

## **CUSE Futsal rules 2011-12**

1. All league games will be refereed by registered futsal officials.
2. The referee is the final authority on the field of play. All decisions of the referees with the respect to matters of fact, including judgment matters, are final.
3. If you have an interest in joining the CUSE Futsal referee pool, please email us at [dulletom@gmail.com](mailto:dulletom@gmail.com).

- Goalkeepers will not be allowed to punt or drop-kick the ball
- FIFA [Laws of the Game](#) will be applied

Each youth player must be registered with the NBN and sign a Liability waiver.

1. You must have at least 5 players to start a game.
2. Goalkeepers are allowed to be double rostered on their sister team.
3. Sister teams may borrow up to 4 players each game
4. Players may be double rostered on teams that are in different AGE divisions only.

The playing surfaces will be a hardwood surface. Official Futsal goals will be utilized.

The home team is responsible for providing the game ball. U8-U12 will use a size 3, and U13-U18 will use a size 4.

The wearing of shin pads will be mandatory for all players. A player will not be allowed to play without shin pads.

The team listed first on the schedule is the home team. In the case of a jersey color conflict the home team must change jerseys.

Each score table will be comprised of the following 2 individuals:

- 1) A volunteer from the home team.
- 2) A volunteer from the visiting team.

One volunteer will be responsible for completing the scorecard and the other will be responsible for operating the electronic scoreboard.

Boys & Girls U8-U18.

If a team fails to show for a scheduled match, the referee shall allow a 5 minute grace period. After the 5 minutes, if the team has not yet arrived or does not have enough players to field a team, the game will be forfeited. The game will be tallied as a 3 to 0 loss for the forfeiting team and a 3 to 0 win for their opponent. If both teams do not show for a match, the game will be tallied as a 3 to 0 loss for both teams. If the referee terminates a match for reasons other than an act of God or field conditions, the CUSE Futsal League Competition Committee will decide the result of the match after hearing the official reason from the referee, and both coaches.

Teams forfeiting any matches will NOT receive a refund on their registration fee. Forfeited games are recorded as a 3 - 0 loss.

1. Total Points
2. Head-To-Head

3. Goal Difference

4. Goals For

### **a) Player Ejections**

If a player is ejected from a match, the player's pass together with a referee's report of the incident shall be turned over to the CUSE Futsal onsite administrator by the referee.

The minimum penalty for an ejection is that the player shall not be permitted to play in the immediate next match.

The maximum penalty, after review by the region CUSE Futsal Competition Committee, may result in the individual players or teams expulsion from the competition.

If a player is issued a red card during or after a match the player receiving the red card will NOT be permitted to play in his/her team's next match.

### **b) Coach Ejections**

If a coach is ejected from any match, a referees report of the incident shall be turned over to the CUSE Futsal League onsite administrator by the referee.

The minimum penalty for an ejection is that the coach shall not be permitted to coach or remain on the player's bench in the immediate next match.

The maximum penalty, after review by the CUSE Futsal League Competition Committee, may result in the individual coach or team's expulsion from the League.

If you have any additional questions or concerns regarding the CUSE Futsal League, please feel free to contact us at **dulletom@gmail.com**.

We reserve the right to postpone or cancel games at any time for any reason such as acts of God and bad field/facility conditions. If we do decide to cancel games, refunds will not be provided.

## **General Rules**

There are 4 field players and a Goal Keeper (GK).

No offside.

GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If they are in opponents half, they have no time-handling restrictions.

24 minute halves for tournament and for league play. 3 minutes for half time and each coach may call (1) one-minute time out per half when in possession of the ball. 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 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 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 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 kick. 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. The throw must leave the penalty area. Opposing team must stay out of penalty area during a goal clearance. If opposing player touches ball before it leaves penalty area, GK retakes the throw. The GK cannot touch ball again until another player touches it.

### **Corner Kick**

There is no arc, kick is taken at the point where goal line and touch line meet (at corner).

## **Fouls and Misconduct**

### **Fouls**

Slide tackling is a major foul in futsal. It is not allowed in any situation where there is contact between players or where referees believe that contact could have resulted.

### **Exceptions**

The GK is allowed to slide in an attempt to clear the ball, if in referees' judgement, his slide is an attempt only to make contact with the ball, not the opponent. If GK slide is reckless (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 it will be called a major penalty.

### **6<sup>th</sup> Accumulated Foul**

Upon a team's 6<sup>th</sup> accumulated foul in each half, 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
- Holding an opponent
- Spits at an opponent
- Slide tackles with exceptions above

### **Sending Off Fouls**

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

Denying an obvious goal-scoring opportunity to an opponent moving toward the goal. Player sent off cannot re-enter the game. Substitution is allowed after 2 minutes.

No shoulder charging.

### **Indirect Free Kick**

5 yards of distance from kicker to set up a 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.