



WEST MICHIGAN FUTSAL ALLIANCE

RULES OF PLAY

GAME FORMAT

1. Games will be two 22-minute halves with a running clock. The clock may be stopped at the referee's discretion in the event of a serious injury, provided that the game does not extend past the scheduled end-of-game time.
2. There is no overtime.
3. Teams will play 5v5 (four field players and a goalkeeper).
4. Substitutions will be made on the fly, including goalkeeper substitutions. A substitute may not enter the court until the substituted player leaves the court - violations may result in a yellow card to the substitute. Substitutions will take place directly in front of the team's bench.
5. The ball: U11 & younger divisions will use a Size 3 ball and U12 & older divisions will use a Size 4 ball. In the event that the U11 & U12 age groups are combined, games will be played with the Size 3 ball. The offside rule is NOT in effect.
6. The Court: If no futsal arc is present on the court (goalkeeper area), the high school basketball 3-point line will be used instead.
7. No slide tackling is allowed. Sliding is permitted if the action does not result in danger to another player (eg - sliding in open space to save a ball from going into the goal).
8. Each team may use one timeout per half when the ball is out of play and in possession.
9. Heading is permitted only in U12 and older.
10. Shinguards are required for all players.
11. Flat-soled shoes must be worn. Shoes must be non-marking.
12. The home team will provide a game ball.
13. In the event of a color conflict, the home team is required to change jerseys or wear scrimmage vests.
14. Each team must have a responsible adult (18+) on the bench.
15. No limit on roster size, but more than 10 players is not recommended.
16. To accommodate outdoor teams to split into 2 teams, teams forming multiple teams from one outdoor soccer team (sister teams) can roster players and each player can play on any team at any time.
17. Jersey numbers are not required.
18. A team must have at least 3 players to begin a game. Teams will be given a 10-minute grace period for players to arrive before the game is considered a forfeit. Forfeits will be recorded as a 5-0 result.
19. In venues where a scoreboard is used, a maximum of an 8-goal lead will be displayed. The referee will continue to keep track of the actual score, but no more than a 8-goal differential will be displayed on the scoreboard.

FOULS

1. Direct free kicks will be awarded for tripping, kicking, tackling, jumping at, charging, striking, pushing, or holding an opponent, as well as for a field player handling the ball.
2. Indirect free kicks are given for obstruction, dangerous play, preventing the goalkeeper from distributing the ball, any caution or ejection, or for goalkeeper infractions of possessing the ball for more than 4 seconds in their own half or touching the ball a second time in their own half after distributing to a teammate and the ball either (a) not going out of play or (2) the ball not being touched by an opponent.
3. Advantage will be played at the referee's discretion.

FOUL ACCUMULATION RULE (U13 & Older)

NEW Rule Effective 2023/24: In U13 and older age groups, if a team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a direct free kick without a wall.

1. There shall be a marking on the court that is designated as the 2nd Penalty Spot - on courts without official futsal markings, this mark shall be in the center of the court, 7 feet beyond the high school three-point line (goalkeeper area).
2. The free kick must be kicked with the intention of scoring a goal, by a clearly identified kicker.
3. The defense may not form a wall and must be even or behind the ball when the kick is taken. They may not be nearer to the ball than 3 yards.
4. The goalkeeper may be off the goal-line, but may not be nearer than 5 yards from the ball.
5. If the foul happens farther from the attacking goal, the kick is taken from the 2nd Penalty Spot.
6. If the foul happens nearer the attacking goal (but outside the penalty area, of course), the attacking team may choose whether to kick from the 2nd Penalty Spot or the spot of the foul.
7. The Foul Accumulation kick takes place on the 6th direct free kick foul and each direct free kick foul that follows. Accumulated fouls reset to zero at the beginning of the second half.

CAUTIONS/EJECTIONS

1. A player or coach will be shown a yellow card if cautioned by the referee. A second yellow card in the same match will result in a red card.
2. Red cards: A player who receives a red card must leave the match and must serve a minimum one-game suspension. The offending team must play one player short for two minutes or until scored on, whichever occurs first.
3. Coaching red cards: A coach who is ejected from a match must leave the team's bench and will not be allowed to be on the team bench for, at minimum, the team's following match. All coach ejections will be reviewed by the WMFA committee. A coaching red card will result in their team playing one player short for two minutes or until scored on, whichever occurs first.
4. If a player or coach is shown a red card, the referee will submit a report detailing the events of the situation to the WMFA committee.

RESTARTS

1. Kickoffs are direct and may be taken in any direction. The kicker may not touch the ball a second time.
2. A ball that crosses a touchline completely will result in a kick-in for the team that did not touch the ball last. All kick-ins are indirect.
 - a. A kick-in that goes into the opposing goal is not considered a goal and results in a goal throw.
 - b. The ball is placed on the touchline and the player has 4 seconds to take the kick - if not taken within 4 seconds, it becomes the opposing team's kick-in.
 - c. A kick-in that does not enter the court will be retaken by the same team.
 - d. The kicker's plant foot may be either inside or outside of the court.
 - e. The ball may move slightly off the touchline during a kick-in as long as the kicker made an effort to stop the ball with their hands prior to the kick.
3. Goal Throws are the result of the ball passing the endline completely after being last touched by the attacking team. The goalkeeper restarts play from their hands from anywhere inside the penalty area. The ball may be played to any player inside or outside of the penalty area. The ball is in play as soon as it is released.
4. Corner kicks are direct and are subject to the 4-second rule. A violation of the 4-second rule results in a goal throw for the opposing team.
5. Free kicks are not subject to the 4-second rule. The ball must be stationary before the kick is taken.
6. On a free kick, all defensive players must be at least 5 yards from the ball.
7. Penalty kicks are taken from the dot at the top of the penalty area. The goalkeeper must be on their goal line when the kick is taken. All players must be even or behind the ball when the kick is taken and, with the exception of the shooter, may not be within 10 feet of the ball.

GOALKEEPER RULES

1. Goalkeepers must wear a different color jersey than all other field players.
2. Goalkeepers may score a goal with their feet, but NOT with their hands.
3. Goalkeepers may not possess the ball for more than 4 seconds in their own half of the court. A violation results in an indirect free kick.
4. Goalkeepers may receive a backpass from a teammate with their feet, but may NOT receive a backpass with their hands. Violation of this rule results in an indirect kick.
5. Once the ball is distributed from a goalkeeper's hands inside their own half, they may receive a teammate's backpass with their feet, regardless of whether the ball goes out of play or an opponent touches it. (effective 2023/24 season)
6. The goalkeeper is now permitted to throw the ball past the halfway line (effective 2023-24 season).