NOCO FUTSAL RULES

General Rules

- Teams are composed of four outfield players and one goalkeeper.
- There are no throw-ins in futsal. A kick-in will be used to restart play.
- There are no offsides in futsal.
- There are no goal kicks in futsal. Goalkeepers restart play by distributing the ball with their hands. Goalkeepers cannot punt or dropkick. Goalkeeper throws must touch the ground or a player before crossing the halfway line.
- Substitutions may occur any time during the run of play. Substitutions must be made through the substitution zone in front of the team's bench (from the coaches line to the baseline), not at half court.
- Teams must switch benches (and court ends) at halftime to ensure all "on the fly" substitutions are made within the team's defensive half.
- Direct free-kick fouls are accumulated in each half. If one team accumulates 6 or more direct free-kick fouls in one half, the opposing team will be awarded a direct free-kick from the penalty spot (top of the interior 3-point basketball arc line).
- Each game will be 20 minute halves with a running clock. There will be a 2 minute halftime.
- In the event of a goal difference of 5 goals or more, the losing team will be allowed to have one extra player on the court. Once the goal difference returns to 4 goals or less, the extra player will need to leave the court immediately.
- Field players CAN pass back to the Goalkeeper an unlimited amount of times.
- Players U11 and older are allowed to head the ball during games.
- Please report all injuries to the front desk.

Ball Size

- U12 & Below: Size 3 Futsal
- U13 & Above: Size 4 Futsal

Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the court until the player leaving the court leaves through the substitution zone in front of his teams' bench. All substitutions must take place through the substitution zone in front of his teams' bench -- not at the half-way line.

Kick-offs

- A goal may be scored directly against the opponent from the kick-off. The ball is in play when it is kicked and clearly moves.

Kick-ins

- All kick-ins are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. The ball must be completely stopped before playing it in. A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team. If the kick-in does not enter the court or if the kick is not taken within 4 seconds, the ball is turned over to the opponent. Opposing players must be lined up at least 2 yards (6 feet) away from the ball.

Goal Kicks

- Are awarded when the ball exits the court beyond the end-line. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball must be released within 4 seconds (either at referee signal or as goalkeeper is ready). Opponents must be outside the penalty area until the ball is in play.
- There are no goal kicks in futsal. Goalkeepers restart play by distributing the ball with their hands. Goalkeepers cannot punt or dropkick. Goalkeeper throws must touch the ground or a player before crossing the halfway line.

Corner Kicks

- Corner kicks are direct. The ball must be placed in the corner of the court area and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team. Opposing players must be lined up at least 5 yards away from the ball.

Free Kicks

- Free kicks may be indirect or direct. The ball must be stationary before the kick may be taken. Opposing players must be lined up at least 5 yards away from the ball.

Penalty Kicks

- P.K. 's are taken from the center of the top of the arc (interior 3-point basketball line) and must be taken by a clearly identified kicker. Defenders must be behind the ball at the time of the kick.

Indirect Free Kick

- When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with their hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, or commits any offense for which play is stopped to caution or eject a player, an indirect free kick is awarded.

Direct Free Kicks

- When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a direct free kick is awarded.

Yellow Card / Caution

- The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card.

Red Card

- The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

Accumulated Fouls

- All direct free kick fouls are recorded on the scoresheet and on the scoreboard. If one team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a penalty shot.

Penalty Spot

- 5 meters (~16 feet) from the goal-line and the center of the goal and placed at the top of the penalty area line (Interior 3-point basketball line).

Advantage

- Advantage is applied in Futsal. Direct free kick foul will count as accumulated fouls if advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was a direct free kick foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and will not count as an accumulated foul.

The Goalkeeper

- Must wear a different color shirt.
- He/She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his/her feet during the run of play.
- May not possess the ball for more than four seconds in his/her own half.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
- When GK has the ball in hands, he/she cannot throw the ball over the halfway line without it hitting the ground prior. If this occurs, it will result in an indirect free kick at halfway for the other team.

Playoffs Only

- If scores are tied at regular time, each team will alternately take penalty kicks against the opposition goalkeeper. After three kicks from each team, an equal number of goals have been scored by each team the shootout proceeds to sudden death.

Adult Format

BASIC GAME RULES

- Teams must have a minimum of 3 and a maximum of 5 players on the field.
- COED Teams are allowed a maximum of 3 men on the field. There is no maximum number limit of female players.
- There are free substitutions and ejected players may be replaced.
- Slide tackles, slides, or playing the ball while on the ground is not allowed. Players must try to stay on their feet at all times.
- Only players that are on your roster may play in games.
- All Players are required to wear shin guards and socks that cover them. No Exceptions.