

CARPENTER CENTER INDOOR SOCCER RULES

Equipment

- No cleats of any kind allowed in indoor leagues. Players must wear sneakers or indoor soccer shoes.
- All games will be played with a senior size futsal ball
- Shin guards are required for all players

General Rules

- For ages 7-12, games consist of two twenty (20) minute halves with a three-minute half time. The clock is continuous and will not stop for a ball going out of play.
- For ages 4-6, games consist of two twelve (12) minute halves with a five-minute half time. The clock is continuous and will not stop for a ball going out of play.
- Teams are not allotted any time-outs.
- There is no overtime, injury time or stoppage time.
- Teams are comprised of four field players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offside in futsal.
- No heading is allowed per US soccer rules.

Substitutions

- All substitutions are on the fly.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench)– not at the half-way line.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.
- Substitutes cannot take penalty kicks. Only a player on the field at the time of the foul may take the penalty kick.

Restarts

- Kickoffs: are indirect. The ball must touch an OFFENSIVE player before a goal can be scored.
- Kick-ins: are indirect. The ball must touch an OFFENSIVE player before a goal can be scored. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 5 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (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.)

- Goal Clearances: are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.
- Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 5 seconds.
- Free Kicks: are all indirect. The ball must be stopped completely before the kick may be taken. The ball must touch an OFFENSIVE player before a goal can be scored.
- Penalty Kicks: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders must be around the penalty arch up until the ball is kicked.
- Distance: For all of the above, except goal clearances, opponents may not be closer to the ball than 4 yards.
- Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

Fouls and Misconduct

- Indirect Free Kicks: All fouls result in indirect free kicks
- Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.
- Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- Penalty Spot: 20 feet from the center of the goal □ Advantage: Advantage will be applied in futsal.

The Goalkeeper

- Must wear a different color shirt. He or she may wear long pants and/or other padding as deemed safe by the match referee.
- May kick the ball directly over the half-way line.
- May score directly with his or her feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no “air” under the ball when kicked.)
- May not possess the ball for more than 5 seconds in his or her own half.
- May throw the ball directly across the half-way line. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.

Extra Time (Overtime – only applicable for tournament games)

- If both teams are tied at the end of regulation there will be one 3-minute half of “Goldengol” format extra-time. This means that the first team to score will win.
- If teams are still tied at the end of the 3-minute half then the game will be decided by penalty kicks.
- Penalty kicks will consist of 3 kickers from each team (then 1 for 1 until a winner is determined).