|  |  |  |
| --- | --- | --- |
| |  | | --- | | **Futsal Rules For SOCA Training Center (as of 12/15/2016)**  **(SOCA Modifications are underlined.)**  **General Rules**   * Teams may call one one-minute timeout per half (when in possession of ball, ball out of play). * There is no overtime, injury time or stoppage time. * Teams are comprised of four outfield players and one goalkeeper. * The goalkeeper must wear a different color jersey than the outfield players. * There is no offside in futsal. * The games will be played with a running clock.   **Substitutions**   * All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. * A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone. * Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card. * All substitutions must take place within the substitution zone in front of the team bench (NOT at the half-way line). * All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.   **Restarts**  **Kickoffs:** are indirect. The ball may be kicked in any direction. The ball must clearly move. Opponents must be 3 meters away.  **Kick-ins:** are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team.)  **Goal Clearances:** are taken when the ball wholly crosses the goal line after being touched last by the attacking team (and a goal is not awarded). The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.  **Corner Kicks:** are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.  **Free Kicks:** may be indirect or direct. The ball must be stopped completely before the kick may be taken.  **Penalty Kicks:** are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 5 meters and must be behind an imaginary line running from touchline to touchline even with the penalty spot. Goalkeeper must remain on goal line until ball is in play.  **Distance:** For all of the above, except goal clearances and kickoffs, opponents may not be closer to the ball than 5 meters.  **Ceiling:** If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.    **Fouls and Misconduct**  **Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with her hands or commits any offence for which play is stopped to caution or eject a player.  **Direct Free Kicks:** When a player kicks or attempts to kick an opponent, slide-tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.  **Yellow Card / Caution:** The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.  **Red Card / Ejection:** The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.  **Accumulated Fouls / AFPK:** All Direct Free Kick (DFK) fouls are recorded on the scoresheet and on the scoreboard. If red commits a sixth DFK foul against blue in one half, for that sixth DFK foul and all subsequent DFK fouls in that half, blue is awarded an accumulated fouls penalty kick. If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area), the attacking team may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. All AFPK's must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 5 meters and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper must remain on the goal line until the ball is in play. Accumulated fouls are reset to zero at the beginning of the second half.  **Second Penalty Spot:** 10 meters from the center of the goal  **Penalty Spot:** 6 meters from the center of the goal  **Advantage:** Advantage will be applied in futsal, with DFK fouls still counting as accumulated fouls. If the referee shouts, "play on" and gestures with both arms, the foul was a DFK foul and will be accumulated accordingly. If the referee gesture is with one arm, the free kick would have been indirect and thus does not count toward the foul accumulation.  **The Goalkeeper**   * Must wear a different color shirt. May wear long pants and/or other padding as deemed safe by the match referee. * May receive a kick-in or other deliberate kick directly from teammate, but not play it with his/her hands. * May kick the ball directly over the half-way line. * May score directly with his/her feet during the run of play. * May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first.) * May not possess the ball for more than four seconds in his/her own half. * May throw the ball in the air across the half-way line but may not throw it in the air into the opponents’ penalty area. If the ball does not touch the floor or a player before entering the opponent’s penalty area, the restart is an indirect free kick for the opponent on its penalty area line. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team. * After playing the ball, may not touch it again in his/her own half of the pitch after it has been deliberately played to him/her by a teammate without an opponent playing or touching it. **(This Futsal Law will NOT be applied at ANY age level for SOCA during winter of 2016-2017).** | | http://www.usyouthfutsal.com/common/images/1x1.gif |