

**This is a simplified guide only.** [1]

[Read full FIFA Laws of the Game here.](#)

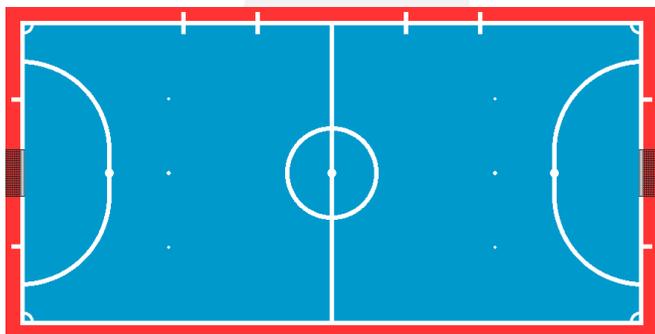
## Players, equipment and officials

There are five players on each team, one of whom is the goalkeeper. The maximum number of substitutes allowed is nine (FIFA change 2012), with unlimited substitutions during the match. Substitutes can come on even when the ball is in play. If a team has fewer than three players in the team, the match is abandoned.

The kit is made up of a jersey or shirt with sleeves, shorts, socks, shinguards made out of rubber or plastic, and shoes with rubber soles. The goalkeeper is allowed to wear long trousers and a different coloured kit, to distinguish himself from the other players in the team and the referee. He is also allowed to wear elbow pads because the surface is about as hard as a tennis court or basketball court. Jewellery is not allowed, nor are other items that could be dangerous to the player wearing the item or to other active participants.

The match is controlled by the referee, who enforces the Laws of the Game, and the first referee is the only one who can legally abandon the match because of interference from outside the pitch. This referee is also assisted by a second referee. The decisions made by the referees are final and can only be changed if the referees think it is necessary and play has not restarted. There is also a third referee and a timekeeper, who are provided with equipment to keep a record of fouls in the match. In the event of injury to the referee or second referee, the third referee will replace the second referee.

## The Pitch



The pitch is made up of wood or artificial material, or similar surface, although any flat, smooth and non-abrasive material may be used.

The length of the pitch is in the range of 25–42m (27–46 yd) in length, while the width can be 16–25m (17–27 yd), as long as the length of the longer boundary lines (touchlines) are greater than the shorter boundaries where the goals are placed (goal lines).

The ceiling must be at least 4m (4yd) high. A rectangular goal is positioned at the middle of each goal line.

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The inner edges of the vertical goal posts must be 3m (3yd) apart, and the lower edge of the horizontal crossbar supported by the goal posts must be 2m (2.2yd) above the ground. Nets made of hemp, jute or nylon are attached to the back of the goalposts and crossbar. The lower part of the nets is attached to curved tubing or another suitable means of support.

The depth of the goal is 80cm (31in) at the top and 1m (3.3ft) at the bottom. In front of each goal is an area known as the penalty area. This area is created by drawing quarter-circles with a 6m (7yd) radius from the goal line, centred on the goalposts.

The upper part of each quarter-circle is then joined by a 3.16m (3.46yd) line running parallel to the goal line between the goalposts. The line marking the edge of the penalty area is known as the penalty area line. The penalty area marks where the goalkeeper is allowed to touch the ball with his hands.

The penalty mark is six metres from the goal line when it reaches the middle of the goalposts. The second penalty mark is 10 metres (11yd) from the goal line when it reaches the middle of the goalposts. A penalty kick from the penalty spot is awarded if a player commits a foul inside the penalty area.

The second penalty spot is used if a player commits his team's sixth foul in the opposing team's half or in his own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark; the free kick is taken from the second penalty mark.

## **Duration and tie-breaking methods**

A standard match consists of two equal periods of 20 minutes. The length of either half is extended to allow penalty kicks to be taken or a direct free kick to be taken against a team that has committed more than five fouls. The interval between the two halves cannot exceed 15 minutes.

In some competitions, the game cannot end in a draw, so away goals, extra time and penalties are the three methods for determining the winner after a match has been drawn. Away goals mean that if the team's score is level after playing one home and one away game, the goals scored in the away match count as double.

Extra time consists of two periods of five minutes. If no winner is produced after these methods, five penalties are taken, and the team that has scored the most wins. If it is not decided after five penalties, it continues to go on with one extra penalty to each team at a time until one of them has scored more goals than the other. Unlike extra time, the goals scored in a penalty shoot-out do not count towards the goals scored throughout the match.

## The start and restart of play

At the beginning of the match, a coin toss is used to decide who will start the match. A kick-off is used to signal the start of play and is also used at the start of the second half and any periods of extra time. It is also used after a goal has been scored, with the other team starting the play.

After a temporary stoppage for any reason not mentioned in the Laws of the Game, the referee will drop the ball where the play was stopped, provided that, prior to the stoppage, the ball was in play and had not crossed either the touch lines or goal lines.

If the ball goes over the goal line or touchline, hits the ceiling, or the play is stopped by the referee, the ball is out of play. If it hits the ceiling of an indoor arena, play is restarted with a kick-in to the opponents of the team that last touched the ball, under the place where it hit the ceiling.

## Lack of offside rule

Unlike football (soccer), there is no offside rule in futsal. Attackers can get much closer to the goal than they can in the traditional outdoor version of football.

## Misconduct

A direct free kick can be awarded to the opposing team if a player succeeds or attempts to kick or trip an opponent, jumps, charges or pushes an opponent, or strikes or attempts to strike an opponent.

Holding, touching or spitting at an opponent are offenses that are worthy of a direct free kick, as are sliding in to play the ball while an opponent is playing it or carrying, striking or throwing the ball (except the goalkeeper). These are all accumulated fouls.

The direct free kick is taken where the infringement occurred, unless it is awarded to the defending team in their penalty area, in which case the free kick may be taken from anywhere inside the penalty area. A penalty kick is awarded if a player commits one of the fouls that are worthy of a direct free kick inside his own penalty area. The position of the ball does not matter as long as it is in play.

An indirect free kick is awarded to the opposing team if a goalkeeper clears the ball but then touches it with his hands before anyone else, if he controls the ball with his hands when it has been kicked to him by a teammate, or if he touches or controls the ball with his hands or feet in his own half for more than four seconds



Players are cautioned with a yellow card. They are sent off with a red card.

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An indirect free kick is also awarded to the opposing team if a player plays in a dangerous manner, deliberately obstructs an opponent, prevents the goalkeeper from throwing the ball with his hands or anything else for which play is stopped to caution or dismiss a player. The indirect free kick is taken from the place where the infringement occurred.

Yellow and red cards are both used in futsal. The yellow card is to caution players over their actions, and, if they get two, they are given a red card, which means they are sent off the field.

A yellow card is shown if a player shows unsporting behaviour, dissent, persistent infringement of the Laws of the Game, delaying the restart of play, failing to respect the distance of the player from the ball when play is being restarted, infringement of substitution procedure or entering, re-entering and leaving the pitch without the referee's permission.

A player is shown the red card and sent off if they engage in serious foul play, violent conduct, spitting at another person, or denying the opposing team a goal by handling the ball (except the goalkeeper inside his penalty area).

Also punishable with a red card is denying an opponent moving towards the player's goal a goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick and using offensive, insulting or abusive language or gestures.

A player who has been sent off must leave the vicinity of the pitch. A substitute player is permitted to come on two minutes after a teammate has been sent off, unless a goal is scored before the end of the two minutes.

If a team with more players scores against a team with fewer players, another player can be added to the team with an inferior number of players. If the teams are equal when the goal is scored or if the team with fewer players scores, both teams remain with the same number of players.

## References

1. [Wikipedia \(http://en.wikipedia.org/wiki/Futsal\)](http://en.wikipedia.org/wiki/Futsal)

- There are 5 players, one of which must be a goalkeeper.
- Each team may have 9 substitutes with unlimited substitution.
- Substitution must take place at the Substitution Zone. The player being replaced must be completely off the court before the replacement enters the court. The Referee need not be informed.
- The team winning the toss must decide which way to run- a goal can be scored from the kick off. The ball is in play when it is touched and moves forward.
- When the ball passes over the touchlines the game is restarted by a kick in. The ball must be stationary on the touchline and can be kicked into play in any direction. The kicker must have both feet on the touchline or behind the touchline.
- Goal Clearances – When the ball passes over the goal line having last been played by a attacker the game is restarted by a goal clearance. This must be done by the goalkeeper and the ball must be thrown directly out of the penalty area.
- If the ball hits the roof a kick in is taken by the other team opposite to where the ball hit the roof.
- Goalkeepers cannot receive the ball by hands or feet after releasing the ball from their possession unless it has been touched by the opposition or passed over the half way line. This also applies to a goal clearance. Goalkeepers must release the ball within four seconds of gaining control of the ball.
- At free kicks, kick ins, corner kicks all opponents must be 5 meters from the ball and the ball must be put into play within four seconds of taking possession of it.

Fouls & Misconduct resulting in a direct free kick are the same as outdoor soccer with the following additions:

1. Charges an opponent with the shoulder.
2. Slides in to play the ball when it is being played or attempted to being played by a opponent except for a goalkeeper in his penalty area and he must not do it in a careless or reckless way or use excessive force.
3. Penalty mark is 6 meters and second penalty mark is 10 meters. The second penalty mark is used if a team accumulates more than five fouls in a half.

Accumulated Fouls

1. Are those sanction by a direct free kick
2. The first five fouls sanctioned by a direct free kick, in each half a recorded.
3. For these first 5 fouls a defensive wall may be formed by the opposing team to defend the kick.
4. Beginning with the sixth foul the players of the opposing team may not form a wall to defend the kick.
5. The kick is taken from the second penalty mark unless the foul occurred beyond the mark when the non offending team has the option to take the kick where the foul occurred or from the second penalty mark of 10 meters
6. The player taking the kick must be identified and must kick with the intention of scoring. The ball cannot be passed to another player.
7. The goalkeeper must remain in his penalty area and be 5 meters from the ball.
8. All other players must remain behind a imaginary line level with the ball and parallel with the goal line. They must be five meters from the ball and may not obstruct the player taking the kick.

