

LAW VIII REFEREES

The Rochester Sports Garden will supply a trained referee for all games held at its facility. A referee shall be appointed to officiate in each game. His authority and the exercise of power granted to him by the rules of indoor commence as soon as he enters the field of play and do not end until he leaves the facility grounds. Abusive language toward a referee will result in time penalty, ejection, suspension, and/or fines. Coaches and players must respect the judgment regarding the violation. It is vital that the players and coaches adjust to refereeing differences, just as referees adjust to the demands of each game.

LAW IX BALL IN AND OUT OF PLAY

The ball traveling out of bounds (crossing the black boundary line) will result in one of the following:

Goal kick – GK starts with the ball in their hands and must roll or throw ball into play. Opposition players must be outside the penalty area. The keeper may pass to a teammate inside the penalty area.

Corner Kick – direct free kick in corner spot.

Ceiling – Ball will be put back into play with a direct free kick underneath the point it hit the ceiling. If it happens in the attacking penalty box, it shall be placed at the accumulated fouls dot.

Kick In – Ball is put back into play with a direct free kick from the point it exited the court.

The ball is in play once it has been touched. A team has 4 seconds to put the ball into play after ball is in correct position and defense is 5 feet from the ball (A second whistle may apply in some cases).

LAW X METHOD OF SCORING

A goal is scored when the whole of the ball has crossed the goal line, between the goal posts and under the cross bar and has been acknowledged by the referee.

LAW XI FOULS AND MISCONDUCT

Most fouls are the same as outdoors. While indoors, safety and fair play will always be taken into consideration. The differences between futsal and outdoor at RSG are as follows:

A. SLIDE TACKLES

There will be no sliding! Goalkeepers must start and finish sliding inside his or her goalie box, once they leave the box, they are field players. Violation is a direct kick, and possible card. Violation in goal box is a penalty kick. Keepers sliding in their area must win the ball cleanly.

B. DANGEROUS PLAY

This will be called with safety and fair play always taken into consideration. Particular attention will be focused on showing the sole above the ball while challenging or tackling the ball.

C. ENCROACHMENT

Anyone walking up to a dead ball with the purpose of delaying the start of play will get a team warning, then a blue card.

D. IMPEDING AN OPPONENT

Direct Free Kick if: impeding an opponent with contact.

Indirect Free Kick if: impeding the progress of an opponent without any contact being made, or preventing the goalkeeper from releasing or throwing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing or throwing it.

Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.

All players have a right to their position on the pitch; being in the way of an opponent is not the same as moving into the way of an opponent.

A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with extended arms. If the ball is within playing distance, the player may be fairly charged by an opponent so long as contact is not used to force a player back, only to hold position or funnel a player away from goal.

Blocking an opponent can be considered a legitimate tactic in futsal, if the player blocking is stationary at the time of any contact and does not deliberately cause contact by moving or extending the body into the opponent's path, and the opponent has the opportunity to evade the block. A block can be performed against an opponent who may or may not have the ball.

E. TIME PENALTIES

Time penalties are similar to hockey where they may be delayed or on the spot and are usually of a more serious manner of violation or a consistent breaking of rules.

1. BLUE CARD-This is a two-minute releasable penalty. The penalized team will play short a player for up to two minutes. Once a goal is scored against the penalized team the player may enter the field. If both teams are down a player and a goal is scored, both remain short because no one had the advantage.

2. YELLOW CARD-Any foul that requires a yellow card, the individual teams will play short for three full minutes, un-releasable.

3. RED CARD-Possible \$50.00 fine for player before next game and two game suspension. A longer or shorter suspension may be applied depending on severity of card. All ejectionable penalties will result in a five-minute un-releasable penalty. In addition, the player will be told to leave the playing field; the game will not start until this time. Each red card will be looked at for possible further action against the player and/or team. Furthermore, the conduct of the individual and team after ejection will be noted.

NOTE: - 1st Blue Card (2 minutes), 2nd Blue (Yellow + 3 minutes unreleasable) 3rd Blue (red and 5 minutes unreleasable)

Yellow (3 mins. unreleasable), 2nd yellow (red Card, 5 mins. unreleasable)

Red (5 mins. unreleasable penalty)

F. GOALKEEPERS RESTRICTIONS/NOTES

1. Hand to Hand-A goalkeeper, having attained full control of the ball in his hands, and having released ball from his hands, cannot touch the ball with his hands again until it has been touched by a player from the other team. Any infringement will result in an indirect free kick at the nearest point outside the penalty area if infraction occurred in the area.

2. Four Seconds-If the goalkeeper, in the opinion of the referee, has obtained full possession of the ball, and delays more than 4 seconds putting the ball; into play, the referee shall restart play with an indirect free kick at the point of infraction or at the nearest point outside the penalty area if infraction occurred in the area.

3. Distribution-Goalkeepers may not punt or drop kick the ball. Attacking players may not interfere with a GK releasing the ball from their hands. GKs can not throw the ball from their penalty area directly into the opposition penalty area without the ball making contact with another player or the ground before entering the opposition area (violation is an indirect free kick at the point of contact). If, when taking the goal clearance, the goalkeeper does not release the ball from inside their penalty area, the referees order the goal clearance to be retaken.

4. Possession-Possession will be at the judgment of the referee at the given moment. Generally, bring the ball in to the body, catching the ball or directing the ball while it is on the ground will be considered possession. GKs are only allowed to receive a back pass once per their teams possession (Possession has considered "reset" when an opposition player touches the ball). GKs may receive a kick in or kick off pass. If the GK is in the oppositions half the possession restrictions are all lifted.

5. Scoring – The Goalie may not throw the ball directly into the goal to score.

6. Penalty - If a keeper is given a time penalty, someone else from the team that is on or off the field can serve it with the referee's permission. Substitution for the keeper may be done at any stoppage of play and with notification of the referee; on the fly if it is with a bench player.

G. FREE-KICKS

A second whistle will not be used unless space is asked for. A team has 4 seconds to put the ball into play after it has been put into proper position and defenders are 5 feet away. The kicker may not touch the ball again until another player touches the ball.

Free kicks must be taken from the place where the offence occurred, except: free kicks to the defending team in its penalty area, which may be taken from anywhere in that area.

Any Free kicks for the defending team inside their own penalty area, all opposition players must leave the penalty area until the ball is played. If the defending team decides to take a quick free kick inside its own penalty area and one or more opponents remain inside the penalty area because they did not have time to leave the area, the referees allow play to continue. For kick-ins only the kicker may be off the court.

H. Direct free kick beginning with the sixth accumulated foul by each team in each period (DFKSAF)

Accumulated fouls are those penalized with a direct free kick or penalty kick. The referees may only allow advantage on the 6th foul if there is a clear goal scoring opportunity. If no goal is scored the play is stopped and the kick awarded from the spot. A direct free kick beginning with the sixth accumulated foul is awarded for the sixth accumulated foul and all subsequent such fouls committed by a team in each period. However, if the sixth or subsequent accumulated foul is committed inside the offender's penalty area, a penalty kick is awarded instead. A goal may be scored directly from a DFKSAF and the kicker must attempt to do so. The defending team's players may not form a "wall" to defend a DFKSAF. The ball must be stationary on the accumulated fouls mark. The only exception to this is when the foul occurs between the spot and the goal, the player may choose to kick from the spot of the foul or from the designated spot. All other players must be behind the ball line when the kick is taken. If taken from the dot the GK may position themselves up to the top inside of the "arc". If taken closer the keeper must step back equal to the closer distance but not beyond the goal line.

I. PENALTY-KICK

All penalty kicks will have a second whistle. No players will be inside the penalty area or within 5 feet of the penalty spot in any direction. The kicker may not touch the ball again until it has touched another player.

ADDENDUM TO THE RULES:

A. A player may not play on two (2) teams in the same division, i.e. Ricky plays for the Sharks in the "A" division, Ricky cannot play for the Cosmos in the "A" division.

B. Fighting: Automatic red card. Team plays shorthanded for five (5) minutes, unreleasable. Players must sit out a minimum of two (2) games and will be fined. If the offense is very serious, a harsher penalty will be assessed.

C. For Co-ed teams: Co-ed must always have at least one female player on the court. Players serving time penalties and goal keepers count towards the one-player requirement.

D. Injury stoppage goes to team in possession.

E. Only coaches and players are allowed in player's box, **NO SPECTATORS**. Coaches must be listed on the roster.

F. Advanced skill level players may be asked not to play on lower skill level leagues at the facilities discretion.

G. If any player comes off the bench in an aggressive manner the game will end and their team will forfeit that game.

H. Every player must be a registered with The Rochester Sports Garden utilizing the online RSG software.

I. Playoff eligibility is determined by your attendance and participation in regular season games. Each player must be on team's active roster, and each player must scan in for each game they attend. You must play in at least 3 regular season games in order to be playoff eligible.

J. Forfeits will carry a \$40 fine and are recorded as 4-0. This fine must be paid by your next scheduled game.

K. If a defending-team player (including the goalkeeper) deliberately or accidentally moves or overturns their own goal prior to the ball crossing the goal line, the goal must be allowed if the ball would have entered the goal between the normal position of the goalposts. If an attacking-team player moves or overturns the opponents' goal accidentally or deliberately, a goal must not be allowed.

LAWS OF THE GAME



Rochester Sports Garden
1460 East Henrietta Road
Rochester, New York 14623
(585)427-2240
Fax 427-2241

LAW I THE COURT

Court # 1 & 2 both measure 60 x 30 feet
Both courts are hardwood with Futsal goals and an electronic scoreboard.

LAW II THE BALL

Size 4 futsal ball

LAW III NUMBER OF PLAYERS ON COURT

(Including Keeper): ADULT- 4 players

ROSTER SIZE

10 players * All players must be 18yrs of age & be on the team roster. A player must be on the roster and have played 3 (three) regular season games to be eligible for the playoffs.

* No changes on roster after start of your teams 6th game, unless an extraordinary exception, please check with facility staff.

** Number of players needed to start game (including keeper): Adult: 3 players

SUBSTITUTIONS:

Substitutions are unlimited and may be made on the fly, the players subbing must use their own team's substitution zone. A teams substitution zone is the sideline in front of their bench on that half of the court.

LAW IV PLAYERS EQUIPMENT

Shin guards - must be worn by **ALL PLAYERS** on the court with socks over the shin guards. Shoes - only flat soled shoes, no turfs unless they are non-marking. Braces and casts - must be padded and are to be allowed only with permission from the referee. No watches or anything else deemed dangerous by the referee. All team uniforms must be of the same color except the GK who must wear a different color. Long pants will only be allowed to be worn by goalies.

LAW V DURATION OF THE GAME

The duration of the game shall be 2 equal halves of 20 minutes each. A grace period of 5 min. shall be given to all teams; this shall begin at the scheduled start of play. The referee has the power to play two equal halves of lesser time due to circumstances that warrant it or delay the start as time allows or pause/add time to the end of a game/half in the event of any card-able offenses or unsportsmanlike delay of game.

LAW VI START OF GAME

The ball does not have to go forward to begin. The ball may not go directly into the Goal from any kickoff.

LAW VII OFFSIDES (This law will not be enforced)