

Differences between Soccer and the LONG ISLAND FUTSAL LEAGUE Rules

Soccer	Futsal (Five-a-Side Soccer)
#5 Ball	#4 Ball – for U13 and older #3 Ball for U12 and younger 30% less bounce
11 players	5 players
3 substitutions	Unlimited “flying” substitutions– player being subbed must be off the playing field before substitute enters otherwise a player penalty and team loses possession.
Throw-in (player must have both feet on or behind side line)	Kick-in (opponents must 5 yds. from ball) – ball must be put in play within 4 seconds Kicks-ins are an indirect kick, so cannot score directly from a kick in. Player can kick-in to their goalie without a penalty. (player must have one foot on or behind side line). (the four second count starts when player retrieves the ball and places the ball on the touchline – ball should not be moving) Team loses possession if longer than four seconds
Running Clock	Running Clock
45 minute halves	50’ games (25’ .halves) for the LONG ISLAND FUTSAL LEAUGE (teams do NOT switch goals at half time)
No time-outs	No time-outs
Goal kicks	Goal Clearance (throw) – ball is in play when it is released and clearly moves; cannot throw over midfield – ball must be put in play within 4 seconds (the four second count starts when player retrieves the ball and enters the goalie penalty area
Some contact	No shoulder charges or sliding tackles & NO intentional sliding of any kind
No absolute time limit to restart game	4-second rule on restarts
Offside Rule	No Offside Rule
Goalkeeper steps	No restrictions, but limited to 4 seconds
Goalkeeper cannot touch by hand a ball kicked back	Goalkeeper cannot touch by hand a ball played back
Unlimited back passes to Goalkeeper	One back pass to Goalkeeper (* U12 and younger can play unlimited back passes to goalie)
No sub for player sent off	Player sent off can be substituted for after 2 minutes or other has scored
Corner kick placed in arch	Corner kick placed on corner

Additional Points of Emphasis for the LONG ISLAND FUTSAL LEAGUE

- After gaining possession of the ball with his/her hands, a goalkeeper may **not** throw the ball over the halfway line without it first touching the floor or a player. He/She may **not** punt or drop kick the ball after making a save (restart at midfield)
- NO HAND CHECKING OR SHIELDING WITH THE ELBOW – this will be called a “push” – indirect foul. Players who receive a yellow card must serve a 3 minute penalty in which they may not play
- Goalkeepers may dive forward on their knees but may not extend their feet **The GK is allowed to slide with hands first in an attempt to clear or save the ball, if in referees' judgment, his slide is an attempt only to make contact with the ball and not the opponent**
- **If GK slide is reckless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense.**
- Accumulated Fouls
 - are those sanctioned by a direct free kick mentioned in Law 12.

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referees to be careless, reckless or excessively forceful:

- kicks or attempts to kick an opponent
- trips or attempts to trip an
- jumps at an opponent
- charges an opponent, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following six offenses:

- holds an opponent (“hand checking” is considered holding)
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent [sliding tackle]
- **sliding when there IS an opponent near the ball**
- touches the opponent before the ball when attempting to win possession
- handles the ball deliberately
(except for the goalkeeper in his own penalty area)

A direct free kick is taken from the place where the infringement occurred, unless the free kick has been awarded to the defending team in its own penalty area, in which case the free kick may be taken from any point inside the penalty area.

At the FIFTH foul by a team in the half and for every subsequent foul their opponents get a free shot at goal from the penalty mark, 7 meters from the goal line. The foul count resets to zero at the start of the second half.