



# ADULT FUTSAL RULE PACKET

**545 Vallombrosa Ave.  
Chico, CA 95926  
Phone (530) 895-4711  
Fax (530) 895-4721  
[www.chicorec.gov](http://www.chicorec.gov)**

## **Rosters**

The team roster must be completed on Team Sideline **before** the start of the team's first game of the season. Changes can be made by the team manager up until week 4 of the regular season. Schedules, Standings, and League information are all available at [www.teamsideline.com/chico](http://www.teamsideline.com/chico)

## **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 ensure proper behavior on the part of their team's fans. The team manager is ultimately responsible to the CARD staff for all the above. The Player's Code of Conduct will govern all infractions.

The objective of CARD Sports Leagues is to provide the opportunity for participants to benefit from quality leisure time activity that 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 the proper conduct of the game.

## **GENERAL**

### **CARD SPORTS EJECTION CRITERIA**

#### **1. RESPECT OUR STAFF**

Questions regarding the officials' calls must be directed to gym/field supervisors only by the coaches or team managers.

Team managers and coaches must ensure their players and spectators are respectful to the staff.

#### **2. SPORTSMANSHIP**

CARD staff has the right to eject any player, manager, coach, or spectator for creating an unsafe or unsportsmanlike environment.

Any use of profanity directed towards CARD staff, other players, managers, coaches, or spectators may result in ejection from the game and suspension from future CARD programming. ***We are here to help people play***

## **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. A team manager or representative who uses an ineligible or non-rostered player in a game will be suspended from the teams' next game and the game currently being played will result in an automatic forfeit. A second roster violation will result in the suspension of the team manager/representative for a period to be determined by CARD adult sports staff.
- c. Minimum age for adult divisions: 16 years old (must have a waiver signed by a parent, if under 18)

### **2. Uniforms & Equipment**

- a. Teams must have a matching 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.
- d. Players shall not wear anything that can be deemed dangerous to other players.
- e. All players must wear close-toed shoes.
- f. Shin guards are not required but greatly appreciated.
- g. Ball
  - a. CARD uses a Select Futsal Master FIFA Basic Ball Master size 4.
- h. Goals
  - a. Our goals are permanent goals built into our court.
  - b. Dimensions
    - i. 10 feet wide by 6 feet tall.

### **3. Participants**

- a. 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 rescheduled.
- b. Maximum Number of Players on a Roster: 15
- c. Substitution Limit: None
- d. Substitution Method: "Flying substitution" (all players including the goalkeeper can enter and leave as game play permits through the substitution area). The substitution area is your bench.
- e. **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 at a time. The goalkeeper can be of either gender.

- i. At least 1 male player is needed to constitute a Coed game.

#### 4. Game Play & Time

- a. The game will consist of two (2) 20-minute halves with a five-minute rest period in between.
- b. No overtime periods will be held during the regular season. These games will end in a tie.
  - i. **Playoff games-** A 5-minute "Golden Goal" period will be played. The first goal scored during this period wins the match for the scoring team.
  - ii. If the game is still tied after the "Golden Goal" period, a penalty shootout will be used to determine the winner.
- c. No Time-outs can be called during gameplay. In the event of an injury, time will be called by the CARD staff on site (Director or referee).
- d. Start and restart of the game shall take place in the center circle to begin each half and after a goal has been scored.
- e. Goals will be considered fair once the entirety of the ball has passed over the goal line between the goal posts and under the crossbar. (Except by illegal means).

#### 5. Rules

Current FIFA Futsal rules will govern play, except where CARD-specific rules apply.

[View Here- https://futsal.com/rules-of-the-game-summary/](https://futsal.com/rules-of-the-game-summary/)

#### **Fouls and Misconduct: All calls are made at the discretion of the referee on site.**

- a. Slide tackles are NOT ALLOWED.
  - i. EXCEPTION – A goalie may slide in their goal box to gain control of a loose ball (not actively controlled by a player).
- b. Dangerous or reckless play:
  - i. Players can be penalized for charging opponents using excessive force.
- c. Foul or abusive language will not be tolerated from any players or fans.
- d. Warnings & Expulsions:
  - i. Yellow Cards (formal warning): The player must give their jersey number and name to the referee for tracking purposes.
    - i. A player who accumulates two (2) Yellow Cards (cautions) during a game must leave the game and may not return. *See "red card/send off" rule below.*
  - ii. Red Cards (ejection): The player must give their jersey number and name to the referee and is suspended from further play in that game. Some ejections may incur further suspension as determined by the CARD adult sports supervisor.
    - i. Red Card / Send-off: The offending team can substitute for a suspended player after two full game minutes or after the opposing team scores. Whichever comes first.

**ii. IF AN EJECTED PLAYER IS ASKED TO LEAVE THE FIELD/COURT, AND REFUSES, IT WILL RESULT IN A FORFEIT.**

***Game Play Rules cont. (Advanced. Fouls, etc.)***

**Direct free kick awarded when a player intentionally commits any of the following 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 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).
- The goalkeeper throws ball directly over the halfway line (without it first touching their own side of the pitch or any player).
- The goalkeeper picks up or touches with their hands a back pass or a kick-in from a teammate.
- The goalkeeper touches with any part of their body a back pass that has been played back to them before the ball has crossed the halfway line or has 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 rules of the game.
- A player shows dissent with any decision of the referee.
- A player is guilty of unsportsmanlike conduct.

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

- Serious foul play or violent conduct.
- Foul or abusive language.
- The second instance of a caution-able offense (i.e., second yellow card).
- Intentionally impeding a clear goal opportunity (e.g. through a "professional foul").
- Intentionally impeding a clear goal opportunity in the penalty area by handling the ball

## **Free Kicks**

- 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
  - Restriction: The kicker cannot touch the ball again until it has been touched by another player.
  
- **Penalty Kick** - To be taken from the penalty mark on the mid-point of the 6-m-line.
  - The kicker is to aim at the 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 include enforcing the game rules, applying the advantage rule, keep a record of all incidents before, during, and after the game. 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 number of players on the field/court at a time.

### **Timekeeper/Court supervisor**

Duties include setting up the court, keeping a check on the 2-minute punishment time for send-offs; record and send-offs, injuries and other information relevant to the game.

### **The Start of Play**

A coin toss (or equivalent) to determine possession followed by kickoff; the opposing team waits outside the center circle; the ball is deemed in play once it has been touched; the kicker shall not touch the 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**

The ball is considered out of play when it has wholly crossed the goal line/touchline or when it has exited the court.

- a. Touchlines and goal lines are considered inside the playing area.

### **Restarting Play**

- a. Kick-ins are to be taken in place of the throw-in.
- b. The ball is placed on the touchline or 10 inches behind the line before kicking. The ball must be stationary.
- c. Kick-in at the place closest to where the ball left the court.
- d. Players on opposing team must be at least 5 feet away from the point of kick-in.
- e. Teams cannot score directly from a kick-in.

### **Goal Clearance**

- a. To be used in place of goal kicks.
- b. Taken from inside the penalty area, the goalkeeper throws the ball into play.
- c. 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.
- d. Cannot cross the halfway line without touching the ground or another player.

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

- a. Referee decides the goal to be used.
- b. Coin tossed (or equivalent) used to decide the initial team kicking.
- c. Three (3) kicks to be taken by 3 different players in a "Best of 3" series.
  - a. 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.
  - b. Players sent off during the match are not eligible to take these kicks.
- d. Any eligible player may change places with his goalkeeper.
- e. 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.

### **MISCELLANEOUS INFORMATION**

- All games will have one referee. If no referee shows, the teams will play a practice game and the game will be rescheduled.
  
- Weather-Related Cancellations: CARD will decide to cancel games by 3 pm the day of the 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>
  
- 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)
  
- Players are not allowed to consume any type of alcoholic beverage on the premises. Any player found to be drinking will be ejected from the game and the "Code of Conduct" rules will be enforced.