

2010 (CISC) AK Futsal League Rules

FUTSAL LEAGUE RULES:

All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, physical abuse or fighting will not be tolerated.

EQUIPMENT:

Cleats are prohibited. Shin guards must be worn by all players. Players without the proper equipment will not be allowed to participate.

Official size Futsal game ball to be used only for each match.

TIME:

Game time will consist of two (2) twenty minute (20) halves, with a five (5) minute intermission. Kick-off and sides will be determined by coin flip. Each team will be allowed one (1) minute time out per game, on a dead ball only.

KICK-IN:

A kick-in is awarded when the entire ball passes over the touch line, either on the ground or in the air, or hits the ceiling. A kick in is an indirect kick and must be taken from the place where it crossed the touchline. The ball must be stationary on the touchline when the kick in is taken. Players on the defending team must be at least three meters from the place where the kick-in is taken. If the ball does not re-enter the court the kick will be re-taken. The player has four seconds to kick the ball into play, if they do not restart in the allotted time a kick-in will be awarded to the opposing team who will kick from the same spot.

CORNER KICK:

A goal may be scored directly from a corner kick.

KICK-OFF

A kick-off will be taken at the start of the game, after a goal has been scored, and at the start of the second half of the game. The ball can move either forward or backward on a kick-off. The kicker may not touch the ball a second time until it has been touched by another player. A goal may be scored directly from the kick-off.

GOAL CLEARANCE:

The goal clearance is awarded when the entire ball, having last been touch by a player from the attacking team, either on the ground or in the air crosses over the goal line and a goal is not scored.

The ball is thrown from any point within the penalty area by the goalkeeper or the defending team. All balls thrown in from the goalkeeper must hit the ground or a player before crossing over half field. If the ball does not either hit a player or the ground before crossing over half field an indirect kick will be awarded to the opposing team from the center dot at half field.

Opponents must remain outside the penalty area until the ball is in play. The ball is in play when it is thrown directly beyond the penalty area. The goal clearance will be retaken if it is touched before the ball clears the penalty area.

If the goal clearance is not taken within five seconds from the time that the goalkeeper takes possession of the ball an indirect free kick is awarded to the opposing team. Kick will be taken from the penalty area line at the place nearest to where the infringement occurred.

A goal may not be scored directly from the goal clearance.

FOULS AND MISCONDUCT:

A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or using excessive force.

- Kicks or attempts to kick an opponent.
- Trips or attempts to trip an opponent.
- Jumps at an opponent.
- Charges an opponent, even with the shoulder.
- Strikes/pushes or attempts to strike/push an opponent.

A direct free kick is also awarded to the opposing team if a player commits any of the following offenses.

- Holds an opponent.
- Spits at an opponent.
- Slide tackles. GOALKEEPERS MAY SLIDE TO SAVE THE BALL PROVIDING IT IS NOT A SLIDE TACKLE.
- Handles the ball deliberately, except for the goalkeeper, in his own penalty area.

A direct kick is taken from the place where the infringement occurred. A penalty kick is awarded if a player commits any of the aforementioned offenses inside his own penalty area. An indirect free kick is awarded to the opposing team if a player commits any of the following six offenses:

- Dangerous Play
- Obstruction
- Goalkeeper throws the ball directly over the half court line without it first touching a player or the ground on their own side.
- Goalkeeper picks up or touches with their hands an intentional pass by foot from their own teammate.
- Goalkeeper picks up or touches with their hands a kick in from their own teammate.
- Goalkeeper controls the ball with any part of their body for more than four seconds.

A player is cautioned and sent off for two minutes if he/she commits any of the following offenses:

- Is guilty of unsportsmanlike behavior.
- Shows dissent by word or action.
- Persistently infringes the Laws of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted by a corner kick, kick-in, free kick, or goal clearance.

A player who receives a yellow card will be sent off for two minutes. A replacement or the same player may re-enter the game after the two minutes have elapsed or the opposing team scores a goal.

Any player receiving a second yellow card in a game will be ejected and their team must play down a player for the remainder of the match. A player is shown the red card and sent off if he/she commits any of the following offenses:

- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Spits at an opponent or any other person.
- Denies the opposing team a goal or obvious goal scoring opportunity by deliberately handling the ball. (This does not apply to the goalkeeper within their own penalty area).
- Uses offensive, insulting, or abusive language toward any player, referee, city employee, or spectator.
- Receives a second yellow card in the same game.

A player who has been red carded and sent off may not re-enter the game. Any player who receives a red card must leave the facility within five minutes or else that team will forfeit the game.

ACCUMULATED FOULS:

Are fouls that result in a direct free kick. The first six fouls during each half of the game will be recorded by the scorekeeper. During the first five accumulated fouls of the game the opposing team will be allowed to build a wall 5 yards from the player taking the direct free kick. After the fifth accumulated foul of the game the players of the opposing team will not be allowed to build a wall to defend the direct free kick. No player may obstruct the free kick in any way and every player must be at least 5 yards away from the ball; if the game goes into overtime all fouls will carry over from the second half of the game.

MATCH OVERTIME:

A tied score at the end of regulation time remains a tied score. There will be no match overtime for regular season games. In playoff games there will be a five-minute (5) sudden death "Golden Goal" overtime followed by penalty shots. For penalty shots, 5 players will be selected by each team to take a penalty shot from the top of the three-point line. If at the conclusion of the penalty shots the game is still tied, the same five players will enter a sudden death kick off until a winner is decided. A player cannot take two shots in the same round.

PLAYERS:

The game is played with 2 teams of five (5) players on each team. The minimum number of players needed to start or finish a game is four (4).

SUBSTITUTIONS:

Free substitutions are allowed and subs may enter the game only after the player being substituted for is completely off the field. Players must enter and exit the field from the bench side of the court. The goalkeeper may only sub on a dead ball and may not sub during the course of play. If a substituting player enters the field of play and becomes "involved" in the play before the substituted player has left the field, an indirect free kick will be awarded.

All teams must have the same color uniform with a permanent number on the back. Each player must have their own jersey. A player failing to have their own jersey that is the same color of the team will not be able to participate. If two teams have the same color uniforms, the away team is responsible for wearing pennies.

There will be a five-minute (5) grace period for all games.

PLAYER CONDUCT:

1. The Code of Conduct applies to all players, coaches, managers, and spectators. The Code of Conduct applies to players as individuals or as a team; and the penalties can be applied on an individual or on an entire team. The Code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

2. Managers will be held responsible for the conduct of their team players. The Club reserves the right to suspend any player who uses excessive unsportsmanlike conduct toward any other player, official, spectator, scorekeeper, or employee.

3. No participant shall

a. At any time lay a hand upon, push, shove, or strike, or threaten to strike, an official. b. Be guilty of physical attack as an aggressor, upon any player, official, or spectator. c. Endanger the safety of any player, official or spectator.

4. Profanity or liquor WILL NOT BE TOLERATED in or about the field or parking lot. Any alcohol found at the site will result in an automatic forfeiture of the game for that team and may result in the team's suspension from the league.

5. Any player, coach, or manager ejected from a game will automatically be suspended for at least one (1) scheduled game, as a minimum penalty.

RED CARDS, YELLOW CARDS AND SUSPENSIONS

Any player receiving a red card or 2 yellow cards in a game will be ejected from that game. Player's who are ejected must leave the facilities within five minutes or else that team will receive a forfeit. Also, a team with an ejected player must play one player down the remainder of the game for each ejection.

An ejected player will be suspended from his team's next game as a minimum penalty.

A red card is worth 2 card points. A yellow card is worth 1 card point. Any player receiving the max point (4 points for Futsal) in the season will be removed from the league for the rest of the season.

1. Note: card points are counted for duration of one (1) season. Players may be given additional points due to severity of offense.

LEAGUE STANDINGS:

1. League standings will be based on the following points:

Win - 3 points Tie - 1 point Loss - 0 points Forfeit - -1 points

2. There will be an end of league tournament with divisions based on standings; seeding.

3. Kick off and field choice is determined by a coin flip during the tournament. In the regular season, home team is determined by schedule; the first team listed.

TIE BREAKING PROCEDURES:

1. In the event of a two-way tie:

a. The best record, head-to-head, will determine the champion. b. If the teams are still tied, a "least goals allowed" among the teams' head to head match up will determine playoff structure. If still tied "least goals allowed" for the season will determine seeding structure.

2. In the event of a three-way tie:

a. The best record involving games against the teams tied with will determine the champion. b. If this procedure leaves two or more teams still tied, the "least goals allowed" among the teams' head to head match up will determine the playoff structure. If still tied "least goals allowed" for the season will determine the seeding structure.

3. In the event of a tie involving more than three teams, the League Director will determine the tie-breaking procedure based on the previous methods.

FORFEITS:

1. If, because of the removal of a player or players from the game by the referee or for any cause, there are less than four (4) players on either team, the game shall be forfeited in favor of the team with at least five (5) players remaining.

2. A forfeited game during the regular season will tally a negative one (-1) point toward league point standings. Games played involving illegal players will tally a negative two (-2) points toward league point standings.
3. In case of a double forfeit, the penalty is the same as it is with a single forfeit.
4. A team may be removed from the league, without refund, for excessive forfeits. Excessive forfeits are considered 2 or more during the season.