



## Indoor 5v5 Futsal

### Futsal Quick Rules:

- 5v5 Including GK
- Two 25 Minute Halves with 2-minute halftime
- Substitutions on the Fly from substitution zone; field player must exit playing field before substitute player may enter
- No Punt, Drop kick or dribbling by GK on goal kicks. All goal kicks are to be thrown/rolled in & may not cross midfield. GK cannot score by directly throwing the ball into opponent goal. GK can dribble out if they receive a pass or intercept ball.
- **HOME** team will kick off the game. After halftime, the teams change ends and **SWITCH BENCHES**. **AWAY** team kicks off second half
- Games that end in a tie in pool play are declared a tie
- **No Offsides**
- **4 second rule is in effect**
- **Double touch rule for GK's in effect**
- All fouls/infractions are direct except:
  - Double touch to GK
  - 4 second infraction
- Defenders must always be at least 5 meters away from foul kicks/kick ins
- Shot from 2<sup>nd</sup> penalty mark after 5 accumulated fouls. GK can be 5 meters from the ball. The kicker can take the shot from the penalty mark or where the infraction has occurred; whichever is closer to the goal
- Accumulated fouls and the 2<sup>nd</sup> penalty mark (per half). If a team commits a fifth & subsequent accumulated foul (direct free kicks or PK's), the opposing side may take the subsequent free kicks awarded to them without a wall, either from the second penalty mark or from a position even closer to the penalty area if the foul was committed between the goal line and the second penalty mark
- Any time a team has a 10 goal lead, the scoring will stop and that becomes the final score of the game. The game continues to be played in its entirety
- No slide tackling is allowed, except for GK in GK area. One knee down on the ground is considered a slide/playing on the ground and will result in a free kick awarded to the opposing team. Slides are OK