DUKE CITY FUTSAL COLLABORATIVE

OFFICIAL RULES OF COMPETITION FOR THE FOLLOWING LEAGUES





THE SHOP

Metro Futsal League and AYSO will cross bracket

The Shop and Metro Futsal League will cross bracket

Playoff could occur to determine a "Metro Champion"

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

MODIFIED 10/12/2025

THE COLLABORATIVE WILL CONFORM TO THE FIFA LAWS OF THE GAME WHICH CAN BE FOUND HERE

ANY MODIFICATIONS TO THE LAWS WILL BE LISTED BELOW

THESE ARE THE RULES OF COMPETITION

PLAYER REGISTRATION:

Players MUST pay a registration fee. Players can pick their own team or have the league commissioner assign them to a team. Any team or player determined by the commissioner to have falsified any information may be dismissed for the league and

reported to their home club. Teams are allowed to have a maximum of three guest players per game. Guest players must be registered with a team in the league. A team must have three rostered players present with its team for the match to count.

TEAM MANAGERS OR COACH:

Every team must have an adult over the age of 18 acting as the team manager or coach. Team managers will be responsible for communicating with players and will be the primary contact for the team with the league commissioner. Team manager must register for free through the registration system. Team managers do not have to be present during games.

SCHEDULING:

Organized teams were required to submit scheduling requests at the beginning of the season. Teams who request a change in schedule that was not indicated on the request form will not be honored. All schedules are one week prior to game time.

THE FIELD:

The Field shall be approximately 130' x 75' Players and team benches will stay on one side of the Court classified as the technical area; this area is for players, coaches. Benches will be located on the team's defensive half. Teams will NOT switch sides.

PLAYERS:

There will be five players during game play and a maximum of 10 players can be eligible. Three players are required to play.

SUBSTITUTES

Substitutes may occur at any moment during game play, but players cannot enter the game unless the player they are substituting for leaves the pitch through the substitution zone located by their bench. An infraction results in an IFK for the opponent and may be cautioned.

EQUIPMENT:

All players must wear shin guards. Any player without shin guards will not be allowed to play. Players CAN NOT wear cleats. All players uniform shirts must match in color, and numbering is highly encouraged but not required. (In the event both teams are wearing matching colors the visiting team is to either change or wear training vests aka "pinnie" NO jewelry is to be allowed. Jewelry CAN NOT be covered. Game balls will be provided. The game ball will be a FIFA regulation futsal ball.

THE REFEREES:

The referees will be approved by the referee administrator. Only USSF Futsal certified referees will officiate. There will be one match official and one assistant official who will act as the center manager/score keeper. The Referee's decisions are final and no arguments about the referee's calls will be considered.

GAME DURATION:

The game shall consist of two 18-minute halves separated by a two-minute halftime period. Games tied shall end in a tie. There are no time outs. The clock will stop only at the discretion of the match official. The game clock will start on time. If one team does not have at least three players within five minutes of the game starting, the game will count as a forfeit. If neither team has enough players, it will be counted as a forfeit on both sides in a 0-0 tie.

FOUR SECOND RULE:

Restarts other than kick-offs and penalty kicks must take place within 4 seconds. The referee will only start counting when the defensive players are properly positioned.

DEFENDER POSITIONING:

At kick-offs, the opponents must be at least 3m from the ball. In all other dead-ball free-kick situations, defending players must be at least five yards (5m) away from the ball.

BALL HITS CEILING:

If the ball hits the structure while in play, the restart is a kick-in unless the ball was obviously going over the goal line--then goal clearance or corner kick.

NO OFFSIDE

NO HEADING FOR MIDDLE SCHOOL GROUPS AND UNDER

FOULS

When a team commits more than five DFK fouls in one half, every subsequent foul is awarded with a direct free kick without a wall from the second penalty mark (10m). Keepers DO NOT do not have to remain on the goal line, however, they must be 5m from the spot of the kick

SLIDE TACKLING:

Is not allowed. If contact is made with opponent or ball, it will be penalized as a foul and possibly cautioned or sent off.

KICK-INS*:*

The ball shall be kicked into play from the touchline where the ball went out of play. All kick-ins are indirect.

GOAL KEEPERS:

Each team must designate a goal keeper. Goal keepers are not allowed to punt and must wear a color different from both teams. Keepers are allowed to score and do not have to remain in the penalty area. Goalkeepers are allowed to slide in order to protect themselves while getting the ball. They are not allowed to slide outside of the penalty area or feet first at an attacking player.

The GK may not control the ball in their own half for more than 4 seconds.

Premier League only: After having played the ball, the GK may not touch the ball again in their own half after it has been deliberately played to them by a team-mate without an opponent touching the ball.

Keepers may handle the ball inside the penalty area. Keepers can't handle the ball with their hands when it is passed back to them or directly from a kick in. Keepers will be allowed to receive passes with their feet.

GOAL-CLEARANCE:

When the attacking team kicks the ball across the goal line, a clearance is awarded. The goal keeper must distribute the ball with their hands. Goals cannot be scored on a goal clearance.

MISCONDUCT:

The referee can award yellow and red cards. If a player receives a red card, he/she can't no re-enter match and their team has to play with one less player for up to two minutes. If a player receives four yellow cards in season – including guest play, they will have to serve a one-game suspension for their rostered team and can't gust play while on

suspension. Any red card, must be served with a one-game suspension for the team they are rostered for and can't guest play while on suspension.

CONTACT:

The collaborative is designed to improve player's skills. Forceful contact is discouraged and will be called a foul. Any contact that forces a player into a wall will result in a mandatory card. Straight reds will also be given if in the ref's opinion it was violent conduct.

SPORTSMANSHIP:

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event. However, if it is viewed as a few direct participants causing the problem any or all may be asked to leave. ALL PARTICIPANTS MUST behave accordingly and must show full respect for the game of soccer, the children, the referee, and any and all other participants. Coaches are expected to control all participants on his/her team including parents and spectators.

METRO FUTSAL LEAGUE AMENDMENTS

WAIVERS

Every team must have waivers on File in order to play!

BENCHES

Home team will be assigned to the bench on the south side. Visiting team will use the bench on the north side of the facility. Teams can only play with eten players. All players will have to be checked-in prior to game time. Benches will be located on the team's defensive half. Teams will NOT Switch sides.

STANDINGS/RESULTS:

Teams will be rewarded three points for a win, one point for a tie and zero points for a loss.. Tie breakers will be determined by head-to-head and goal differential. A team can only earn a maximum of a four goal differential.

GAMES:

Each team will be guaranteed eight games.

SCORING:

Scores will be collected by the referee and published online and on scoreboard inside the Center

Teams WILL NOT be required to pay a ref fee.

AYSO LEAGUE AMENDMENTS

League Rules & Regulations

The AYSO United Futsal league will adhere to and follow all rules and regulations related to the game of Futsal. There are some modified rules included so please be fully aware of the rules before entering and participating in the league. Any questions or concerns relating to the rules and regulations should be directed to the AYSO United Director of Coaching. 5 v 5 format (4 outfield players and a Goalkeeper) Goalkeeper must be designated and identifiable before kick-off BUT is not restricted to their 'box' and can play anywhere on the court. Maximum of 5 substitutes allowed on the side-line (10 player roster limit) unless prior approval to add more players by the Director. Rolling clock of 2 x 18-minute halves and a 2-minute half time. Unlimited substitutes can be made throughout the duration of the match.

The substituted player(s) must leave the field of play at the coaches' half-way line before their replacement(s) enters the field from the same half-way line. You DO NOT need the referee's permission. No throw-in's allowed, Kick-ins only.

No Punting No Offside Players will have 4 seconds to get the ball back in play or possession will be awarded to the opposition from the nearest sideline. No slide tackles No 'Goal kicks', all goalkeeper restarts will start in the keepers' hands, and they will have 4 seconds to play the ball If a goal is made from a kick-in direct, no score will be given. The ball must touch another player before it counts as a goal.

This rule DOES NOT apply to 'Kick-Offs' from the center mark. If a player receives a red card or 2 yellow cards resulting in a red, they must leave the field of play immediately and sit out the remainder of the match. The team CAN substitute for the red-carded player after either 2 minutes of elapsed playtime or if they concede whilst down to 4 players

THE SHOP LEAGUE AMENDMENTS