

## Futsal Guidelines

5 v 5 – 4 field players and a goalkeeper

8 minute games? No subs. Or longer games with subs?

No headers for Youth play (9-13)

Shin guards required

Goal clearance (goal kick) – GK throws or releases from anywhere in penalty area. Opposing players must exit the penalty area until the ball is back in play.

All GK throws must touch the ground before crossing midcourt line.

Kick-in – taken from point ball went out of play over touchline

No sliding

Team formation will be determined by gym monitor, either random assignment or allowing players to form their own teams. Goalkeepers can play multiple games in a row only if no other players are waiting to play that position.

Game Structure options

- Less than 21 participants – players split into 2 teams, playing 20 minute games, with substitutions being made on the fly. Late arriving players will be added to teams. When the number of players reaches 21 or more, we switch to the game structure below.
- 21 or more participants – players will be formed into teams of 5 (4 field + GK) and teams will rotate through playing 8 minute games with no substitutions. Beginning with the second game of the session, winning team will stay on the court, but can only play 2 games in a row. If a team wins two games in a row, at the conclusion of the second game, two new teams will take the court.

Gym monitor and McMinnville Soccer Club coach/advisor can alter teams if they are unbalanced, and have authority to adjust rules for safety.

This is a recreational activity and should be fun for all participants.

Ball Out of Play

- The ball is out of play when it fully crosses any of the sidelines. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling.
- The ball is out of play when it fully crosses any of the endlines (other than into the goal). A goal-clearance is taken by the goalkeeper if the ball was last touched by an attacking player before crossing the endline, and a corner kick is taken from the nearest corner by the attacking team if the ball was last touched by a defending player before crossing the endline.

### The Kick-In

- Opponent must be at a distance of no less than 5 m from the place on the touch line where the kick-in is taken
- The ball must be stationary and kicked from the point where it left the pitch
- Player must deliver the ball within four seconds of being ready to do so
- A goal may not be scored directly from a kick-in.

### The Goal Clearance

- Goal clearances are taken from inside the penalty area (3 point line).
- Goalkeeper throws or rolls ball out, no punts or drop-kicks.
- Ball is in play when the GK releases it from his hands.
- The ball must touch the floor before crossing the mid-court line.
- Opposing players must exit the penalty box until the ball is in play.

### Direct Free Kicks

- Are those penalized with a direct free kick or penalty kick
- The referees may allow play to continue by applying the advantage if the team has not previously committed five accumulated fouls and the opposing team is not denied a goal or an obvious goal scoring opportunity.
- All opponents must be at least 5 m from the ball until it is in play

## Indirect Free Kicks

- A goal can be scored only if the ball subsequently touches another player before it enters the goal
- If an indirect free kick is kicked directly into the opponent's goal, a goal clearance is awarded
- All opponents must be at least 5 m from the ball until it is in play
- An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offence was committed

## Goalkeeper throws

- All throws from a goalkeeper, including goal clearances, must touch the floor before crossing the mid-court line.

## Offside

- There is no offside in futsal.