

NSFC Futsal Tournament - Rules Overview

GENERAL RULES

1. There are 4 field players and a Goalkeeper (GK).
2. No offside.
3. GK can only play the ball (by feet or hands) for 4 seconds in their own half. If they are in the opponent's half, they have no playing restrictions. Once the GK plays the ball, they cannot touch the ball a second time in their own half unless it has been touched by an opponent.
4. 20 minute halves for tournament and for league play. 3 minutes for half time and each coach may call (1) one-minute timeout per half (use or lose) when in possession of the ball. There are no timeouts in overtime/extra periods. Time out requests are made to the referee.

SUBSTITUTIONS

Free substitutions are made "on the fly". Player can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has left the

field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

KICK OFF

Opposing players must give 5 yards until the ball is in play.

BALL OUT OF PLAY

KICK IN

A ball kicked out over the touch line (side line) by one team becomes the other team's ball. The team kicking in has 4 seconds to get the ball back in play or it becomes the opponent's kick in. Defense must give 5 yards distance. The referee will give a visual count with his hand. Players taking kick in can not step into the field while kicking the ball back into play. Goals cannot be scored from kick-ins. If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

GOAL CLEARANCE

Futsal for goal kicks. When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. Opposing team must stay out of the penalty area during a goal clearance. If

a player touches the ball before it leaves the penalty area, GK retakes the throw. The GK cannot touch the ball again until an opponent touches it.

CORNER KICK

To be taken inside the corner arc, If there is no arc, kick is taken at the point where the goal line and touch line meet (at corner).

FOULS AND MISCONDUCT

FOULS

Futsal is a minimum contact sport. However, some contact may occur, as long as it is done in a legal manner. It cannot be done by play that is careless, reckless, or with excessive force.

Slide tackling is allowed in futsal under certain conditions, if in the opinion of the referee:

1. No opponents are nearby, a player may slide to intercept or direct the ball. No foul results.
2. The slide is dangerous to an opponent, but no contact is made. Dangerous play foul results in an IFK.
3. Contact is made with an opponent in a careless, reckless or excessive force manner (or if referees believe that such contact could have resulted). An accumulated foul results in a DFK.

EXCEPTIONS

The GK is allowed to slide in an attempt to clear the ball, if in referees' judgment, the slide is an attempt only to make contact with the ball, not the opponent. If GK slide is at least careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bound or an offensive player sliding to knock the ball into the goal where there is not other defensive player close to the play. Players and coaches should use this general rule, if you slide tackle near a player, assume a foul may be called.

6TH ACCUMULATED FOUL

Upon a team's 6th accumulated foul in each half and all other accumulated fouls within the half, the other team is awarded a free kick taken from the 10 meter penalty mark or where the infraction occurred if it is in a more favorable spot. The defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal.

Accumulated Fouls resulting in Direct Kick: Kicking or attempting to kick an opponent Tripping or attempting to trip an opponent Jumping at an opponent

Charges an opponent

Strikes or attempts to strike an opponent

Pushes an opponent

Tackling

Holding an opponent

Spits at an opponent

Handling the ball (except the GK in their own Penalty area)

Sending Off Fouls:

Handling the ball deliberately, except for GK in their area.

Denying an obvious goal scoring opportunity by handling the ball (except the GK in their own penalty area). Denying an obvious goal-scoring opportunity by fouling an opponent moving toward the goal. Players sent off cannot re-enter the game. Substitution is allowed after 2 minutes.

INDIRECT FREE KICK

5 yards of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.