



FUTSAL

Boys U13 & Girls U/13

1. A panel of 8 (team of 5 & 3 substitutes). If a team is reduced to less than 4 players, a walkover will be given.
2. Dress. Players must wear rubber or soft-shoes and shin guards. Players shall wear numbers at least 150mm high on their backs.
3. The Ball.
A “Futsal” ball size 4 (designed to give a restricted bounce) will be used.
4. Playing Area (may be indoor or outdoor) and pitch markings.
 - a) The playing area will depend on the facilities available. However, where possible, every effort should be made to provide measurements of at least 25m.x 15m. Markings will depend on the floor area.
 - b) Futsal goals are 3m long by 2m high. The goal area shall consist of two number quarter circles with a 6m radius taken from each of the goal uprights and joined together by a 3m straight line (or reduced



- according to the floor area).
- c) Corners will be marked with a 25cm radius.
5. Centre Mark
- A suitable mark should be made in the exact centre of the playing area. The game commences with a kick off from the centre mark. A circle 3m in radius should surround the centre mark. A goal can be scored from kick-off.
6. Penalties.
- Penalty kicks shall be taken from a penalty spot marked 6m from the goal line. The goalkeeper cannot move until the ball is kicked. Another free kick spot is marked 10m from the goal line.
7. Free Kicks
- a) Direct free kicks are awarded for e.g. kicking, tripping, charging, striking, pushing, holding, slide tackling (except the goalkeeper within his area), deliberate handball and dissent. Other free kicks are indirect. When a free kick has been awarded all players from the opposing team must be at least 5m from the spot where the free kick shall be taken (failure to do so will



warrant a yellow card). Any free kick awarded less than 5m from the goal area shall be brought back to a spot 5m from the goal area.

- b) When a team has accumulated five fouls in any one half of the game, every subsequent foul by that team in that half is penalized by a direct free kick from the 10m mark unless the foul was closer than 10m from the goal. The defending team is not allowed to form a defensive wall for these free kicks.

8. Score Keeper

An independent scorekeeper may be appointed to assist the referee. The scorekeeper may also act as an observer to ensure teams adhere to the correct substitution procedure (see 13 below).

9. Duration of the Games

The duration of the game shall be two equal periods of 10 minutes, subject to the following:-

- a) Allowance shall be made in either period for time lost through stop pages as decided by the Referee.
- b) Time shall be extended to permit a



penalty kick being taken at or after the expiration of the normal period in either half. At half time, the interval shall not exceed 2 minutes except by consent of the referee.

10. Drawn Games.

- a) In the event of scores being level at the end of normal time, extra time of two periods of 3 minutes will be played. If the scores are still level after extra time is played, a penalty shoot-out with the best of five penalties will apply (i.e. five penalties per team), and if then still level, sudden death penalties will apply.
- b) All players and substitutes are eligible to participate in a penalty shoot-out or in a “sudden death” penalty shoot-out, subject to rule 12.
- c) A list containing the rotation of penalty takers must be given to the referee after extra time is played (if a team finishes with only 4 eligible penalty takers their opponents must reduce their penalty takers to 4). Failure to comply with the above



- will result in the loss of the game.
- d) The Goalkeeper may be changed with an outfield player or any eligible substitute for a penalty shoot-out etc., but cannot be changed during the penalty shoot-out unless he is injured.
11. Ball in & out of play.
- a) When the ball goes out of play over the sideline, a kick in is awarded. The ball must be placed on the line. Players have 4 seconds (after the referees whistle) to kick the ball back into play or they will surrender the kick in to the other team. The kicker cannot touch the ball again until it has being played by another player. Opposing players must be 5m from the ball when being kicked in. Goals cannot be scored direct from a kick in.
 - b) When the ball goes out of play at the end line, the goalkeeper shall **THROW** (not kick) the ball back into play. A goal cannot be scored directly from a throw in. Goalkeepers must throw the ball back into play within 4 seconds of



receiving it or concede a free kick from the 10m spot to the opposing team.

- c) Normal corner kick rules apply (kick must be taken within 4 seconds after the referees whistle) – opponents must be 5 m from the ball.

12. Misconduct

A player who is sent off shall not be allowed to take any further part in that game or in the following game that his team participates in. A player red carded can be substituted after two minutes of play, if a team reduced to three or four players concedes a goal within those two minutes they may bring on an extra player, but only if their opponents had more players on the pitch at that time

13. Substitutions

Each team can name up to three substitutes and can make unlimited substitutions at any time. The substitutions must be made through a designated zone or area. However, if a player enters the pitch before a player being substituted has left the pitch, the



- player entering the pitch will be cautioned and his team shall concede a free kick from the centre mark.
14. Goalkeeper returning the ball into play.
- a) As outlined above (11b)
Goalkeeper must throw (not kick) the ball back into play, but in the event of a back pass or kick in by a team mate he must kick the ball back into play.
 - b) Once the goalkeeper has cleared the ball from his goal area he can not touch the ball again until the ball has passed beyond the half way line or has been touched by an opposing player.
 - c) For any infringement of a) or b) above, a free kick 2m outside the goal area is awarded.
15. Playing the game within the goal area.
Any player is allowed in the goal area. The goalkeeper may also leave the goal area at any time and enter any area of the pitch he chooses. However, he is only allowed handle the ball within his own goal area.
16. Timeouts
Each team is allowed a one minute



timeout in each half. Players will remain on the pitch and coaches are not allowed on the pitch during the time out. No timeouts in extra time.