

SOCA WISL Futsal Rules

*WISL uses modified FIFA Futsal Laws of the Game
SOCA Modifications are underlined below.*

General Rules

- WISL Matches consist of two 25 minute halves.
- The games will be played with a running clock.
- There is no overtime, injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper.
- There is no offside in futsal.
- There will be no timeouts permitted in the WISL program. Play will be continuous during each half and will be managed by the referee of each match.
- U8 age group matches will not have a referee present and will be managed by the team facilitators.
- No spitting is allowed on the playing surface. Players found spitting will be issued a yellow card during play or asked to leave the facility if not actively playing.

Substitutions

- All substitutions are on the fly, exceptions may be made for goalkeeper substitutions in U14 and younger age groups (check with referee before the match).
- 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 outside the center circle.
- **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/her hands to roll, bounce or throw the ball from anywhere inside his/her penalty area to any place on the field outside the opponent's penalty area. Defenders must be outside the goalkeeper's penalty area at the time of distribution. The ball is to be put into play within four seconds of being ready to do so. *<For U8 and U10 divisions, all defenders must retreat behind the midfield line until the ball is put in play by the goalkeeper.>*
- **Corner Kicks:** are direct. The ball must be placed directly on the corner spot and the kick must be taken within four 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 five yards 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 five yards.
- **Ceiling:** If the ball hits the ceiling, or any object connected to or suspended from the ceiling, the team that did not touch the ball last restarts play with a kick-in from a point on the touchline, nearest the place where the ball hit the ceiling.

Fouls and Misconduct

- **Indirect Free Kicks:** When a player plays in a dangerous manner, impedes an opponent without contact and not within playing distance of 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 by the referee. If a team commits a sixth DFK foul in one half of play, on that sixth DFK foul and all subsequent DFK fouls in that half of play, their opponent is awarded an accumulated fouls penalty kick.
If the accumulated 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 five yards and 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:** 33 feet from the center of the goal.
- **Penalty Spot:** 20 feet 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.
- **Offside:** There is no offside.

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 may 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 slide or go to ground to make a play on the ball within their own penalty area.
- 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.
- **SOCA does NOT apply the Futsal provision that a goalkeeper, 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.**

League Rules

Standings

- For Advanced WISL Divisions, U12 and older, a league table will be maintained on the SOCA website. Each win results in 3 points. Ties are worth 1 point and losses zero points.
- At the end of the season the first and second place teams in each of these Advanced Divisions (U12 and older) will play an additional match. No official division champions are awarded, but those teams that finish at the top of the division standings are afforded an additional match whenever possible.
- Additional matches for teams tied for the top two positions are to be scheduled at the end of the regular season. This schedule is determined by the SOCA staff and will be communicated directly to those teams involved once final standing determinations can be made. These matches will typically take place on the weekend immediately following the conclusion of league play.

Guest Playing and Match Forfeitures

- A minimum of 4 players per team is required of an official match. Should a team not have at least 4 players available 5 minutes past the scheduled match start time, a forfeit will be declared and the score recorded as 3 to 0 in favor of the team with the minimum number of players available. In these cases an unofficial match should be played by borrowing players from either the opposing team or others within the league. Only players who have registered for the WISL program may participate in an official or unofficial match.
- Matches in which both teams do not have the minimum number of players available will not be officially recorded. In this case, division standings will now be determined by percentage of points earned over the course of the season.
- Guest Playing is limited in WISL play. Guest players are allowed when teams have less than 6 rostered players available for a match. In cases where guest players are needed, up to 3 guest players may be used. All guest players must be registered to the current WISL program and may not be of an age group older than the opponent team in the match.

League Coordinator

The League Coordinator is the final authority on all matters pertaining to the league. All decisions are final. There are no protests and no appeals.

SOCA WISL Coordinators

Maddie Corwin (Intermediate Divisions) – maddie.corwin@socaspot.org

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Revised: November 18, 2021