to property while on our premises.

Players and teams are expected to arrive on time, ahead of game schedule. Warm up time will not be extended because a team arrived late to a game. Games will begin on time as much as possible, so teams must be dressed and ready to play at time of coin toss or else the referee may declare a forfeit.

These league rules apply to both our recreational and competitive futsal/indoor soccer leagues.