



2026
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 second largest Futsal league in the United States second only to California-North in the number of teams and participants. 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

2026 marks the 30th anniversary season of the LI Futsal season.

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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.

A single line indicates a new Law change

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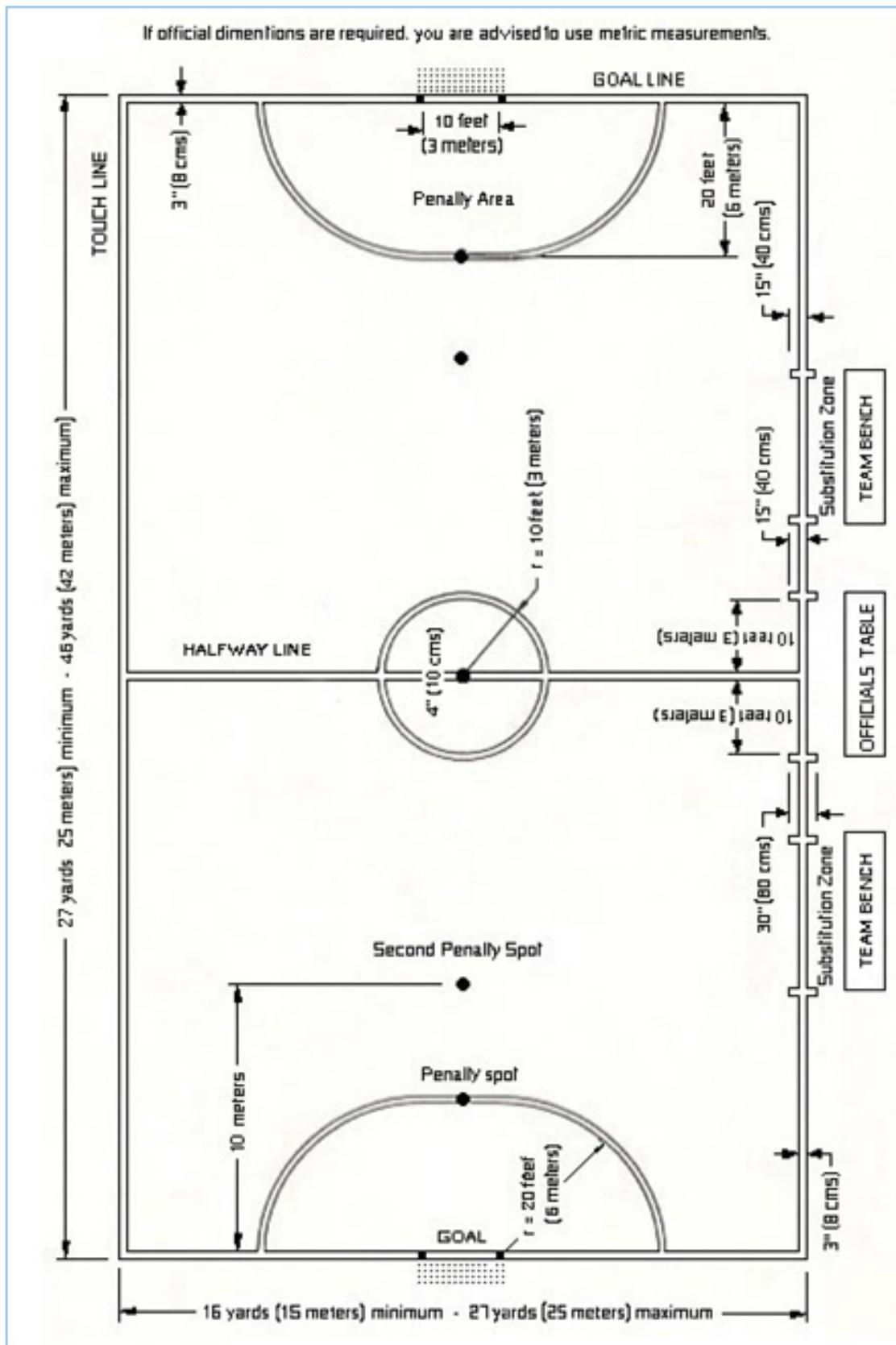
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Law 1 - The Pitch

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



Dimensions

Due to school district restrictions, not all lines are able to 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 radius, 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. The upper part of each quarter circle is joined by a 3.5 yard line running parallel to the goal line between the goal post.

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 the goal line is located at the front of the basketball court's baseline. 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 second penalty mark is not used by Long Island Futsal.

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 at 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, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or another suitable means of support.

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.

In the event that the goal is moved or overturned, whether the ball has entered the goal is determined by whether it has wholly passed over the goal line between where the goalposts would normally be positioned and under the crossbar with or without the ball touching the goalposts or crossbar. If the goal is overturned, this includes the normal height of the crossbar.

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 ground during play.

The sandbags must be properly tied to the goal.

Spectators must all be 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 and spectators are not to climb on top of the bleachers to sit and view the game

Nets must be secure.

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

IF ANY OF THE ABOVE REQUIREMENTS ARE NOT MET, THE REFEREES ARE TO STOP THE GAME UNTIL A SAFE ENVIRONMENT IS RESTORED. THE TIME REQUIRED TO ENSURE 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 a suitable material
- of a circumference of not less than 62 cm and not more than 64 cm.
- not less than 400 grams nor 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.

The ball must not bounce lower than 50cm or higher than 65cm on the first rebound when dropped from a height of 2m.

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

If the ball becomes defective after striking one of the goalposts or the crossbar and directly enters the goal, the referees award the goal.

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

FELT BALLS OR SOCCER BALLS ARE NOT PERMITTED IN ANY VENUE USED BY LI FUTSAL

Law 3 - The Number of Players

In all matches, the names of the players and coaches must be given to the referees prior to the start of the match, whether they are present or not. Any player or coach whose name is not given to the referees at this time may not take part in the match. No write in are permitted. A digital (phone) copy can be used if a hard copy is not available, but 1 point will be deducted from the team's standing. Game time may be reduced as it takes more time to check the team using a digital record.

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 personnel 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 will also be reported to appropriate US Soccer affiliated leagues and association for their consideration.

Players

A game is played by two teams, each consisting 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 will wait up to 5 minutes before declaring the game abandoned. The team not having enough players shall forfeit the match. Any time lost due to a late start shall be deducted equally from each half.

Substitution Procedure

A substitution may be made at any time, whether the ball is in play or not.

To replace a player with a substitute, the following applies:

- the player leaving the pitch must do so 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.

If play is stopped and there is interference by a team official, substitute or sent-off player:

- play restarts with a direct free kick or penalty kick and a foul is accumulated, except when a penalty kick is awarded;

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. THIS INCLUDES:

- **HARD CASTS.** 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.
- **ANY KIND OF JEWELRY, REGARDLESS OF COVING**
[No earrings, bracelets, watches, necklaces regardless of covering]

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.

Basic Equipment

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

- Shirt. All players must wear a shirt with a number different from that of all teammates. The home team is to wear white or lighter colors. If the Home team complies and there is a conflict, the visiting team must change jerseys. If the Home team does not wear light/white and there is a conflict, the home team must change 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.
- Shorts
- Socks
- Shinguards – these must be made of a suitable material and be of an appropriate size to provide reasonable protection and be covered by the socks. Players are responsible for the size and suitability of their shinguards
- Shoes - the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material. Cleats or turf shoes of any kind are not permitted. Any kind of shoe that marks up the floor is not permitted.

Please check with the league if you have any questions about a particular type of show - see list below of shoes that are not allowed

- Adidas Mundial Team TF cleats - due to for marking up the gym floor and the potential for player ankle and knee injuries

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.

Basketball sneakers, or a quality indoor soccer shoe designed to be used on indoor soccer pitches are a good choice.

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 goalkeeper's jersey with his own number on the back

Eyeglasses

Players may wear sport goggles, not glasses, 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 one or two referees, 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. If the offending team official cannot be identified, the senior/head coach of the offending team shall 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 the score sheet including all necessary information, including any unusual events (ie. Cautions, no shows, ect...)*
- *instruct the winning coach to sign off on the scorecard. In the event of a draw, either coach can sign off*

Dress Code for Referees

- USSF referee uniform with current year USSF Futsal referee patch
- Black shorts
- Black socks with two white stripes
- Black shoes
- No hats
- No pants
- No cell phone use during the game
- No jewelry (except wristwatches to keep track of time)

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.

Assistant Referees are not used in LI Futsal. The referees keep the official time.

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 a game starts late due to a team arriving late, the time lost is subtracted equally from each half.

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 teams' 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 end they were defending and continue to attack the same goal as the first half.

Teams do not switch benches at halftime.

Kick -Off

Procedure

- all players, except for the kicker, must be in their own half of the field
- 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
- Whichever of the referees is situated on the bench side indicates that the kick-off can be taken by signaling with the whistle.
- the ball is in play when it is kicked and clearly moves in any direction
- the kicker may not touch the ball a second time until it has touched another player

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

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 this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

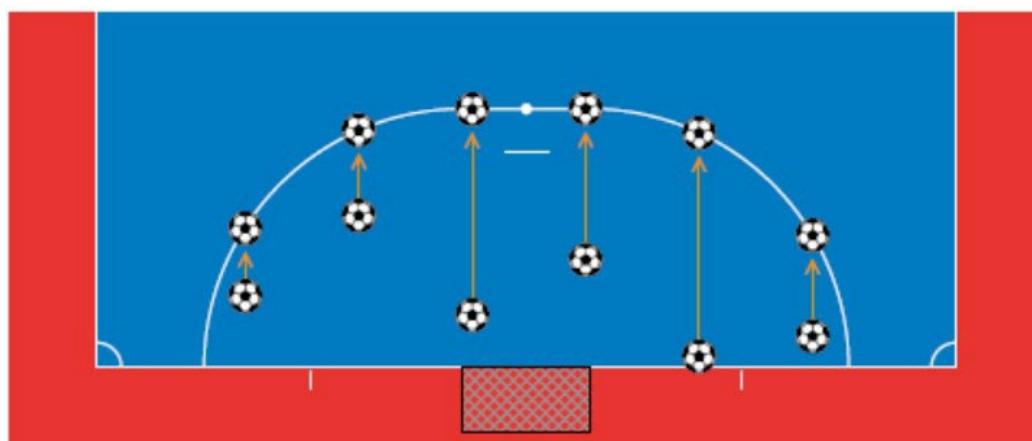
For any other infringement of the kick-off procedure, the kick-off is retaken

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

Procedure

The ball is dropped for one player of the team that last touched the ball at the position of the ball when play was stopped or where it last touched a player, an outside agent, or a match official, unless this was in the defending team's penalty area and the last team to touch the ball was the attacking team. In that case, the ball is dropped for one of the attacking team's players on the penalty area line at the point nearest to the position of the ball when play was stopped or to where it last touched a player, an outside agent, or a match official, following an imaginary line parallel to the touchline (as illustrated below).



- All other players (of both teams) must remain at least 4 yards from the ball until it is in play.
- The ball is in play when it touches the pitch, whereupon any player (from either team) may play the ball.

Offenses and Sanctions

The ball is dropped again if it:

- touches a player before it touches the pitch.
- goes out of play after it touches the pitch, without touching a player.

If a dropped ball enters the goal without touching at least two players, play is restarted with:

- a goal clearance if it enters the opponents' goal
- a corner kick if it enters the goal of the player to whom the ball is dropped.

However, if a dropped ball enters either goal without touching at least two players due to circumstances beyond the control of the player to whom it is dropped (such as the facility conditions or the ball being improperly dropped), the ball should be dropped again.

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)

The ball is also out of play when it touches a match official, remains on the pitch and:

- a team starts a promising attack; or
- the ball goes directly into the goal; or
- the team in possession of the ball changes.

In these three cases involving the ball touching a match official, play is restarted with a dropped ball.

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 touch line 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 has 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 a draw.

The game score must be recorded on the score sheet and signed by the winning team's coach. In the event of a draw, either coach may sign off on the score.

Law 11 - Offside

There is no offside in Futsal.

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

Law 12 - Fouls and Misconduct

Direct and indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play.

Direct Free Kick

A direct free kick is awarded if a player commits any of the following offences against an opponent 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
- *Slides when there is an opponent within playing distance*
- trips or attempts to trip

If an offence involves contact, it is penalized with a direct free kick or penalty kick.

- “Careless” is when a player shows a lack of attention or consideration when making a challenge or acts 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 and/or endangers the safety of an opponent and must be sent off.

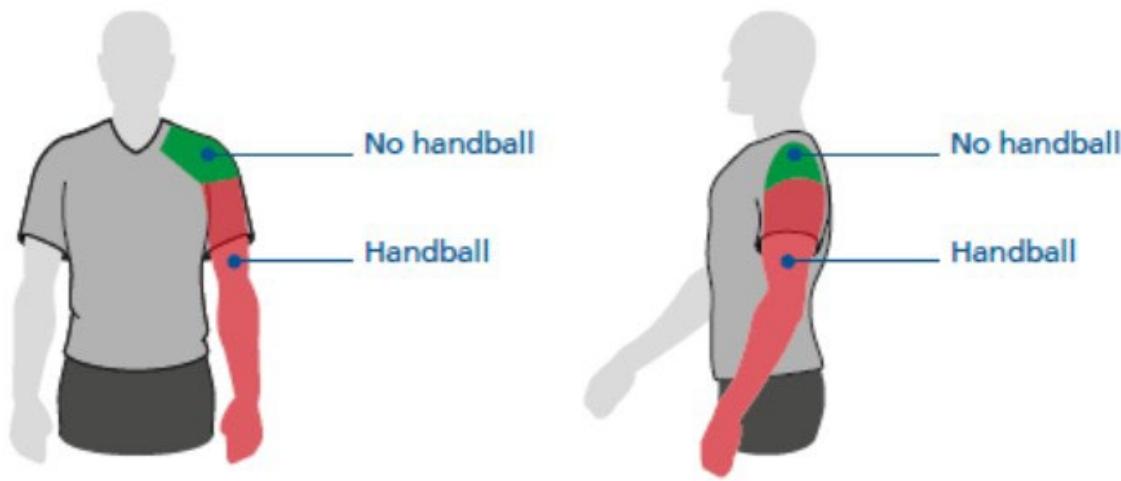
A direct free kick is also awarded to the opposing team if a player commits any of the following six offenses:

- A handball offence that is deliberate and/or involves the hand/arm making the player’s body unnaturally bigger (except for the goalkeeper within their penalty area)
- holding an opponent
- impeding an opponent with contact
- biting or spitting at someone on the team lists or a match official
- throwing/kicking an object at the ball, an opponent, or a match official, making contact with the ball with a held object, or deliberately moving the goal such that the goal makes contact with the ball

All of the offences listed in this section count as accumulated fouls; however, no accumulated foul is recorded when a penalty kick is awarded.

Handling the Ball

For the purposes of determining handball offences, the upper boundary of the arm is in line with the bottom of the armpit.



Not every touch of a player's hand/arm with the ball is an offence.

It is a direct-free-kick offence if a player:

- deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball.
- touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized.

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside their penalty area when not permitted to do so, an indirect free kick is awarded but there is no disciplinary sanction. However, if the offence is playing the ball a second time (with or without the hand/arm) after a restart before it touches another player, the goalkeeper must be sanctioned if the offence stops a promising attack or denies an opponent or the opposing team a goal or an obvious goalscoring opportunity.

Indirect Free Kick

An indirect free kick is awarded if a player:

- plays in a dangerous manner (as defined below)
 - impedes the progress of an opponent without any contact being made
 - is guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offences
 - *attempts a slide/sliding tackle without challenging an opponent*
 - prevents the goalkeeper from releasing or throwing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing or throwing it
 - initiates a deliberate trick for the ball to be passed (including from a free kick) to the goalkeeper with the head, chest, knee, etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is penalized if responsible for initiating the deliberate trick
 - stands within 1 yard of the opponent's wall at the taking of a free kick
 - *deliberately plays the ball with his head (applies to U12 and younger)*
 - scores in the opponents' goal:
 - directly from their hand/arm (including by the goalkeeper), provided that it is accidental and the hand/arm did not make their body unnaturally bigger;
 - after accidentally touching the ball with their hand/arm, without any other player having deliberately played it thereafter, provided that the hand/arm did not make their body unnaturally bigger.
- If a player does not score immediately after accidentally touching the ball with their hand/arm, play should be continued, provided that the hand/arm did not make the player's body unnaturally bigger.
- commits any other offence not mentioned in the Futsal Laws for which play is stopped to caution or send off a player.

An indirect free kick is also awarded if a goalkeeper commits any of the following offences:

- controls the ball with the hands, arms, or feet in their own half of the pitch for more than four seconds
- after playing the ball, wherever on the pitch, touches it again in their own half of the pitch after it has been deliberately played to the goalkeeper by a team-mate without an opponent playing or touching it *(applies only to U-13 and older)*
- touches the ball with the hands or arms inside their own penalty area after it has been deliberately kicked to the goalkeeper by a team-mate (including from a kick-in)
- throws the ball directly over the halfway line (the free kick is to be taken from the place where the ball crossed the halfway line).
- drop kicks the ball after making a save.

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.

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 its coaches dismissed 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 he commits any of the following offenses:

- delaying the restart of play
- dissent by word or action
- entering or leaving the pitch without one of the referees' permission or in contravention of the substitution procedure
- failing to respect the required distance when play is restarted with a dropped ball, corner kick, free kick or kick-in
- persistent offences (no specific number or pattern of offences constitutes "persistent")
- unsporting behavior
- *performs a sliding tackle near an opponent*

A player receiving a yellow card must leave the pitch and serve a 3-minute penalty (which begins at the restart of play after the caution is issued) and may only come back into play after receiving a signal from the referee. The player receiving the caution may be substituted for.

Sending-Off Offences

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

- Denying the opposing team a goal or an obvious goalscoring opportunity by committing a deliberate handball offence or by deliberately moving or overturning the goal (such as when this prevents the ball from passing over the goal line)
- Denying the opposing team a goal or an obvious goalscoring opportunity by committing a non-deliberate handball offence outside their own penalty area
- Denying a goal or an obvious goalscoring opportunity to an opponent whose overall movement is towards the offender's goal by committing an offence which was not an attempt to play the ball or a challenge for the ball and is punishable by a free kick or penalty kick
- Denying a goal or an obvious goalscoring opportunity to an opponent whose overall movement is towards the offender's goal by committing an offence which was an attempt to play the ball or a challenge for the ball and is punishable by a free kick
- Serious foul play
- Biting or spitting at someone
- Violent conduct
- Using offensive, insulting or abusive language and/or action(s)
- Receiving a second caution in the same match

The referee shall report the names of any players, coaches or trainers receiving a yellow or red card. Players or bench personnel receiving a red card will receive a one-week suspension. Further disciplinary sanctions may be applied by the league if deemed necessary.

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 US Soccer affiliated leagues and associations for their consideration.

Decisions

If any player is sent off during a break in play (ie. half time) the team who had its 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 nor may he sit on the substitutes' bench, as he is obliged to leave the vicinity of the pitch (*unless in the opinion of the referee, he feels it would be inappropriate*). *A substitute player may enter the game three (3) 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 players scores a goal, the team with 3 players may be increased by one player only.
- if both teams are playing with the same number 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.

A goalkeeper is permitted to slide on his knees, dive hands first, or lunge with his foot if in the referee's opinion the motion is made to make contact with the ball and not an opponent. When lunging for the ball, the keeper must keep one foot planted while the other one moves. If any of the above movements are done in a reckless or dangerous manner, the keeper is sanctioned accordingly.

Law 13 - Free Kicks

Types of Free Kick

Direct and indirect free kicks are awarded to the opposing team of a player, substitute, sent-off player, or team official guilty of an offence. The four-second count must be shown clearly by one of the referees when a direct or indirect free kick is taken.

The Direct Free Kick

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

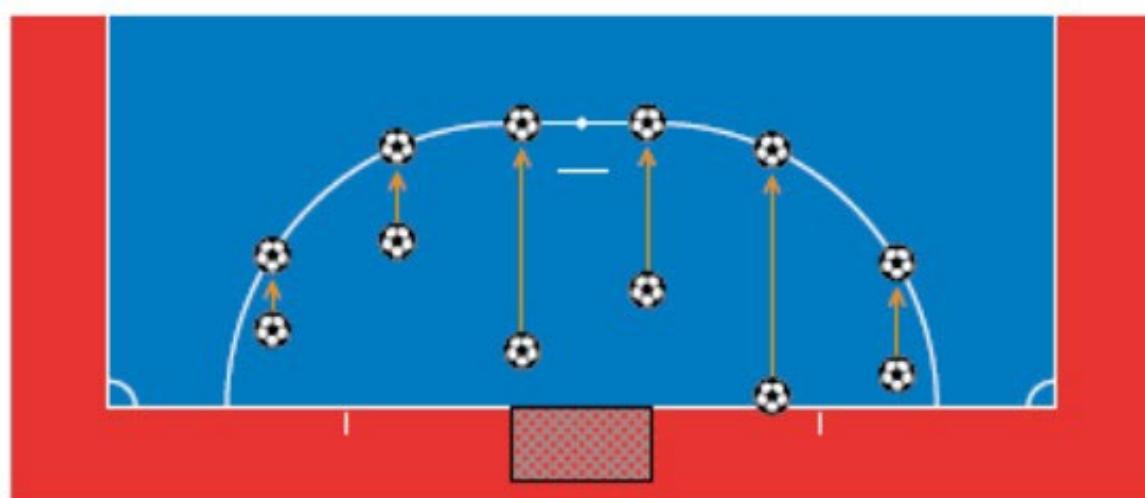
The Indirect Free Kick

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

Procedure

All free kicks must be taken:

- within four seconds of being able to do so
- from the place where the offence occurred, except:
- free kicks to the defending team in its penalty area, which may be taken from anywhere in that area
- indirect free kicks for an offence committed by the defending team inside its own penalty area or for an applicable offence when play was stopped with the ball inside the defending team's penalty area, which are taken from the penalty-area line at the point nearest to the place where the offence was committed or the ball was located, following an imaginary line parallel to the touchline (as illustrated in the image below)



Procedure (continued)

- indirect free kicks for offences involving a player entering, re-entering, or leaving the pitch without permission, which are taken from the position of the ball when play was stopped, unless play was stopped with the ball inside the penalty area, in which case the free kick is to be taken from the penalty area line at the point nearest to the place where the ball was located when play was stopped, following an imaginary line parallel to the touchline (see the image above). However, if a player commits an offence off the pitch, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; a penalty kick is awarded if this is a direct-free-kick offence and the closest boundary-line point lies on the part of the goal line that belongs to the offender's penalty area.

The ball:

- must be stationary and the kicker must not touch it again until it has touched another player
- is in play when it is kicked and clearly moves.

Until the ball is in play, all opponents must remain:

- at least 5 yards from the ball
- outside the penalty area for free kicks inside the opponents' penalty area

where two or more defending-team players form a "wall", all attacking-team players must remain at least 1 yard from the "wall" until the ball is in play.

A free kick can be taken by lifting the ball with a foot or with both feet simultaneously.

Feinting to take a free kick is permitted as part of futsal.

If a player, while correctly taking a free kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

Infringements / Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; notwithstanding, if a player takes a free kick quickly and an opponent who is closer than 5 yards from the ball intercepts it, the referees allow play to continue. However, an opponent who deliberately prevents a free kick from being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken, an attacking-team player is less than 1m from a “wall” formed by two or more defending-team players, an indirect free kick is awarded to the defending team.

If, when a free kick is taken by the defending team inside its penalty area, 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 free kick 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 free kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded, if the kicker commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker’s penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded.

If the free kick is not taken within four seconds, an indirect free kick is awarded to the opposing team from the place where the kick was to be taken, except when a team commits such an offence inside its own penalty area; in that case, the indirect free kick is awarded to the opposing team on the penalty-area line at the point nearest to the place where the offence was committed, following an imaginary line parallel to the touchline (see the image in section 2 of this Law).

Signals

Direct Free Kick:

One of the referees keeps one arm horizontally 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:

The referees indicate an indirect free kick by raising one arm above the head; this signal is maintained until the kick has been taken and the ball touches another player or goes out of play. An indirect free kick must be retaken if either or both of the referees fail(s) to signal that the kick is indirect, and the ball is kicked directly into the goal.

Ball enters the goal

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- If an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded to the opponents (unless the indirect-free-kick signal was not made by either or both of the referees).
- If a direct or indirect free kick is kicked directly into the kicker's own goal, a corner kick is awarded to the opponents.

Decisions

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 the ball is intercepted by an opponent without the opportunity to position himself properly outside of the required distance, 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

Accumulated Fouls

Accumulated fouls are those penalized with a direct free kick, as specified in Law 3, Law 4 and Law 12.

The referees may allow play to continue by applying the advantage if the offending team has not previously committed five accumulated fouls and the opposing team is not denied a goal or an obvious goalscoring opportunity.

If they apply the advantage, the referees should use the mandatory signals to indicate an accumulated foul to the timekeeper and third referee as soon as the ball is out of play.

If extra time is played, accumulated fouls from the second period of the match continue to count during extra time.

Position of the Free Kick

For the first 5 accumulated fouls recorded against either team in each half, and provided the

- players of the opposing team may, but are not entitled to, form a wall to defend a free kick
- all opponents must maintain the minimum distance from the ball (5 yards)
- a goal may be scored directly in the opponents' goal from this free kick

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 the goal line is located at the front of the basketball court's baseline. 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 by the referee handing the ball to the player taking the kick

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

- a referee signals, using the whistle, for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forwards
- When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, or in line with, the goal line.
- the ball is in play when it is kicked and moves forward
- The kicker must not play the ball again until it has touched another player.

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 team-mate 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.

Outcome of the penalty kick		
Offence	Ball enters goal	Ball does not enter goal
Encroachment by attacking-team player	Penalty is retaken	Indirect free kick to defending team
Encroachment by defending-team player	Goal	Penalty is retaken
Encroachment by defending- and attacking-team player	Penalty is retaken	Penalty is retaken
Offence by goalkeeper	Goal	<p>Not saved: penalty is not retaken (unless kicker is clearly impacted)</p> <p>Saved: penalty is retaken and warning for goalkeeper; caution for any further offence(s)</p>
Ball kicked backwards to	Indirect free kick to defending team	Indirect free kick to defending team
Illegal feinting	Indirect free kick to defending team and caution for kicker	Indirect free kick to defending team and caution for kicker
Wrong kicker (not identified)	Indirect free kick to defending team and caution for wrong kicker	Indirect free kick to defending team and caution for wrong kicker
Goalkeeper and kicker commit offence at same time	Indirect free kick to defending team and caution for kicker	Indirect free kick to defending team and caution for kicker

Law 15 - The Kick-In

A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the floor or in the air, or when the ball hits the ceiling or other item that hangs over the field while in play.

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

- If the ball enters the opponents' goal, a goal clearance is awarded.
- If the ball enters the kicker's goal, a corner kick is awarded.

Position of the Ball and Players

The ball:

- 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
- only the kicker may be off the pitch (the position of the feet does not matter)
- all opponents must stand at least 5 yards from the point on the touchline where the kick-in is to be taken

Procedure

The ball is in play when it is kicked 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.

If the kick-in is taken and then, after it has been in play, the ball goes off the pitch over the same touchline where it was taken without touching any other player, a kick-in is awarded to the opposing team, to be taken from the point where the previous kick-in went off the pitch.

If a player, while correctly taking a kick-in, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

The kicker must not touch the ball again until it has touched another player.

Infringements / Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded, if the kicker commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded.

An opponent who unfairly distracts or impedes the kicker (including moving closer than 5m to the place from where the kick-in is to be taken) is cautioned for unsporting behavior and, if the kick-in has been taken, an indirect free kick is awarded.

For any other offence, including if a kick-in is not taken within four seconds, a kick-in is awarded to the opposing team.

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 touch line and use their best judgment when penalizing for this infraction.

Law 16 - The Goal Clearance

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.

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. (There is no requirement that the ball must leave the penalty area)
- 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.

Infringements / 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, if the offence occurred outside the goalkeeper's penalty area.
- 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.

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.

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 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 defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Procedure

- The ball must be placed in the corner area nearest to the point where the ball passed over the goal line.
- The ball must be stationary and is kicked by a player of the attacking team.
- 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.
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area.
- At the moment when the ball is put into play, only the kicker may be off the pitch.
- Opponents must remain at least 5 yards from the corner arc until the ball is in play.

Infringements / Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded, if the kicker commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded.

If a player, while correctly taking a corner kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

For any other offence, including if a corner kick is not taken within four seconds or from the corner area, a goal clearance is awarded to the opposing team.



Start and Restart
of Play
(Kick-off)

Direct Free Kick

Indirect Free Kick



Corner Kick

Kick-in

Four Second Count

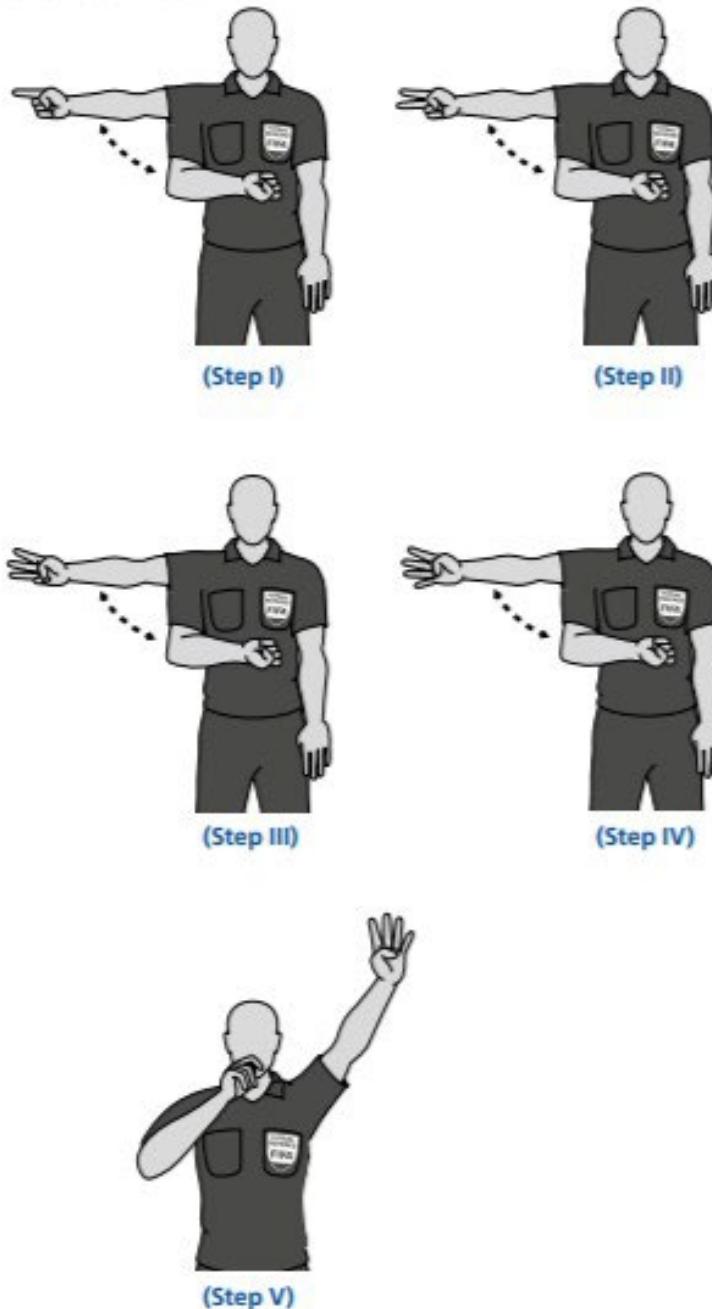


Fifth Accumulated
Foul

Advantage
Accumulated Foul

Advantage
Indirect Free Kick

FOUR-SECOND COUNT



At least one of the referees must clearly show the four-second count at the following restarts:

- corner kicks
- kick-ins
- goal clearances
- direct or indirect free kicks
- when the goalkeeper controls the ball in their own half of the pitch

Referees do not count four seconds for the following restarts:

- kick-offs
- penalty kicks

Administrative Rules

Venues

To keep the playing surfaces clean and dry, please instruct your players not to wear dirty or wet game shoes into the facilities and to keep the venue clean by removing or throwing away any garbage they happen to bring in.

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 U14 and older age groups.

Season Play

Games begin the first Saturday and Sunday in January and the 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 hard copy of the Team Detail Report (Roster) to the referee prior to the match.

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. 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

All players must wear a shirt with a number different from that of all teammates. The home team is to wear white or lighter colors. If the Home team complies and there is a conflict, the visiting team must change jerseys. If the Home team does not wear light/white and there is a conflict, the home team must change 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 league is responsible for providing the game ball.

Size ball used by each age group

Under U12 - size 3 or a Select "Jinga Jr"

U13 and older – size 4 or a Select "Jinga"

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.

Do not bring outdoor soccer balls into the facilities as they are not permitted anywhere in the buildings. Only futsal balls are allowed. The home team is responsible for providing a game quality ball.

Forfeited Games

If the referee terminates a match for reasons other than an act of God or field conditions, the **Long Island Futsal** Competition Committee will decide the result of the match after hearing the official reason from the referee, and both coaches.

Teams forfeiting a match will not receive a refund on their registration fee.

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

2. Head to Head (not used if more than two teams are tied)

3. Most games Won

4. Least games Lost

5. Least Goals Against

Awards

Participation awards for all players in the U7-U8 age groups

Awards are given for 1st place winners for the U9 and older age group divisions

Teams that forfeit a game are not eligible for awards or to play for 1st or 2nd place. Any team that forfeits more than one game may be removed from the league

Red Cards & Suspensions

A player or coach who receives a red card shall be ineligible to participate in any LI Futsal games until the red card has been adjudication by LI Futsal. The minimum penalty for a player or coach that is sent off shall be one (1) week suspension. The League reserves the right to extend any suspension.

A player or coach who accumulates 3 (three) yellow cards will receive a one (1) week suspension.

The maximum penalty, after review by the Long Island Futsal Competition Committee, may result in the individual player, coach, or teams' expulsion from the competition. Long Island Futsal reserves the right to report red cards to the ENYYSA and any US Soccer affiliated leagues and competitions for possible additional sanctioning.

If a player or coach receives a second red card in a season, he/she will be ineligible to play or coach for the remainder of the season along with any additional sanctions the league feels appropriate.

Forfeited Games

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

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. Games cancelled by teams will not be rescheduled until the \$100 reschedule fee has been received. A gym must be available for any rescheduled game to be considered.

Reschedules

At time of registration, each team can enter their scheduling request into the registration system before the registration deadline. If manager does not enter conflicts, no reschedules will be made unless a \$100 rescheduling fee is received by Long Island Futsal. 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 as bad weather or facility problems. If we do decide to cancel games, refunds will not be provided.

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 a Futsal referee.

Coaches

A maximum of 3 coaches (adults) may stay with their team's bench
Coaches should have a team medical kit with ice with them for all games.
Players cannot switch rosters at game time or game will be forfeited

Players can be added to the roster throughout the season. Players must be properly registered (waiver signed and payment made).

Each team must have an adult supervisor to clear the hallways at the beginning and at half time of each game

Players/Sister Teams/Double Rostering

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