

2022
Long Island Futsal
Laws of the Game



The Long Island Futsal League Inc. (also known as L.I. Futsal), founded in 1996, was established to bring the game of Futsal to the youth players of Long Island. Since its inception the L.I. Futsal League has grown to become the one of the largest futsal leagues in the United States. - L.I. Futsal celebrated its 10th anniversary in 2006 and was awarded a proclamation from Suffolk County Executive Steve Levy for the positive effects it has had on the local community.

The Long Island Futsal Laws of the Games are based on the FIFA Futsal Laws of the game with modifications for the youth players that play within the league. For the most recent modifications for the L.I. Futsal Laws of the Game, visit www.lifutsal.com

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Notes for reading the L.I. Futsal Laws of the Game

References to the male gender in respect of referees, players and officials are for simplification and apply to both males and females.

All law modifications in this publication from the FIFA Futsal Laws of the Game are *italicized*.

Items of EXTREME IMPORTANCE/EMPHASIS will be printed in CAPITAL LETTERS.

For further clarification on the Futsal Laws of the Game not stated within this publication, please refer to the most up to date version of FIFA Futsal Laws of the Game: Questions and Answers®

| A single line indicates a new Law change

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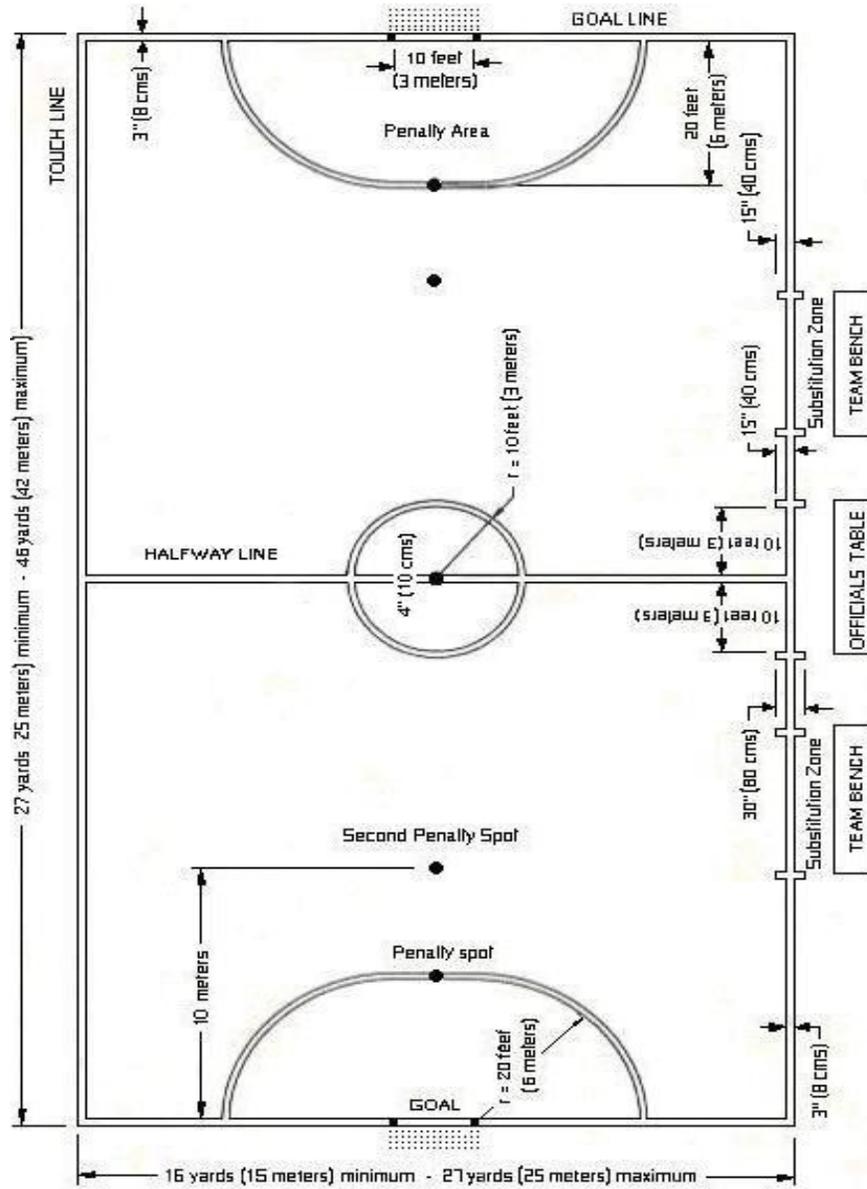
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Law 1 - The Pitch

The pitch and its features are shown in the following diagram:



Dimensions

Due to school district restrictions, not all lines can be marked. Usually, the goal area is defined by the basketball three point shot line and the referees are instructed to give players some latitude in making calls in and around this area.

The playing court must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:	Minimum	25 yards
	Maximum	42 yards
Width:	Minimum	15 yards
	Maximum	25 yards

Pitch Markings

The playing court is marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. All lines are 8 cm wide.

The Playing Court is divided into two halves by the halfway line. The center spot is indicated at the midpoint of the halfway line. A circle with a radius of 3 yards is marked around it.

The Penalty Area

The penalty shall be marked out at each end of the pitch as follows:

Quarter circles, with 6m radiuses, are drawn centered on the outside of each goal post. The quarter circles are drawn from the goal line to meet imaginary lines drawn at right angles to the goal line from the outside of the goal post. A 3.5-yard line running parallel to the goal line between the goal post joins the upper part of each quarter circle.

Penalty Mark & Second Penalty Mark

On pitches that are marked for basketball, the penalty kick will be taken from the basketball free throw line. If not already present on the pitch, the penalty mark is located 20 feet from the midpoint between the goal posts and equidistant from them.

Long Island Futsal does NOT use the second penalty mark.

The Corner Arc

A quarter circle with a radius of 10 inches from each corner is drawn inside the playing court.

Substitution Zone

The substitution zone is situated on the same side of the playing court as the teams' benches and directly in front of them and is where the players enter and leave the playing court for substitutions.

The substitution zones are situated directly in front of the teams' benches and are each at least 3 yards in length. They are marked on each side by a line, at right angles to the touch line, 3 inches wide and 32 inches in length, 16 inches of which is drawn on the inside of the pitch and 40cm on the outside of the pitch. There is a distance of 3 yards between the closest end of each substitution zone and the intersection of the halfway line and the touchline. This free space, directly in front of the timekeeper's table, is kept clear.

Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is 3m and the distance from the lower edge of the crossbar to the ground is 2m.

The goal posts and the crossbar have the same width and depth of 8cm. Nets, made of hemp, jute or nylon, and is attached to the posts and crossbars behind the goals. Curved bars or another suitable means of support supports the lower part.

The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the playing court, is at least 80cm at the top and 100cm at ground level.

Safety

REFEREES ARE RESPONSIBLE FOR ENSURING THAT THE PLAYING FIELD AND ENVIRONMENT IS SAFE BEFORE THE GAME STARTS. IF THIS RESULTS IN A DELAY OF THE START OF THE GAME, THE TIME REQUIRED TO ENSURE THE SAFETY IS DEDUCTED FROM THE PLAYING TIME.

The goals may be portable but they must be anchored securely to the floor during play.

The sand bags must be properly tied to the goal.

Spectators must be all is inside the gym when the game starts.

Spectators may sit on the bleachers that are pulled out; any bleachers that are in the stacked (closed) position are not to be used.

Players, spectators are not to climb on top of the bleachers to sit and view the game.

Nets must be secure.

NO DRINKS, INCLUDING COFFEE (OTHER THAN FOR THE PLAYERS) ARE ALLOWED IN THE GYM.

Children U8 and older can watch the games as spectators but must be directly supervised by an adult and sitting in the bleachers watching the game

Children in car carriers, and strollers are not allowed inside the facility

IF ANY OF THE ABOVE REQUIREMENTS ARE NOT MET, THE REFEREES ARE TO STOP THE GAME UNTIL A SAFE ENVIORNMENTIS RESTORED. THE TIME REQUIRED TO ENSURE THE SAFETY IS DEDUCTED FROM THE PLAYING TIME. THE GAME CLOCK DOES NOT STOP!

Law 2 - The Ball

Qualities and Measurements

The ball shall be:

- Spherical
- Made of leather or other suitable material
- Have a circumference of not less than 62 cm and not more than 64 cm.
- Not less than 400 grams or more than 440 grams in weight at the start of the game.
- Of a pressure equal to 0.4-0.6 atmosphere (400-600g/cm²) at sea level.

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a game:

- The game is stopped
- The game is restarted by dropping the replacement ball at the place where the first ball became defective

If the ball bursts or becomes defective while not in play, at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in:

- Play shall be restarted in accordance with the Laws

The ball may not be changed during the game without the permission of the referee.

Felt balls and outdoor soccer balls are not permitted anywhere in the venues.

If neither team has a futsal ball, then the game will not be played and will be considered a double forfeit.

Law 3 - The Number of Players

The coach of each team is to provide the referee a roster including all the players' names and corresponding uniform numbers as well as the names of all bench personnel (coaches/trainers) along with the player's passes prior to the commencement of the match. The referee is to keep this roster until after the game is over. If there are any Yellow or Red Cards during the match, the referee will retain the roster and mark on it, including details of all incidents, which players or bench personal were issued cards. The roster with the names of players or coaches who have been carded will be sent to L.I. Futsal. All red cards may also be reported to appropriate USSF affiliated leagues and association for their review.

Players

Two teams, each consisting, play a game of no more than five players, one of whom is the goalkeeper. Teams must have 3 players to start the game, and may play with as few as three players during the game if required due to a player injury or a player being sent off.

If a team does not have 3 players at the scheduled start time, the referee can wait up to 5 minutes before declaring the game a forfeit.

Substitution Procedure

Substitutes may be used in any match that is part of an official competition organized by FIFA, a confederation or member association. The number of substitutions made during a game is unlimited. A player who has been replaced may return to the playing court as a substitute for another player.

A substitution is one, which is made when the ball is in or out of play and for which the following conditions are observed:

- The player leaving the pitch must do so at via his own substitution zone.
- The player entering the pitch must also do so at his own substitution zone but not until the player leaving the pitch has passed completely over the touchline.
- A substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- The substitution is completed when the substitute enters the playing court, from which moment he becomes a player and the player whom he is replacing ceases to be a player.

Goalkeeper Substitution Procedure

A goalkeeper may be substituted at any time during the match, provided that the substitution procedure is adhered to and that the new goalkeeper does not wear colors that conflict with either team or the referees

The match will not be stopped for a field player and goalkeeper to switch positions.

Infringements / Sanctions

If, while a substitution, is being made, a substitute enters the pitch before the player being replaced has completely left:

- Play is stopped
- The player being replaced shall be instructed to leave the pitch
- The substitute is cautioned and shown the yellow card and ordered to leave the pitch to complete the substitution procedure.
- Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

If, while a substitution, is being made, a substitute enters the pitch or a player being replaced leaves it from a place other than the substitution zone:

- Play is stopped
- The substitute is cautioned and shown the yellow card and ordered to leave the pitch to complete the substitution procedure.
- Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

It is acceptable during the first game of the season to give one warning to the offending players and coaches and award the opposing team an indirect free kick

Law 4 - The Players Equipment

Safety

A PLAYER MUST NOT USE EQUIPMENT OR WEAR ANYTHING WHICH IS DANGEROUS TO HIMSELF OR ANOTHER PLAYER, INCLUDING ANY KIND OF JEWELRY. [No earrings, bracelets, watches, necklaces regardless of covering. No exceptions.]

The ONLY exception is for a player wearing a medical alert bracelet PROVIDED THAT it is clearly visible and taped securely to the players' body.

c) Safe Equipment In addition to the authority granted to the referee under FIFA Law V to determine the safety of a player's equipment as defined in FIFA Law IV, the following shall not be permitted:

1) Hard casts.

2) Earrings or any other jewelry, regardless of covering. Hard casts are generally not allowed as they pose a risk to opponents. Even though futsal is technically a non-contact sport, arms are used in a variety of way such as shielding, balance while jumping, running etc. So there are many ways that a player can make contact with a hard cast.

What can be worn is a soft cast and that can also be covered by bubble wrap to augment the safety aspects but that is not essential.

Also. If a hard cast it is there to immobilize the arm and to help in the healing process, playing sports is really not advisable as it does strain the limb plus there is a serious risk of falling perhaps risking further injury or strain.

In addition casts do not react well to moisture including sweat. If the cast gets damaged it may need to be redone.

Hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard plaster cast does not reduce the element of danger.

Basic Equipment

The basic compulsory equipment of a player comprises the following separate articles:

- *Shirt with a number different from that of all teammates. Home team is to wear white or lighter colors. If Home team complies and there is a conflict, the visiting team must change jerseys. If home team does not wear light/white and there is a conflict, home team must change jerseys.*
- Shorts – if thermal under shorts are worn, they are of the same main color as the shorts
- Socks

Shin guards, which must offer a reasonable degree of protection

- Shall be entirely covered entirely by the socks
- Shall be made of a suitable material (rubber, plastic or similar substances) and MUST OFFER A REASONABLE DEGREE OF PROTECTION. Players must wear full-length shin guards, which must completely cover the bone; otherwise they will not be permitted to play.

- Footwear - Only non-marking footwear should be used
- A BLACKED SOLED NON MARKING INDOOR SOCCER OR FUTSAL SHOE IS ALLOWED
- No turf or "street" shoes, which are designed for outdoor use, or cleat shoes, are allowed. Not only can turf shoes cause scuff marks but they are not designed to be used on hardwood surfaces like a gym floor
- "On hardwood, concrete, or ceramic gym floors, the surface is completely flat. At the same time, turf soccer shoes have a number of small studs on the underneath. This means you're going to have very little of your shoe in contact with the ground at any given moment. Essentially, it's a recipe for slipping over."
- Basketball sneakers, or a quality indoor soccer shoe designed to be used on indoor soccer pitches are a good choice.
- The best shoes for futsal are **futsal shoes or indoor sneakers**. Brands like Adidas, Nike, and Under Armor all make good, quality futsal shoes
- Ideally, the indoor shoes should never be worn outdoors, as the grit that invariably attaches to the bottom of the shoe can cause damage to the gym floor.

Goalkeepers

- The goalkeeper is permitted to wear long trousers
- Each goalkeeper shall wear colors that easily distinguish him from the other players and referees
- If a field player replaces a goalkeeper, he shall wear a goalkeepers jersey with his own number on the back

Eyeglasses

Players may wear sport goggles as long as they are tied around the head, have no sharp edges and are not made of metal.

Law 5 - The Referees

The Authority of the Referees

Each game is controlled by two referee, the referee and second referee who have full authority to enforce the Laws of the Game in connection with the game to which he has been appointed, from the moment he enters the locality where the pitch is situated until they leave.

Powers and Duties

The referees shall:

- Enforce the Laws of the Game
- Allow play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue
- Keep a record of the match and provides the appropriate authorities with a game report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the game
- Act as timekeeper in the event that this official is not present
- Stop, suspend or terminate the match for any infringement of the Laws or due to any kind of outside interference
- Take disciplinary action against players guilty of cautionable or sending-off offences
- Take action against team officials who are guilty of misconduct and, if necessary, dismiss them from the pitch and surrounding area
- The referees can take action against team officials who fail to conduct themselves in a responsible manner and warn them, caution them or send them off from the pitch and its immediate surrounds, including the technical area. If the offender cannot be identified and the referee is sure of the offending team, the senior coach of the offending team present in the technical area will receive the sanction.
- Ensure that no unauthorized persons enter the pitch
- Stop the game if, in their opinion, a player is seriously injured and ensures that he is removed from the pitch
- Allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured
- Ensure that any ball used meets the requirements of Law 2
- Punish the more serious offence if a player commits more than one offence at a time
- *Fill out score sheet including all necessary information. Including any unusual events (i.e. Cautions, no shows, etc.)*

Dress Code for Referees (for L.I. Futsal Matches)

- USSF referee uniform with current year USSF Futsal referee patch
- Black shorts
- Black socks with two white stripes
- Black shoes
- No hats
- No cell phone use during the game

Decisions of the Referees

The decisions of the referee regarding facts connected with play are final.

The referee and second referee may only change a decision if they realize that it is incorrect or if they deem it necessary to do so, provided that play has not restarted or the match has ended.

Decisions

- 1 If the referee and the second referee both signal a foul simultaneously and there is a disagreement as to which team is to be penalized, the referee's decision prevails
- 2 Both the referee and the second referee have the right to caution or send off a player, but in the case of a disagreement between them, the referee's decision prevails

Law 6 - The Assistant Referees

Two assistant referees may be appointed (a third referee and a timekeeper) who must perform their duties in accordance with the Futsal Laws of the Game.

The referees keep the match clock and each team will be required to appoint a scorekeeper prior to the commencement of the match.

Law 7 - The Duration of the Match

The match consists of two equal periods of 25 minutes. running time.

The duration of either half may be prolonged to enable a penalty kick to be taken.

Time-Outs are NOT used in L.I. Futsal matches

The Half-Time interval shall not exceed 1 minute

If the ball has been kicked towards one of the goals, the referees must wait for the kick to end before giving a signal to end the playing period. The period ends when:

- The ball goes directly into the goal and a goal is scored
- The ball leaves the boundaries of the pitch
- The ball touches the goalkeeper, the goalposts, crossbar or ground, crosses the goal line and a goal is scored
- The defending goalkeeper stops the ball or it rebounds from the goal posts or crossbar and does not cross the goal line
- The ball touches any player other than the goalkeeper after it has been kicked at the opposing goal

A player who deliberately commits an offense (i.e. handles the ball) to stop the flight of the ball and thus bring the playing period to an end must be cautioned for unsporting behavior. If in the opinion the player prevented an obvious goal scoring opportunity the referees must send-off the player. If the infringement results in that team's sixth accumulated foul (or more) or occurred within the teams own penalty area, the period will be extended for the taking of the penalty kick.

Law 8 - The Start and Restart of Play

The home team shall start the match with the kick-off while the visiting team kicks-off to start the second half. To start the match teams will defend the goal on the side of the pitch, which is located closest to their team's bench. If a discrepancy on which is the home team, the referee shall decide which team shall kick-off.

In the second half of the game the teams stay in the ends they were defending and continue to attack the same goal as the first half.

Teams do not switch benches at halftime.

Kick-Off

A kick-off is a way of starting or restarting play:

- At the start of the game
- After a goal has been scored
- At the start of the second half of the game
- At the start of each period of extra time, where

applicable a goal may not be scored directly from the kick-off.

Procedure

- All players, except the player taking the kick-off, must be in their own half
- The opponents of the team taking the kick-off are at least 3m from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives a signal
- The ball is in play when it is kicked and it **moves in any direction**; the ball may go in any direction at kick-off as long as it moves. The player who kicks the ball first cannot touch it again until another player has touched it.

Infringements / Sanctions

If the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if a player in his opponents' penalty area commits this offence, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

For any other infringement of the kick-off procedure, the kick-off is retaken

Dropped Ball

A dropped ball is a way of restarting the game after a temporary stoppage for any reason not mentioned in the Laws provided that prior to the stoppage the ball was in play and had not passed over either touchline or goal line.

Procedure

The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case he drops it on the penalty area line, at the place nearest to where the ball was located when the game was stopped.

The ball is in play when it touches the ground.

Infringements / Sanctions

The ball is dropped again:

- If it is touched by a player before it makes contact with the ground
- If the ball leaves the pitch after it makes contact with the ground, without a player touching it

Law 9 - The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

- It has completely crossed the goal line or touch line, whether on the ground or in the air
- Play has been stopped by the referees
- It hits the ceiling or another structure (i.e. basketball backboard)

Ball in Play

The ball is in play at all other times, including when:

- It rebounds from a goal post or the crossbar onto the pitch
- It rebounds from either of the referees when they are on the pitch

When a game is being played on an indoor pitch and the ball hits the ceiling, or any apparatus hanging above the pitch, the game is restarted by a kick-in, awarded to the opposing team to the one, which last touched the ball. The kick-in is taken from the point on the nearest touchline parallel to the location of where the ball made contact with the ceiling or structure.

Law 10 - The Method of Scoring

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game have been committed by the scoring team.

Winning Team

The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals or if no goals are scored, the game is drawn.

The game score must be recorded on the score sheet and signed both coaches (home and visiting).

Law 11 - Offside

There is no offside in Futsal.

This Law was added in order to bring the FUTSAL Laws of the Game in to line with the FIFA Laws of the

Law 12 - Fouls and Misconduct

Fouls and misconducts are penalized as follows:

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.

The above-mentioned infringements are accumulated fouls.

Players and coaches should use this general rule, if you slide *near a player*, assume a direct foul may be called. 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.

Penalty Kick

A Penalty Kick is awarded if a player commits any of the aforementioned offenses inside his own penalty area, irrespective of the position of the ball provided that it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offenses:

- *After releasing the ball from his possession, he receives it back from a teammate without the ball first having been touched by an opponent or going out of play. This rule does not apply while the goalkeeper is in the opponent's half of the pitch.
(This rule applies only to U-13 and above)*
- Touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- Touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
- Touches or controls the ball with his hands or feet in his own half of the pitch for more than four seconds
- *After gaining possession of the ball with his hands, throws the ball over the halfway line without it first touching the floor or a player (restart where the ball crossed the halfway line)*
- *Punts or drop kicks the ball after making a save (restart is at midfield)*

An indirect free kick is also awarded to the opposing team to be taken from the place where the infringement occurred, if in the opinion of the referee, a player:

- Plays in a dangerous manner
- *Attempts a slide or sliding tackle without challenging an opponent*
- Deliberately impedes the progress of an opponent while the ball is not within playing distance
- Prevents the goalkeeper from releasing the ball with his hands
- Commits any other offence, not previously mentioned in Law 12 for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless the infringement occurred against the defending team in its own penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

Players and coaches should use this general rule, if you slide *and there is NO player near the play*, assume an indirect foul may be called.

Disciplinary Sanctions

Yellow and red cards may be shown to players, substitutes *and bench personnel (coaches/trainers)*. *In the event that a team that has all of it's coaches ejected from the match, the game is abandoned and the opposing team is awarded a forfeit.*

The referees are authorized to take disciplinary action from the moment players enter the pitch until the moment they leave it after the final whistle.

Cautionable Offences

A player or a substitute shall be cautioned and shown a yellow card if the commits any of the following offenses:

- Is guilty of unsporting conduct – celebratory displays by players after a goal or during the match (i.e. high-five or side jump) will be grounds for a yellow card
- Shows dissent by word or action
- Persistently infringes the Laws of the Game
- Delays the restart of play
- Fails to respect the required distance when play is restarted with a corner kick, free kick, kick-in or goal clearance
- Enters or re-enters the pitch without the referees' permission or infringement of the substitution procedure
- Deliberately leaves the pitch without the referees' permission
- *Performs a sliding tackle near an opponent*

A player receiving a yellow card must leave the pitch and serve a three (3) minute penalty and may only come back into play after receiving a signal from the referee. The player receiving the caution may be substituted for.

A player receiving a third yellow card during the season will sit out (not be eligible to play) during their next match.

Sending-Off Offences

A player or substitute shall be sent off and shown the red card if he/she commits any of the following offenses:

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits an opponent or any other person
- Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denies an opponent moving towards the player's goal an obvious goal scoring opportunity to by committing an offence punishable by a free kick or a penalty kick
- Uses offensive, insulting or abusive language
- *Performs a sliding tackle that endangers the safety of an opponent*
- Receives a second caution in the same game

The referee shall report the names of any players, coaches or trainers receiving a yellow or red card. **Ejections - Red Cards** If a player is ejected from a match, the referee will report the incident to the US Soccer Futsal Referee Assignor, who will notify the **Long Island Futsal League's** administrator. The minimum penalty for an ejection is that the player shall not be permitted to play in the immediate next match of play. If the player is rostered on two teams and has a scheduled match on the same day after the red card, the player is ineligible to play in that game. If the player who received the red card, does not have another match that day, then the player must sit out the next immediate scheduled match. **The League**, in consultation with the Head Referee, will then decide if the player or coach will sit out an additional game (s) the following week. **The player or coach receiving the red card must sit out a minimum of one game.** Players receiving a red card can sit on the team bench, if in the referee's opinion he or she is not a negative influence on the game from then on. If the red carded player continues to be disruptive, the referee will ask the player to leave the gym (**must be under the supervision of an adult team representative.**)

Coaches receiving a red card, must leave the gymnasium before the match can continue. Effective 2016, Coach red cards will result in a loss of one point in their team's standings. The maximum penalty, after review by the **Long Island Futsal** Competition Committee, may result in the individual players or teams' expulsion from the competition. If a player is ejected from a match the referee will document red card on the back of the score sheet and present it to the **Head Referee** who will inform the **Long Island Futsal** League administrator. The league will inform and confirm with the coach prior to the next match of the team of any red cards assessed and penalty. **Coach Ejections** If a coach is ejected from any match, a referee's report of the incident shall be turned over to the **Long Island Futsal** League administrator by the referee. Effective 2015/16: A coach red card will result in the deduction of one point from the team's standings. The minimum penalty for an ejection is that the coach shall not be permitted to coach, remain on the player's bench or in the gymnasium in the immediate next match. The maximum penalty, after review by the **Long Island Futsal** Competition Committee, may result in the individual coach or team's expulsion from the League.

Long Island Futsal will follow US Soccer's **ASK, TELL, REMOVE**" Advice to Referees guidelines and the USSF "Managing the Technical Area" 2009 Program Directive. This directive defines the issues and gives techniques to referees to deal with irresponsible behavior of Coaches during matches. The **ASK, TELL, REMOVE**" is a process for all officials to follow relative to the conduct within the technical area.

These guidelines are intended to provide officials guidance in the interpretation and application of the Laws of the Game and to create consistent guidelines and procedures for officials to follow in match competitions.

POINTS OF EMPHASIS:

- If a referee, asks, tells or removes a coach or other technical area personnel, the game is stopped, but the clock keeps running.
- In cases where behavior is overly disruptive, blatant, or serious, the referee is always authorized to bypass any warning and immediately issues a dismissal. If the coach or other non-playing personnel within the technical area refuses to leave the facility in a reasonable amount of time, the game is terminated
- Referees should never engage a spectator. Coaches are responsible for spectator behavior and the coach must address any unacceptable fan conduct. If necessary, the referee can stop the game (clock keeps running) and ask the coach or coaches to deal with the poor spectator conduct. If after then, the behavior is not corrected the spectator needs to leave the vicinity of the field (gymnasium). The referee will ask the coach to direct the spectator to leave the gym. If the coach is unwilling or unable to correct the situation (spectator refuses to leave) then the match can be terminated.
- If a coach or spectator has been asked by the referee to remove him or herself from the gymnasium and they fail to do so timely, the match will be terminated. The team who coach or spectator refused to leave the gymnasium will then forfeit the game. The roster with the names of players or coaches who have been carded will be sent to L.I. Futsal. All red cards will also be reported to the appropriate USSF affiliated leagues and associations for their consideration.

US Soccer Ask/Tell/Dismiss Policy

U.S. Soccer Federation Referee Program - Advice to Referees

U.S. Soccer's Advice to Referees is meant to provide officials of all levels with guidance on the interpretation and application of the Laws of the Game and to create consistent guidelines and procedures for officials to follow in all affiliated competitions.

Ask, Tell, Dismiss

Sometimes during a game, not all the critical activities occur on the field. The bench areas, or technical areas if they exist, can be the scene of irresponsible behavior that impacts what is happening on the field. In these cases, U.S. Soccer recommends that referees use the **Ask, Tell, Dismiss** approach when dealing with coaches or other team officials. Coaches cannot commit fouls or misconduct but they can engage in irresponsible behavior which endangers or undermines the referee's ability to manage the game. Most of the time, coaches behave appropriately, even in the face of their obvious passion and excitement about how their team is performing. However, when those actions become unacceptable, referees must be prepared to take the following actions:

- First, when irresponsible behavior arises, the referee should **ASK** the person to modify his or her behavior.
- Second, if the behavior does not return to an acceptable level, the referee should inform the person that their actions will not be tolerated and **TELL** him or her to stop.
- Third, if the unacceptable conduct continues, the referee should take the final step in the process and **DISMISS** the person from the field of play and its immediate surroundings (out of sight and sound).

In games using assistant referees and fourth officials, the **Ask, Tell, Dismiss** process requires coordination among all match officials. Only the referee has the authority to dismiss a team official and some referees want to be involved throughout the process while others rely almost exclusively on the bench-side assistant referee or fourth official to handle the initial steps.

Ask, Tell, Dismiss supports the powers and duties outlined in Law 5 that require the referee to take action against team officials who fail to conduct themselves in a responsible manner. Note, the term 'team official' refers not only to coaches but to other non-playing personnel on the bench or in the technical area. The irresponsibility of a coach's behavior has to be measured in terms of the extent to which it improperly interferes with the game on the field or with your ability to manage the game within the Law. The referee has the flexibility to decide what constitutes irresponsible behavior by team officials, some examples may include the use of offensive or insulting language or gestures, persistent questioning of decisions, kicking or throwing items, or refusing to remain near the bench or within the technical area.

Ask, Tell, Dismiss is intended to provide referees with a practical and flexible approach to resolve behavior issues with team officials. It is important to note that dismissing a coach or other team official does not require that each step of the process be followed. In cases where behavior is overly disruptive, blatant, or serious, the referee is always authorized to bypass any warning and immediately issue a dismissal. If the dismissed person is the only responsible adult connected with a youth team (under 16), then the match must be terminated.

Referees should never engage a spectator. Spectators are not mentioned anywhere in the Laws of the Game and, consequently, referees do not have any direct authority over them. Coaches are responsible for spectator behavior and any unacceptable fan conduct must be addressed by the coach. If necessary, referees can stop the game and ask the coach to deal with the poor spectator conduct. If the behavior is not corrected, that spectator needs to leave the vicinity of the field and if a coach is unable or unwilling to correct the situation, the match can be terminated.

Link to video presentation: <http://www.ussoccer.com/stories/2014/05/08/13/ask-tell-dismiss>



Decisions

If any player is sent off during a break in play (i.e. half time) the team who had it's player sent off shall start the next period of play down one player.

A player who has been sent off may not re-enter the game. The player may sit on the substitutes' bench, if in the referee's opinion he or she is not a negative influence on the game from then on. *A substitute player may enter the game three minutes after a teammate has been sent off from the moment play is restarted, unless a goal is scored before the three*

Minutes have elapsed, provided he has received a signal from the referee allowing him to do so. In this case the following applies:

- If there are 5 players against 4 and the team with the greater number of players scores a goal, the team with only 4 players may be completed with a fifth player.
- If there are 5 players against 3 or 4 against 3, and the team with the greater number of player's scores a goal, the team with 3 players may be increased by one player only.
- If both teams are playing with the same amount of players, 4 vs. 4 or 3 vs. 3, and a goal is scored, both teams shall remain with the same number of players.
- If the team scoring the goal is the one with fewer players, the game shall continue without any change to the number of players.

Any act of simulation on the pitch that is intended to deceive the referees shall be sanctioned as unsporting behavior

A player or teammate who removes his shirt after scoring a goal shall be cautioned for unsporting behavior.

Law 13 - Free Kicks

Types of Free Kick

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

The Direct Free Kick

If a direct free kick directly enters the opponent's goal, a goal is awarded.

The Indirect Free Kick

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

Position of the Free Kick

All opponents must be at least 5 yards (15 feet) yards away from the ball The ball is in play after it has been touched and moves.

When a defending team is taking a free kick from inside its own penalty area, in addition to keeping away the required distance, all opponents must remain outside the penalty area. The ball is in play immediately after it has left the penalty area and into the field of play.

Infringements / Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance the kick is retaken.

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to opposing team, taken from the place where the infringement occurred.

If the team taking the free kick takes more than 4 seconds to do so an indirect kick is awarded to the opposing team.

If either of the last two infringements occur within a teams own penalty area, the indirect free kick is given to the opposing team from the point on the penalty area line nearest to where the infringement occurred.

Signals

Direct Free Kick:

One of the referees keeps one arm horizontal pointing in the direction the kick is to be taken. The referee shall point to the ground with the index finger of the other hand to make it known to the other referee that it is an accumulated foul.

Indirect Free Kick:

Both referees indicate an indirect free kick by raising their arm above their head. They maintain their arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Decisions

In the event of an indirect free kick restart, the referees fail to signal that the restart is indirect and the ball is kicked directly into the opponents goal; the indirect free kick shall be retaken as the initial offence punished by an indirect free kick is not annulled by the referees' error.

In the event of a direct free kick restart, one or both of the referees signal that the restart is indirect and the ball is kicked directly into the opponents goal; the direct free kick shall be retaken, as the referee misled the defending team into believing the kick was indirect.

If a player decides to take a quick free kick before and the ball directly enters the goal without the referees having enough time to indicate that the free kick was indirect; the kick shall be retaken from the original position

If a player takes a free kick quickly and an opponent without the opportunity to position him or herself properly outside of the required distance intercepts the ball; the referees shall allow play to continue.

If a player deliberately prevents an opponent the opportunity to take a quick free kick; the guilty player is cautioned for delaying the restart of play

Law 13 - Direct Free Kick Sixth Accumulated Foul



Once five accumulated fouls have been accrued, a direct free kick is awarded for the sixth accumulated foul and all subsequent such fouls committed by a team in each period.

HOWEVER, if the sixth or subsequent accumulated foul is committed inside the offender's penalty area, a penalty kick is awarded instead.

A goal may be scored directly from a DFKSAF, and the kicker must attempt to do so.

The defending team's players may not form a "wall" to defend a DFKSAF.

DFKSAF = Direct Free Kick Beginning with the Sixth Accumulated Foul by Each Team in Each Period

Since the L.I. Futsal League does not use the second penalty mark; for the 6th accumulated foul and beyond the team that was infringed upon will be given a penalty kick (see Law 14 - The Penalty Kick, for details on this restart)

Law 14 - The Penalty Kick

A penalty kick is awarded against a team which commits any of the infringements for which a direct free kick is awarded inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the Ball and Players

On pitches that are marked for basketball, the penalty kick will be taken from the basketball free throw line. If not already present on the pitch, the penalty mark is located 20 feet from the midpoint between the goal posts and equidistant from them.

The player taking the penalty kick is properly identified

The defending goalkeeper remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked.

The players from both teams other than the kicker and opposing goalkeeper are located on the opposite side of the pitch and behind the halfway line

Procedure

- The player taking the penalty kicks the ball forward
- He may not play the ball a second time until it has touched another player
- The ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar the ball touches either or both of the goalposts, the crossbar or the goalkeeper and then goes into the goal.

Infringements / Sanctions

If a player of the defending team infringes this Law:

- The kick is retaken if a goal is not scored
- The kick is not retaken if a goal is scored

If a teammate of the player taking the kick infringes this Law:

- The kick is retaken if a goal is scored
- If the ball does not enter the goal (whether the keeper makes a save, the kicker hits the crossbar or post, or misses the goal entirely) the referees shall stop play and restart the game with an indirect free kick to the defending team from the place where the infringement occurred.

If players from both teams infringe this Law:

- The kick is retaken

If the player taking the kick infringes this Law after the ball is in play:

- An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty line at the place closest to where the infringement occurred.

If a teammate of the kicker who was not identified as the kicker takes the kick, play is stopped for the offence, the player who took the kick is cautioned and play is restarted with an indirect free kick for the defending team at the place where the teammate *crossed over the halfway line*.

If the kicker stops his run up to the ball, the referee shall permit the kick to continue. If the kick enters the goal, the kick shall be retaken. If the ball does not enter the goal, play is stopped and an indirect free kick restart awarded to the opposing team from the penalty mark

If the kicker kicks the ball backwards, play is stopped and restarted with an indirect free kick for the defending team from the penalty spot.

If the ball becomes defective or is struck by an outside agent prior to hitting the crossbar, goal posts or goalkeeper; the kick shall be retaken.

If the ball becomes defective or is struck by an outside agent after hitting the crossbar, goal posts or goalkeeper; play will be restarted with a dropped ball in accordance with Law 9.

Law 15 - The Kick-In

A kick-in is a method of restarting play.

A goal cannot be scored directly from a kick-in.

A kick-in is awarded:

- When the whole of the ball passes over a touch line
- From the place where it crossed the touch line
- To the opponents of the player who last touched the ball

Position of the Ball and Players

The ball:

- Has to be stationary
- Placed on the line or up to 10 inches directly behind the location from where the ball crossed the touch line
- May be kicked back onto the pitch in any direction

Law 15

There are no foot fouls on kick-INS. The placement of the feet by the kicker does not matter.

Where there is a wall or obstacle on the touchline where a ball goes out of play, you may have the player taking the kick in place the ball a few feet onto the pitch.

ENFORCE THE 5-YARD DISTANCE ON KICK INS! This goes for all fields regardless of age.

The players of the defending team:

- Are 5 yards (15 feet) in all gyms from the place where the kick-in is taken

Procedure

- The player taking the kick-in must do so within 4 seconds of taking possession of the ball
- The player taking the kick-in may not play the ball a second time until it has touched another player
- The ball is in play immediately after it is played or touched. If the ball does not go on to the field, the kick is retaken, but the 4 second count does not reset.

Infringements / Sanctions

An indirect free kick is awarded to the opposing team if:

- The player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred

The kick-in is retaken by a player of the opposing team if:

- The kick-in is taken incorrectly or does not enter the field of play
- The kick-in is taken from a position other than the place where the ball passed over the touch line
- The kick-in is not carried out within 4 seconds of the player taking it being in possession of the ball
- *In the opinion of the referee, he feels that the team taking the kick-in is taking too long retrieving the ball or is deliberately delaying the game*
- Any other infringement of the Law occurs

If an opponent interferes with or hinders a kick-in from being taken properly:

- The player shall be cautioned for delaying the restart of play

Not all the surfaces used for L.I. Futsal games are perfectly flat and the ball may not remain exactly stationary after placement. Referees are asked to give the players a little latitude on movement of the ball during kick-ins when placing the ball on the touchline and use you're their best judgment when penalizing for the infraction

Law 16 - The Goal Clearance

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance.

The goal clearance is awarded when:

- The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11

Procedure

A goal clearance is awarded when the whole of the ball passes over the goal line on the floor or in the air, having last touched a player of the attacking team, and a goal is not scored. A goal may not be scored directly from a goal clearance. If the ball directly enters the goal of the team whose goalkeeper took the goal clearance, a corner kick is awarded to the opponents. If the ball directly enters the goal of the team that did not take the goal clearance, the said team is awarded a goal clearance.

1 Procedure • 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. The four second count starts when all opponents are outside the penalty area.

2 Offences and sanctions If, after the ball is in play, the goalkeeper who took the goal clearance touches the ball again before it has touched another player, an indirect free kick is awarded; if the goalkeeper commits a handball offence: • a direct free kick is awarded; • an indirect free kick is awarded if the offence occurred inside the goalkeeper's penalty area. If, when a goal clearance is taken, any opponents are inside the penalty area because they did not have time to leave, the referees allow play to continue. If an opponent who is in the penalty area when the goal clearance is taken, or who enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the goal clearance is retaken. **THE GOAL** If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal clearance is retaken and the offender may be cautioned or sent off, depending on the offence. If the goal clearance is not taken within four seconds, an indirect free kick is awarded to the opposing team.

Where this is outlawed by domestic rules for youth, veterans', disability and/or grassroots futsal, if the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line. For any other offence, the goal clearance is retaken.

Law 17 - The Corner Kick

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

- The whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 9.

Procedure

- The ball is placed inside the corner arc at the nearest corner
- Opponents must remain at least and 5 yards (15 feet) from the corner arc until the ball is in play
- The ball is kicked by a member of the attacking team
- The ball is in play when it is set in motion
- The kicker does not play the ball a second time until it has touched another player

Infringements / Sanctions

An indirect free kick is awarded to the opposing team if:

- The player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred

A goal clearance is awarded if:

- The corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball.

For any other infringement:

- The corner kick is retaken

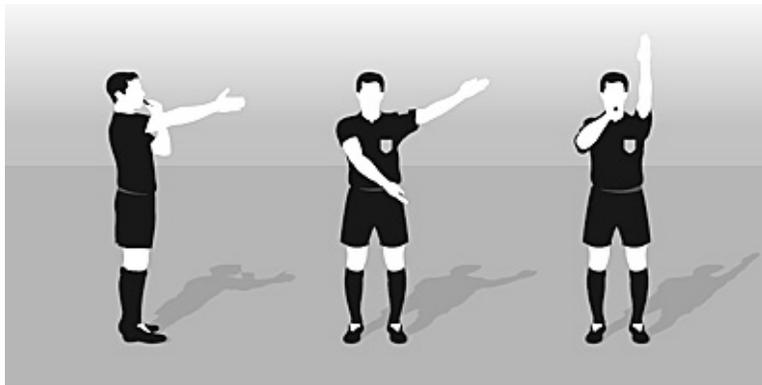
Procedures to Determine the Winner of a Championship Match

In divisions that have their last game as a playoff, the two teams that are in 1st and 2nd will play in a Championship Game. The winner of the Championship game takes 1st place in the division.

- *If, in the Championship Game only, and the teams are tied after regulation time, the game will go straight to a penalty kick scenario to decide the winner. The kicks from the mark are done on a 1 vs. 1 basis. The first team to score more goals than their opponent, with both teams taking an equal number of kicks, shall be declared the winner*

Kicks from the Penalty Mark

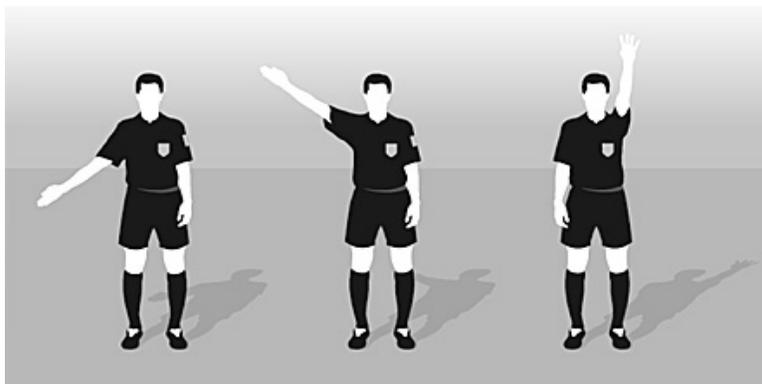
- The referee shall choose the goal at which the kicks shall be taken
- The referee shall toss a coin and the team whose captain wins the toss shall decide whether to kick first or second
- All players and substitutes are eligible to take a penalty kick
- If a team finishes with a greater number of players and substitutes than its opponents, it shall reduce its numbers until they are equal to those of their opponents and inform the referee of the names and numbers of each player that has been excluded. The team captain is responsible for this task
- Only eligible players and the referees are permitted on the pitch
- All eligible players except for the goalkeepers and the player taking the kick, shall remain in the opposite half of the pitch
- The Laws of the Game still apply while kicks from the penalty mark are being taken
- All eligible players from a team must take a kick before a player can take a second kick
- An eligible player may change places with the goalkeeper at anytime
- Kicks shall be taken alternately
- *The kicks from the mark are done on a 1 vs. 1 basis. The first team to score more goals than their opponent, with both teams taking an equal number of kicks, shall be declared the winner*



Start and Restart
of Play
(Kick-off)

Direct Free Kick

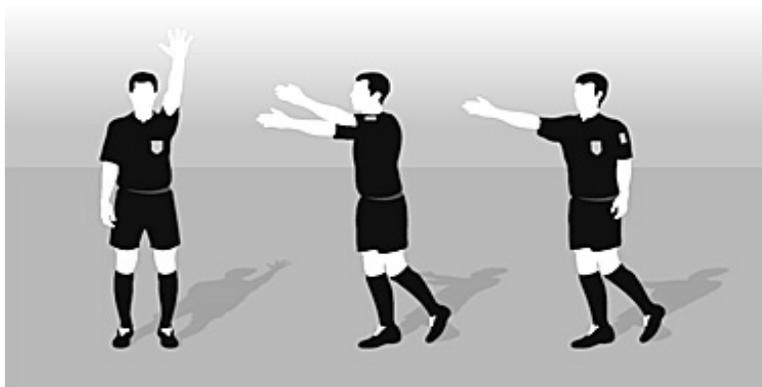
Indirect Free Kick



Corner Kick

Kick-in

Four Second Count



Fifth Accumulated
Foul

Advantage
Accumulated Foul

Advantage
Indirect Free Kick

Administrative Rules

These rules can also be found on the league's website as well.

Venues

To keep the playing surfaces clean and dry, please instruct your players not to wear dirty or wet game shoes into the facilities.

Referees

We use only US Soccer futsal - certified officials to call our games, assuring the game is played the way it should be. In addition, **Long Island Futsal** uses 2 experienced officials for U13 and older age groups.

Season Play

Games begin the first Saturday and Sunday in January and season ends by the first or second week in March. Teams will be scheduled to play 8 games

Player Cards

Long Island Futsal does not issue player cards. To be eligible to play, each team must submit a Team Detail Report (Roster) to the referee prior to the match.

Long Island Futsal may conduct a team check-in one week before league play begins to review the rules and collect outstanding league fees. Players do not need to be present. Check-in time and place will be announced.

Terminated or Abandoned Games by the Referee due to player or coach misconduct – these games will not be replayed. The offending team will be charged with a forfeit. If both teams cause the game to be abandoned, then a double forfeit will be recorded. The referees are to follow the USSF Referee Program Directive: “Managing the Technical Area” before terminating a game. This policy is the “**ASK, TELL, REMOVE**” process for all officials to follow relative to the conduct in the technical and spectator area. If a coach or spectator refuses to leave the gym when directed by the referee, the referee will terminate the game.

Minimum Age of an Adult Supervisor An individual must have attained the minimum age of eighteen (18) years old in order to coach up to Under fourteen (14) and twenty-one (21) years old in order to coach up to Under nineteen (19), prior to being issued an Adult Supervisors Identification Card from the League.

Team Uniform Colors – Home team listed in the schedule wears a light colored jersey and the Visiting team will wear a dark colored jersey. In case of a conflict the home team changes jerseys. The league recommends that both teams bring a light and dark colored jersey to all matches. Goalies must wear a contrasting jersey to both teams.

Game Balls

The home team is responsible for providing the game ball. Size ball used by each age group

Under U12 and younger - size 3 futsal ball

U13 and older – size 4 futsal ball

To order balls e-mail lifutsal@gmail.com. Include team name, gender and age, number of balls needed and size ball and contact info of the person ordering. Balls are \$30 each.

- **NO INTENTIONAL HEADING FOR THE U12 AND YOUNGER AGE GROUPS**
- **U12 AND YOUNGER AGE GROUPS CAN MAKE UNLIMITED BACKPASSES TO THE GOALIE (GOALIE MUST USE THEIR FEET; CANNOT PICK UP THE BALL)**
- **NO DROPKICKS OR PUNTING FOR ALL AGE GROUPS**

Do not bring outdoor soccer balls into the facilities as they are not permitted anywhere in the buildings. Only futsal balls are allowed. Home team is responsible for providing a game quality futsal ball of the correct size for the age group. The U12 and younger use the smaller # 3 futsal ball and the U13 and older use the larger #4 futsal ball **If the correct size futsal ball is not available from either team, the referee should use the correct size LI Futsal ball that is in the gym storage container. If that is missing then it is ok to use a different size futsal ball for the match – the referee should report this to the League.**

PLEASE RESPECT THE SCHOOL FACILITIES

NO BALL PLAYING OF ANY KIND IN THE SCHOOL HALLWAYS

Long Island Futsal Point System and Tiebreakers

The determination within the group standings is as follows: 3 points for a win
1 point for a tie
0 points for a loss

Tie Breaker Rules

- 1. Total Points (3 for a win, 1 for a tie)**
- 2. Head to Head (not used if more than two teams are tied)**
- 3. Most Wins**

If teams are still tied after head to head and Most Wins, then Co-Champions will be awarded in the division)

Awards

Participation awards for all players in the U7-U9 age groups Awards given for 1st in the U10 - U 19 age groups. The Long Island Futsal League, at its discretion, can decide to award Co-Champions in a division.

Teams that forfeit a game are not eligible for awards or to play for 1st place. Any team that forfeits more than one game may be removed from the league

Ejections - Red Cards

If a player is ejected from a match, the referee will report the incident to the **Long Island Futsal League**.

The minimum penalty for an ejection is that the player shall not be permitted to play in the immediate next match of play. If the player is rostered on two teams and has a scheduled match on the same day after the red card, the player is ineligible to play in that game. If the player who received the red card, does not have another match that day, then the player must sit out the next immediate scheduled match. The League, in consultation with the Head Referee, will then decide if the player or coach will sit out an additional game (s) the following week

**A player receiving a cumulative 3rd yellow card will sit out a minimum of one game.
The player or coach receiving the red card must sit out a minimum of one game.**

The maximum penalty, after review by the **Long Island Futsal** Competition Committee, may result in the individual player or teams' expulsion from the competition. Long Island Futsal reserves the right to report red cards to the ENYSA and Long Island Junior Soccer League for possible additional sanctioning.

If a player is ejected from a match the referee report the card to the Referee Administrator who will inform the **Long Island Futsal** League administrator.

If a player receives a second red card in the season, he/she will be given a minimum two game suspension and possibly be declared by the League ineligible to play for the remainder of the season

Forfeited Games

Teams that do not provide at least 24 hours notice if they are forfeiting a match or "No Shows" to scheduled games will not be eligible for awards. Forfeited games are recorded as a 0 - 3

Coach Ejections

If a coach is ejected from any match, a referee's report of the incident shall be turned over to the **Long Island Futsal** League administrator by the referee.

The minimum penalty for an ejection is that the coach shall not be permitted to coach, remain on the player's bench or inside the gymnasium in the immediate next match.

The maximum penalty, after review by the **Long Island Futsal** Competition Committee, may result in the individual coach or team's expulsion from the League.

Protests – there are NO protests – the decisions of the referee and the Long Island Futsal League are final.

Games Cancelled by Opponents

If an opponent cancels a game or does not show for the game, the other team may use the game time with approval from **Long Island Futsal**. There are no refunds for games cancelled by opponents. If a team must cancel, call **Long Island Futsal** as soon as possible so we can notify the referees and give the other team a chance to plan accordingly. Cancelling a game not only short- changes your team, but your scheduled opponent. A cancelled game can be rescheduled if both teams agree on the new date and time. A rescheduling of \$100 (paid by the team that has cancelled the game) may be applied if additional gym rental is required. A Gym field spot must be available for any rescheduled game to be considered.

Reschedules

At time of registration, each team can enter their scheduling request in to the registration system before the registration deadline. If additional gym rental time is required, the team cancelling the match may require a \$100 fee.

The reschedules are contingent upon gym and the opponent availability. If a team cancels after the registration deadline, and the game cannot be rescheduled, the match will be recorded as forfeit in the favor of the opponent.

Games cancelled by Long Island Futsal

We reserve the right to postpone or cancel games at any time for any reason such Act of God such as bad weather or facility problems. If we do decide to cancel games, refunds will not be provided. The Long Island Futsal will make every attempt to make up the cancelled games

Referees

If you have an interest in joining the **Long Island Futsal** referee pool, please email us at lifutsal@gmail.com. To be eligible for consideration, you must be licensed with the US Soccer Federation as an outdoor referee.

Coaches

A maximum of 3 coaches (adults) may stay on their team's bench during the match.

Coaches should have a team medical kit with ice with them for all games. Players cannot switch rosters once the game starts.

Players can be added to the roster throughout the season – player must be properly registered (waiver signed and payment made) be completed and Long Island Futsal.

Players/Sister Teams/Double Rostering 38

A sister team is created from an outdoor team that split into two or more futsal teams. If you have a sister team in the league, you may borrow any amount of players from the sister team.

Players may be double - rostered on non-sister teams with knowledge and permission from both coaches.

Additional Questions

If you have any additional questions or concerns regarding the **Long Island Futsal**, please feel free to contact us at: lifutsal@gmail.com. The Long Island Futsal is the sole interpreter of these rules, which can be modified at any time for the benefit of the league, players and the sport of futsal.

**ONLY FUTSAL BALLS ALLOWED IN THE
SCHOOL GYMS CHILDREN ARE TO BE
SUPERVISED AT ALL TIMES
FUTSAL GAMES MAY BE STOPPED, SHORTENED OR CANCELLED IF WE ARE
NOT IN COMPLIANCE**