



ADULT FUTSAL RULE PACKET

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Rosters

League roster must be submitted to the CARD office or on-site Field Specialist **before** the first game.

Schedules, Standings, League information is all available at www.teamsideline.com/chico

RULES

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials. It is the responsibility of the team manager to insure proper behavior on the part of his/her team's fans. The team manager is ultimately responsible to the CARD staff for all the above. All infractions will be governed by the Players Code of Conduct.

The objective of CARD Sports Leagues is to provide the opportunity for participants to benefit from quality leisure time activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports. Friendly competition and good spirited rivalry are expected. However, Officials and Facility Supervisors are CARD employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches or spectators. **Managers are responsible for their team AND spectators.** Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Official or Facility Supervisor may forfeit games if either team's participants or supporters act in such a way as to interfere with proper conduct of the game.

GENERAL

Conversations with officials will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official other than that outlined above, will result in technical foul and possible dismissal from the contest.

No jewelry (rings, watches, necklaces, earrings, etc.) may be worn during the games (safety). Length of fingernails, if deemed dangerous, will be removal of player from that game.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered, or the uniform is changed.

1. Player Eligibility

- a. Players may not play on two teams in the same division. Penalties for playing with an ineligible player include forfeiture from the game being played at the time the issues are brought to CARD staff attention (i.e. the game official or Field Specialist) and suspension of the team manager for the team's next game.
- b. Minimum age for adult divisions: 16 years old (must have waiver signed by parent, if under 18)

2. Uniforms

- a. Teams must have matched uniform shirt color.
- b. If two teams have the same color uniform shirt, the home team will wear the colored uniform and the visiting team will make the uniform adjustment.
- c. Goalkeepers must wear colors that distinguish them from the other players.

3. Equipment

The Ball

• Select Futsal Master FIFA Basic Ball Master WHT-GRE, Unisex, Soccer Ball, White/Grey/Black/Green, 4

The Net

(10x6)

- a. A player shall not wear anything that is dangerous to another player.
- b. All players must wear close-toed shoes.
- c. Shin guards are highly recommended.

4. Rules

- Current FIFA Futsal rules will govern play - [View Here](#) * Except where CARD rules apply.

5. Participants

I. A match is played by two teams, each with a maximum of five players on the court, one of whom must be the goalkeeper. A match may not start or resume if either team has fewer than 4 players, one of whom must be the goalkeeper. Teams who are short players will forfeit the game. Forfeited games will not be re-scheduled.

III. **Maximum Number of Players on Roster:** 15

IV. **Substitution Limit:** None

V. **Substitution Method:** “Flying substitution” (all players including the goalkeeper enter and leave as they please through the substitution area). Substitution area is your bench.

VI. **Coed:** Under no circumstances should men outnumber women on the playing field. The game should start with 5 players, however no more than 2 men may play the field. The goalkeeper can be of either gender.

-One male is needed to constitute a Coed game.

6. Game Time

I. The game will consist of two 20-minute halves with a five-minute rest period between.

II. No overtime periods will be held. The game will end in a tie. For Playoff games, “Golden Goal” will apply: first goal in a 5-minute extra time wins the match for the scoring team. If the game is still tied after extra time, penalty shootouts will be used to determine the winner.

III. **No Time-outs**

7. Game Play

- a. Slide Tackling: **Slide tackles are NOT ALLOWED.** A free kick will be awarded to the player being tackled. This is treated like a high kick. A foul will be called for sliding in the open field. EXCEPTION – A goalie may slide in his own goal box to gain control of a ball that is not controlled by its opposition (loose ball).
- b. Charging: A player shall be penalized for charging an opponent in a **dangerous or reckless** manner or **using excessive force**. An allowable fair challenge for the ball is where players make shoulder to shoulder contact: in an upright position AND within playing distance of the ball AND have at least one foot on the ground AND their arms held close to their body. *All the conditions* must be present for it to be legal contact.

8. Fouls and Misconduct:

Misconduct is ruled in cases where officials can no longer control players in question. All team managers are responsible for team players.

- a. Yellow Card (formal warning): Player must give name to referee. Players not giving name to official will receive a red card and penalty will fall to the team manager.
- b. Red Card (ejection): Player must give name to referee and is suspended from further play in that game. Some ejections will warrant more than a one game suspension. Red Card / Send-off: The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension. **IF AN EJECTED PLAYER IS ASKED TO LEAVE THE FIELD, AND REFUSES, IT WILL RESULT IN A FORFEIT.**
- c. Red cards are to be used with discretion.
- d. It is the official and manager's responsibility to make sure the player gives name.
- e. A player who intentionally attempts to or kick, trip, charges violently, charges from behind, strikes, holds, pushes an opponent, or intentionally handles the ball shall be penalized by a direct free kick, and guilty player(s) may face a 1-year suspension.
- f. A player committing less flagrant violations such as, obstruction (screening out) or unsportsmanlike conduct, and other dangerous plays will be penalized by an indirect free kick.
- g. Foul and/or abusive language directed towards a player or official will result in a definite caution or possible ejection from game and suspension depending on severity.
- h. No trickery may be used to get around the terms of the above. If trickery is used, the referee shall caution the player for ungentlemanly conduct and award an indirect free kick from the place of the infringement.
- I. Misconduct: a player having received a second (2nd) caution will be shown the yellow and the red cards simultaneously.
- j. A player who accumulates two (2) Yellow Cards (cautions) during the game must leave the field and may not return. *TEAM MUST PLAY DOWN A PLAYER*
- k. A team manager or representative who uses an illegal player, or non-rostered player in a game, will be suspended from the teams' next game and the game currently being played at the time of the infraction will result in an automatic forfeit. A second violation will result in the suspension of the team manager/representative from the

program for one year.

1. Fights – minimum one-year suspension from time of infraction is possible.

9. Game Play Rules (Advanced. Fouls, etc.)

-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 their own side of the pitch or any player)
- Goalkeeper picks up or touches with their hands a back pass
- Goalkeeper picks up or touches with their hands a kick-in from a teammate
- Goalkeeper controls the ball with any part of their body for more than 4 seconds
- Goalkeeper touches with any part of their body a back pass that has been played back to them 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 they're substituting for has entirely left the pitch
- a player persistently infringes the Laws of the Game
- a player shows dissent with any decision of the referee
- a player is guilty of unsportsmanlike 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 caution-able 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 (shown a red card) 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 **3 minutes running clock** or after the opposing team scores — whichever comes first.
- The 3 minutes running clock shall be checked by the timekeeper.
- The substitute cannot come on until the ball is out of play and they have the 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 traveled 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 to all fouls mentioned above.

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)
- All accumulative foul infringements committed within 10 meters of the goal line shall be punished with a direct free taken from the point of infringement or from the second penalty spot; infringements committed from 10 meters or further from the goal line shall be punished with a direct free kick to be taken 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 their 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.

Miscellaneous Specifications

– 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 unsportsmanlike behavior, allow no others to enter the pitch, 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. Keeping a check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.
- Position: The same side as the player benches

– Timekeeper/Gym supervisor

- Duties: Start game clock after kick-off and restart it after all restarts; keep a check on 2-minute punishment for sending off; indicate end of first half and match with some sort of sound; record and fouls (and indicate when a team has exceeded the 5-foul limit); scorers, players cautioned and sent off, and other information relevant to the game.
- Position: Outside halfway line on the same side as the substitution zone (i.e., the players' bench side)

– The Start of Play

Procedure: Coin toss (or equivalent) followed by kickoff; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

– 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: kick-in at the place closest to where the ball touched the ceiling).
- Lines: Touchlines and goal lines are considered inside the playing area.

– Kick-in - To be taken in place of the throw-in.

- The ball is placed on the touch line or 10 inches behind the line before kicking. The ball must be stationary.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline, into the pitch, the kick-in is given to the opposing team.
- 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 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.

– Goal Clearance - To be taken in place of goal kick.

- From inside the penalty area, the goalkeeper throws the ball into play.

- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be done over.

– **Corner Kick**

- Ball placed on the corner of the pitch. If ball is misplaced or is moving during the kick, a goal clearance will be awarded to the opposing team.
- Must be taken within 4 seconds; failure to do so entails a goal clearance 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 the corner kick.
- A goal may be scored directly from a corner kick.

– **Penalty Kick Shoot-out (*Playoffs only*)**

- Main referee decides goal to be used.
- Coin tossed (or equivalent) to decide order.
- Three kicks to be taken by 3 different players selected from the 14 suited players. Captain/Coach of each team announces these 3 players 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 second referee shall control this area.

X. MISCELLANEOUS INFORMATION

- 1) All games will have one referee. If no referee shows, the teams will play a practice game and the game will be rescheduled.
- 2) **Weather-Related Cancellations: Card will decide to cancel games by 3pm the day of game if there are weather-related issues. Managers will be notified of rainout cancellations via email. We will also post any weather cancellations on:**
<https://www.chicorec.gov/adult-sports>
AND
<https://www.teamsideline.com/chico>
- 3) Uniforms or matching shirts are recommended for players in all leagues but are not required. CARD does require all shirts to be of appropriate family material. CARD reserves the right to ask any team to change shirts, jerseys, and team name. If teams do not remove offending shirts the entire team is subject to removal from the league and forfeiture of fees.
- 4) **Alcoholic beverages may not be possessed, consumed, or sold in or on any public park, school or grounds (Education Code, Chapter 4). Alcoholic beverages are also not allowed anywhere in or around the Community Park premises (City Ordinance, Park Resolution 12R.04.050)**
- 5) Players are not allowed to consume any type of alcoholic beverage on premises. Any player found to be drinking will be ejected from the game and the "Code of Conduct" rules will be enforced.