

RULES OF THE GAME

NSU WOLVES FUTSAL

LAW I - Scoring/Point System

Win – 3 points

Tie – 1-point

Shutout – 1 point

Goal- 1 point (Each goal scored earns you a point up to 5 goals (i.e., Team A wins vs Team B 4-2, Team A receives 7 points. Team B receives 2 points.) The MAX number of points you can receive for a game would be 9 total points. (Team wins 9-0)).

Tiebreakers in group play are decided by 1) Head to Head 2) Goal differential 3) Goals allowed 4) Coin Flip

LAW II - The Ball Size: #4, official Futsal ball

LAW III - Number of Players: Maximum Number of Players to Start the Match: four (4), one of whom shall be a goalkeeper

Minimum number of players to start and finish a match is 2 (one of whom is a goalkeeper)

Maximum Number of Substitutes: Unlimited (max of 8 players per roster)

Substitution Limit: None Substitution Method: "Flying substitution" (all players EXCEPT for the goalkeeper 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). Please note that players must be completely off of the court before the substitutes can enter the court. Improper substitution shall result in a caution for the player not complying with the Law and restart is an Indirect Free Kick ***Players may only play for one team at this event.

LAW IV - Players' Equipment Usual Equipment: Jerseys with numbers, shorts, socks, protective shin-guards and footwear with rubber soles (indoor soccer shoes, running shoes ok). ; HOME TEAM LIGHT COLORED JERSEY- AWAY TEAM WEARS DARK COLORED JERSEY.

LAW V - Main Referee Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the court, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements. Position: The opposite side as the player's benches

LAW VI – The Assistant Referee Duties: Enforce the Laws of the game. Position: the same side as the players benches *Timekeeper: will be one main clock located on the gyms main scoreboard

LAW VII – Game Length – Clock Management: Two equal periods of 12 minutes, with a 3-minute half time period. FINALS – If tied in finals match – game goes straight to penalty kicks.

LAW VIII – The Start and Restart of Play Kickoff: ball deemed in play once it has been kicked and or moved. The kicker shall not touch the ball before someone else touches it. A goal may NOT be scored directly from the kickoff (this is an Indirect free kick). The kickoff will take place immediately after the referee signals with their whistle.

LAW IX - Ball in and out of Play: Ball out of play: When it has wholly crossed the goal line or touchline; Lines: Touchlines and goal lines are considered inside the playing area. NO OFFSIDES

LAW X - 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).

LAW XI – Offsides: There is NO OFFSIDE offense.

LAW XII - Fouls and Misconduct: All incidences deemed as misconduct OUTSIDE OF THE PENALTY BOX will result in an Indirect free kick.

The ONLY time a direct free kick can be awarded is when a player intentionally commits any of the following offenses INSIDE THE 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 or attempting to strike at an opponent, Holding an opponent, Pushing an opponent, Sliding at an opponent (i.e. sliding tackle), Handling the ball (except goalkeeper))

Again, PLEASE note ALL other incidences deemed as misconduct OUTSIDE OF THE PENALTY BOX will result in an Indirect free kick. Players shall be cautioned (i.e. warned first, then shown yellow card) when:

- 1) A substituting player enters the court from an incorrect position or before the player he is substituting has entirely left the court
- 2) He/she persistently infringes the Laws of the Game
- 3) He/she shows dissent with any decision of the referee
- 4) He/she is guilty of ungentlemanly conduct

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

Players should be sent off (i.e. shown a 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 scoring opportunity (e.g. through a “professional foul”) f.) Intentionally impeding a clear goal scoring 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 (shown a red card) is out for the rest of the game and is not even permitted to sit on the bench. The team in which received the red card can substitute for the red carded player after 2 minutes has gone by. The individual who received the red card must sit out the following game.

Concussion protocol: Player safety: This event will follow the US Soccer recommended concussion protocol.

- During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter

the game. If any coach or parent tried to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.

- Players with active bleeding must leave the field of play until the bleeding is controlled and covered as appropriate. The player must receive permission to reenter the game from the referee.

LAW XIII - Free Kick Types: Indirect free kicks

Wall: At least 2 yards away until the ball is in play

Ball in Play: After it has traveled the distance of its own circumference

Time Limit: Kick must be taken within 5 seconds

Restriction: Kicker cannot touch the ball again until it has been touched by another player *Accumulated fouls refer only to the fouls mentioned in Law 12 *Once a team has accumulated 5 fouls during a half, THEN starting with the 6th foul for the rest of the half: All free kicks shall be DIRECT AND ALL infringements shall be punished with a direct free kick from the penalty spot.

LAW XIV - Penalty Kick: To be taken from the penalty mark on the mid-point of the 6-m-line (free throw 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, outside of the key. The kicker shall not play the ball a second time until it has been touched by another player.

LAW XV - Kick-in/Pass-in: To be taken in place of the throw-in. The ball is placed on the touch line before kicking. The kick-in must be taken within 5 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 entails 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.

LAW XVI – Goalkeeper Distribution: No Punts or drop kicks will be allowed. Goal kicks or distribution from the keeper onto the opponent's half may occur only if a) it touches your defensive side first or b) a field player has touched the ball. Ball must be thrown, rolled or passed with feet on ground on own half.

LAW XVII - Corner Kick: Ball placed on the corner (corner-kick space). If ball is misplaced, the corner kick is taken over. Must be taken within 5 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 entails 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. A Player may score a goal directly from a corner kick.

LAW XVIII - 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 the total number of suited players. Captain or Coach 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-victory 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.