



**PURE ENERGY!**  
Brought to you by Spartans Futsal Club

## League rules

### PLAYERS & ROSTERS:

The match is played 3v3, no goalkeepers.

A match may start if either team has a minimum of 2 players.

**Roster size:** 7 players max can be suited to play in a game. All players must have their parents sign the Wide World of Indoor Sports waiver and have a Wide World of Indoor Sports player pass before each season.

Game Duration – 12-minute halves, running clock, with a 2-minute halftime.

### GENDER:

No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

### EQUIPMENT:

**Score Tables & Game Time** – The referee manages both the score table and keeps time.

**Ball** – Futsal ball size 3

**\*The league will provide the game ball.**

**Uniforms** – Players on the same team must wear the same color uniforms — Shin guards and footwear with flat soles (no turf or cleats allowed). The home team changes color in case of clashing colors. For league play, uniform numbers aren't mandatory.

– A player wearing a soft cast is permitted to play with the referee's permission.

– Hard casts are not permitted.

### GAME TIME:

The referee's whistle indicates the start and end of each period.

Time is extended if a penalty kick that must be taken or retaken; the period in question is extended until the penalty has been taken.

NOTE: The referee can ask for an injury time out at any point of the game.

## **FOULS & VIOLATIONS:**

An indirect free kick is awarded if a player commits any of the following offenses against an opponent in the offensive half, or a penalty if the infraction is committed in the defensive half, in a manner considered by the referees to be careless, reckless, or using excessive force:

- charges
- jumps at
- kicks or attempts to kick.
- pushes
- strikes or attempts to strike (including head-butt)
- tackles or challenges
- trips or attempts to trip.
- "Careless" is when a player shows a lack of attention or consideration. when making a challenge or acting without precaution. No disciplinary sanction is needed.
- "Reckless" is when a player acts with disregard to the danger to, or consequences for an opponent and must be cautioned.
- "Using excessive force" is when a player exceeds the necessary use of force or endangers the safety of an opponent and must be sent off.
- holding an opponent
- Biting or spitting at someone
- Throwing/kicking an object at the ball, an opponent, or a match official, or making contact with the ball with a held object.
- tackles or challenges
- trips or attempts to trip.
- Illegal substitution (kick taken from the spot where illegal substitution occurred)

All the offenses listed in this section count as accumulated fouls (All offenses awarded with an indirect free kick count as accumulated fouls)

## **MISCONDUCT**

Foul language, obscenity, obscene gestures, and even arguing can be considered technical fouls. A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. Depending upon the severity of the unacceptable conduct, suspensions for more games may occur.

Yellow Cards do not accumulate from game to game. If a Red Card is given to a player/coach and sent off, they must leave the court and cannot remain on the bench.

## **\*CONTROL OF SIDELINE CONDUCT\***

Players, managers, coaches, and fans are expected to conduct themselves in a sportsmanlike manner. League Staff has the authority and the responsibility to remove any person(s) from the facility for conducting abuses. The team manager/coach will be responsible for their fans' behavior. The referee will have the authority to warn and ultimately send off any manager/coach and the fans who behave in an abusive or disruptive manner. Games that end due to disruptive behavior will also result in a fine of \$100

### **GAME FORFEITS:**

A forfeit communicated within 24 hours of the scheduled game results in a \$45 Forfeit Fee. No Shows result in a \$60 No Show Fee.

## **3v3 Game Rules**

### **No Offsides in 3v3 Soccer!**

#### **Substitutions:**

Substitutions can be made on the fly in between the substitution zone. The substitution zone will be 8 foot wide area Infront of the team bench marked by hash lines. The out coming player must leave the field of play completely through the substitution zone before the incoming player may enter the field of play. If the incoming player enters the field of play before the outcoming players leaves the field of play completely the incoming player will receive a yellow card. If an outcoming player leaves the field of play in any area that is not the substitution zone, the outcoming player will receive a yellow card.

#### **Goal Scoring:**

A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Cannot be touching the mid-line). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. There will be no kickoff when a goal is scored. The ball must be played within three seconds by the defending team when a goal is scored. i.e., when the opposing team scores a goal, the defending team may use the momentum of the ball if there is any to make a quick play. Or place the ball on the end line and played as if it's a goal clearance all within three seconds.

#### **The Goal Box:**

The goal box, 8 feet wide by 6 feet long, is directly in front of the goal. The goals are 3 feet high by 5 foot wide. There is no contact allowed within the goal box that either plays the ball in an offensive manner i.e., taking a shot on goal. Which will result in a goal kick for the defending team. Or in a defensive manner i.e., blocking a shot within the box. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team in a defensive manner, a goal will be awarded. However, any player may pass through the goal box. Or in the case of an offensive player, they are allowed to dribble the ball within the box of the opposing team if they are not making an offensive play within the box i.e., taking a shot on goal. Also, a defensive player is allowed to dribble though their own goal box as long they are not denying a goal scoring opportunity to the opposing team i.e., the ball hits the goal post and is traveling in the opposite direction of the defending goal. The defending player is allowed to dribble the ball out of the goal box in the before mentioned example. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last.

#### **Game Duration:**

The game shall consist of two 12-minute halves separated by a two-minute halftime period. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a

tie. A team will forfeit a game if they are not present within 5 minutes of the game start time. There are no time-outs during 3v3 games.

### **Heading the ball:**

No heading shall be allowed in any age group U11 and under. Any heading of the ball will result in the opponent receiving an indirect freekick from the spot of the infraction. Heading the ball intentionally will count as a foul that will add up to your 5 foul accumulation rule (See Penalty Kicks). Heading intentionally the ball to deny a goal will result in a penalty being awarded to the opposing team (at referees discretion).

### **Fouls:**

Fouls committed in your defensive half will result in a penalty for the opposing team. Fouls committed in the offensive half are indirect free kicks, opposing players must be three yards away from the ball.

### **Penalty Kicks:**

All penalty kicks will be taken from the penalty spot that is at the midpoint of the half-field line. A penalty shall be awarded if there is an accumulation of five fouls or there is a foul committed by an opposing player in their defensive halves. (The sixth foul will be the penalty). This is a "dead-ball" kick shot from the penalty spot. All players must be behind the half field line for the duration of the penalty kick. If a goal is not scored, and the ball is still in play the ball is live and free to play for both teams.

### **Hand Ball Clarification:**

Hand balls committed in your defensive half will result in a penalty for the opposing team. Hand balls committed in the offensive half are indirect free kicks, opposing players must be three yards away from the ball.

Any intentional handling of the ball that does not deny a goal, or a goal scoring opportunity will result in a warning to the player committing the foul. The player will be shown a yellow card (at the referee's discretion).

Deliberate handling of the ball that denies the opposing team a goal or an obvious goal-scoring opportunity in the defensive half will result in the following: -a penalty kick will be awarded & -the player committing the foul will be sent off and shown a red card (at referee's discretion).

### **Cautioned Players (Yellow Card):**

Players that receive two yellow cards in one game will result in a red card. (Please see Red card rule)

### **Player Ejection (Red Card):**

Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players; however, if the player receiving the red card was on the field of play, the team must complete the next minute or until a goal is scored a player short. Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player or coach is red carded for fighting, they will be ejected from the league and banned from the facility for the duration of the event, The Team will be fined \$150.00 for the incident.

### **Coach/Parent Ejection:**

Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents who are ejected by the referee or tournament

official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.

### Three Yard Rule:

In all dead-ball situations, defending players must stand at least three yards away from the ball.

### Kick-Ins & dribble ins:

The ball shall be kicked or dribbled into play from the sideline (no throw ins allowed) within three second of the player touching the ball. The ball is considered in play when the ball is placed dead on the spot where the ball left the field of play and then touched with a foot and enters field of play. Defending players must stand at least three yards away from the ball.

### Indirect Kicks:

All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect except for penalty kicks. Defending players must stand at least three yards away from the ball. The ball must be played within three seconds of the player touching the ball and placed on the spot of the indirect free kick.

### Goal Kicks:

May be taken from any point on the endline. Defending players must stand at least three yards away from the ball. The ball must be played within three seconds of the player touching the ball and placed on the endline.

### Kick Off:

Games will start when there are at least two players from each team present. Kick-offs will only occur at the bigging of each half. Kick-offs May be taken in any direction.

### Scoring:

Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team present.

### Tiebreakers:

For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by:

- |   |   |
|---|---|
| (1) head-to-head results between the tied teams | (2) goal difference in head-to-head games |
| (3) goals against in head-to-head games         | (4) goal difference in pool play games    |
| (5) goals against in pool play games            | (6) shootout.                             |



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