



F5 Rules of Play:

- 5 players per team on pitch
- **Game lengths:** 2 20-minute halves
- **Halftime:** 3 Minutes
- **Time Outs:** 1 min time out per team per half (should be requested before ball is out of play).
- Teams swap benches at half time to locate their substitutions in front of their own goals. ***(COVID has suspended this & teams remain in same halves throughout game)***
- **Ball Size:** U11 and under-Size 3, U12 and up-Size 4
- **Substitutions:** Each team will have Unlimited “flying” substitutions and re-entries. Substitutions may be made by both teams during the run of play via their substitution zones provided the exiting player has completely exited the pitch prior to the substitute entering.
- The following futsal rules are very important in ensuring safety of players:
 - A. Players may not deliberately charge other players, including shoulder to shoulder charging.
 - B. Players may not slide tackle to take possession of the ball away from another player, except goalkeepers while inside their own penalty areas. If a player slide tackles the ball near no one or without anyone in possession of the ball, no foul nor misconduct.
 - C. In 11U divisions and below, players may not deliberately head the ball.
- Goalkeepers may not throw the ball in the air beyond the halfway line from their penalty area from both a goal clearance and during the run of play.
- Each team is responsible for the actions of its players, managers, and fans.
- **Team uniforms** are required including shirts, shorts, socks, shin guards, and footwear. In the case of teams wearing the same or very closely colored uniforms to a match, the home team shall be responsible for making a uniform change to distinguish their players from visiting players.



- In addition to substitutes, a technical area may be occupied by only one coach, one assistant coach, one team manager, and one trainer.
- **Offsides:** does not apply.
- **Kick-in**
 - The ball is in play when it is kicked and clearly moves.
 - The kicker must not touch the ball again until it has touched another player.
 - The ball must be stationary on the touchline at the point where it left the pitch or the nearest point to where it touched the ceiling.
 - The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play.
- **Goal Clearance by Goalkeeper**
 - The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.
 - The ball is in play when it is thrown or released and clearly moves.
 - The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play.
 - Opponents must be outside the penalty area until the ball is in play.
- 4 second rule on all restarts (kick-ins, corner kicks, goal clearances, free kicks)
- Keeper restricted on contact with ball in defensive half after releasing
- **Direct Free Kick Fouls:**
 - trips or attempts to trip an opponent
 - kicks or attempts to kick an opponent
 - jumps at an opponent
 - charges at an opponent
 - strikes or attempts to strike an opponent
 - pushes an opponent
 - tackles an opponent (This includes any slide tackle except for the goalkeeper within his own penalty area.)
 - holds an opponent
 - spits on/at an opponent
 - handles the ball deliberately (except for the goalkeeper within his own penalty area)



➤ **Indirect Free Kick Fouls:**

- Goalkeeper infraction-controls the ball with his hands or feet in his own half of the pitch for more than four seconds
 - Goalkeeper infraction -after playing the ball, he touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it
 - Goalkeeper infraction- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
 - Goalkeeper infraction- touches the ball with his hands (inside his penalty area) after he has received it directly from a kick-in taken by a team-mate
- In the event that a goal is moved or overturned, either deliberately or accidentally, by a defending-team player (including the goalkeeper), prior to the ball crossing the goal line, the referees must allow the goal if the ball would have entered the goal between the normal position of the goalposts.
- If an attacking-team player moves or overturns the goal accidentally or deliberately, a goal must not be allowed, and: • if it was accidental, the match is restarted with a dropped ball; • if it was deliberate, the match is restarted with an indirect free kick and the player must be cautioned.
- If an extra ball enters the pitch while the ball is in play, the referees must stop the match if it interferes with play. Play must be restarted with a dropped ball from the position of the original ball when play was stopped, unless this was inside the penalty area. If an extra ball enters the pitch while the ball is in play without interfering with play, the referees allow play to continue and must have the extra ball removed at the earliest possible opportunity.
- All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted. The players must be inspected before the start of the match. If a player is wearing or using unauthorized equipment or jewelry on the pitch, the referees must order the player to: • remove the item; • leave the pitch at the next stoppage if the player is unable or unwilling to comply.
- The decisions of the referees regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.
- The ball is in play when it is kicked and clearly moves.
- A goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.