

**MODIFIED FUTSAL LAWS  
 DHS COUNTRY WEEK**

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| **FUTSAL** |
| * #4 soccer ball with reduced bounce |
| * 5 players (Max. 10 Players in squad) |
| * Unlimited "flying" substitutions |
| * Kick-in from sides Can shoot from side but ball must be touched again for a goal to occur |
| * Game starts by touching/kicking the ball in any direction from the centre dot. A player can shoot straight at goal from the kick off. |
| * 2 x 10 minute halves or 2x15 minute halves depending on nominations per region |
| * No time Outs |
| * Goal clearance if ball goes out (goalkeeper throw) |
| * No shoulder charges or sliding tackles |
| * 4-second rule on restarts |
| * 5-foul limit (and "no-wall" free kick) |
| * GK cannot touch by hand \*any\* ball played back to him by team mate (Inc. head and chest) |
| * Player sent off can be substituted for after 2 minutes has elapsed or opponent has scored |
| * Corner kick placed on corner |
| * Goalkeeper can roll the ball in the D to his player. Attackers may enter the D once touched by the defensive player. |

**The Playing Court**

* 1. Dimensions: 25-42 m long x 15-25 m wide
* 2. Marking: 8 cm wide touchlines at the sides, goal lines at the ends, and a halfway-line across; 3 m centre circle; no walls or dasher boards
* 3. Penalty Area: Arc measuring 6 m from each post
* 4. Penalty Mark: 6 m from the mid-point of goal line
* 5. Second Penalty Mark: 12 m from the mid-point of the goal line
* 6. Substitution Zones: 6 m zone (3 m on each side of halfway-line) on the bench side of the pitch
* 7. The Goals: 2 m high x 3 m wide
* 8. Surface of the Pitch: Smooth, flat and non-abrasive (e.g. wood, synthetic materials; avoid concrete and tarmac; artificial turf not acceptance for international matches)

**The Ball**

* Size: #4
* Circumference: 62-64 cm
* Weight: 390-430 grams
* Bounce: 55-65 cm on first bounce
* Material: Leather or other suitable material (i.e., not dangerous)

**Number of Players**

* Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper
* Minimum Number of Players on the pitch: 3
* Maximum Number of Substitutes: **5**
* **Maximum number in a squad is 10.**
* Substitution Limit: None
* Substitution Method: "Flying substitution" (all players but the goalkeeper can enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

**Players' Equipment**

Usual Equipment: Numbered shirts, shorts, socks, protective shin guards and footwear with rubber soles

**Duration of the Game**

* Duration: Two equal periods of 10 minutes; clock continues if ball is out of play. Game can be prolonged only to take a penalty kick.
* No Time-outs:
* Half-time break: 3 mins

**The Start of Play**

Procedure: Coin toss followed by kick-off; opposing team waits outside centre circle; ball deemed in play once it has travelled the distance of its own circumference; kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

The ball may be kicked in any direction from the centre to commence play.  
The player taking the kick off may shoot directly at goal.  
 **Ball in and out of Play**

* Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: dropped ball beneath that point).
* Lines: Touchlines and goal lines are considered inside the playing area.

**Method of Scoring**

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

**Fouls and Misconduct**

**Direct free kick** awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area):

* kicking or attempting to kick an opponent
* tripping an opponent
* jumping at an opponent
* charging an opponent in a violent or dangerous manner
* charging an opponent from behind
* striking, attempting to strike, or spitting at an opponent
* holding an opponent
* pushing an opponent
* charging an opponent with shoulder (i.e., shoulder charge)
* sliding at an opponent (i.e., sliding tackle)
* handling the ball (except goalkeeper)

**Indirect free kick** awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

* dangerous play (e.g. attempting to kick ball held by goalkeeper)
* obstruction
* charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
* goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
* goalkeeper picks up or touches with his hands a backpass
* goalkeeper picks up or touches with his hands a kick-in from a teammate
* goalkeeper controls the ball with any part of his body for more than 4 seconds
* goalkeeper touches with any part of his body a backpass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Players shall be **cautioned (i.e., shown yellow card)** when:

* a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
* he persistently infringes the Laws of the Game
* he shows dissent with any decision of the referee
* he is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area).

Players shall be **sent off (i.e., shown the red card)** for:

* (a) serious foul play
* (b) violent conduct
* (c) foul or abusive language
* (d) second instance of cautionable offense (i.e., second yellow card)
* (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
* (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).

Rules of Expulsion:

* The player sent off is out for the rest of the game and is not even permitted to sit on the reserves' bench.
* The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- whichever comes first.
* The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
* The substitute cannot come on until the ball is out of play and he has a referee's consent.

**Free Kick**

* Types: Direct free kicks and indirect free kicks
* Wall: At least 5 meters away until the ball is in play
* Ball in Play: After it has travelled the distance of its own circumference
* Time Limit: Kick must be taken within 4 seconds
* Restriction: Kicker cannot touch the ball again until it has been touched by another player

**Accumulated Fouls**

Accumulated fouls refer only to all the fouls mentioned in Law XII (a through k(1 to 11).

Once a team has accumulated 5 fouls during a half (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:

* that team shall not be allowed a defensive wall
* all free kicks shall be direct (no indirect free kicks)
* infringements committed within 12 meters of the goal line shall be punished with a direct free kick from the point of infringement; infringements committed from 12 metres or further from the goal line shall be punished with a direct free kick from the Second Penalty Spot

**Procedure:**

* Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
* The goalkeeper shall remain in his penalty area at least 5 m away from the ball.
* The kicker must aim at the goal, with the intention of scoring.
* No other player may touch the ball until it has been touched by the pitch, rebounded from the goal post or crossbar, or has left the pitch.
* If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-m-line on the spot nearest to where the infringement occurred.

**Penalty Kick**

* To be taken from the penalty mark on the mid-point of the 6-m-line.
* The kicker is to aim at goal, with the intention of scoring.
* All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.
* The kicker shall not play the ball a second time until it has been touched by another player.

**Kick-in**

* To be taken in place of the throw-in.
* The ball is placed on the touch line before kicking.
* The kicker's foot can be behind, on or on the courts when kicking the ball into play
* The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
* The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
* Players on opposing team must be at least 5 m away from point of kick-in.
* Cannot score directly from a kick-in.

**Goal Clearance**

* To be taken in place of goal kick.
* From inside the penalty area, the goalkeeper throws the ball into play.
* The goal clearance can be received inside of the penalty area by the goalkeeper’s player. The attacking players can enter the D once the ball is touched by the defensive player.
* Ball can be thrown or picked up and kicked over the half way line, if saved from general play

**Corner Kick**

* Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
* Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
* The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
* Players on opposing team must be at least 5 m away from point of the corner kick.
* Can score goal directly from a corner kick.

**Penalty Kick Shoot-out**

* Main referee decides goal to be used.
* Coin tossed to decide order.
* Three kicks to be taken by 3 different players selected from 9 suited players. Captain of each team announces these 3 to the main referee before the kicks are taken.
* If two teams are still tied after 3 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
* Players sent off during the match are not eligible to take these kicks.
* Any eligible player may change places with his goalkeeper.
* While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.