Summary PSA League & FUTSAL Rules

Version 10/15/2009

We again will be adhering to 100% US Futsal rules this year with only a few minor, local modifications to accommodate the fact that this is a developmental league (ie. no standings or scores will be maintained.)

Local Modifications

1) A running clock will be in effect for each game. No added time will be allowed for any reason! This is due to the number of games and back to back scheduling each Sunday.
2) There will be no formal half-time. Teams are to switch benches at half-time and continue play.
3) No timeouts.
4) Futsal does not play "Advantage" as it is a "No Contact" game and "penal" fouls accumulate.
5) Defensive walls are a minimum 5 yards from ball.
6) A size #4 Futsal ball will be used for all ages.
7) Kick-off is considered a direct kick.
8) No PKs or golden goals in the event of a tie game.
9) For a Goal Clearance (ball returned to play by goalkeeper after crossing end line), ball must hit the floor or another player in defensive half of field first. Failure to do so results in an indirect kick for opponent at mid-line.
10) A player receiving a Yellow Card must sit out for 1 minute and his/her team will play a player down for 1 minute unless a goal is scored upon them in this penalty time period, in which case they may replenish their ranks sooner.
11) A player receiving a Red Card must leave the field of play vicinity (can not sit on team bench) and his/her team will play a player down for 2 minutes unless a goal is scored upon them in this penalty time period, in which case they may replenish their ranks sooner.

US Futsal - **Laws of the Game "**Important Reminders**"**

1) Futsal is a No Contact game. The judgment of the referee will apply.
2) Substitutions are "on the fly", and substituted player MUST be off the field of play before sub can enter field of play! Goalie's are to be replaced only when ball is out of play.
3) No slide tackling allowed (exception is for goalkeeper making a save in own penalty area in a non-dangerous manner. The judgment of the referee will apply.)
4) Players (all) have 4 seconds to get ball back in play on any restart.
5) Upon the 6th penal foul (i.e. direct kick), restart is a kick from the 2nd penalty mark, if foul was committed beyond the 2nd penalty mark area. If committed inside the 2nd penalty area, kick may be taken from the spot of the foul or moved to 2nd penalty mark. No defensive walls are allowed. Upon the 7th foul (of any type), all restarts are direct kicks and same procedure applies.
6) If an infringement takes place inside the penalty area and does not warrant a penalty kick (ie. not a penal foul), kick is taken from nearest point on penalty arc.
7) Some IMPORTANT Goalie Rules
    a. Upon clearing the ball by a goalie, an indirect kick will be awarded at the point of infringement if the goalie touches the ball again with his hands before it has been played or touched by an opponent.
    b. An indirect kick will be awarded at the point of infringement if the goalie touches the ball again with his/her hands after it has been deliberately kicked to him/her by a teammate.
    c. An indirect kick will be awarded at the point of infringement if the goalie touches the ball again with his/her hands after he/she has received it directly from a kick-in taken by a teammate.
    d. An indirect kick will be awarded at the point of infringement if the goalie touches or controls the ball with his/her hands or feet in his/her own half for more than 4 seconds.
    e. On a Goal Clearance, goalie must throw/roll the ball back into play (ie. out of the penalty area), no drop-kicks and no kicking the ball back into play (eg. dropping ball on floor with intent to pass means ball is "in play" when dropped to floor.) A thrown or rolled ball is not considered to be in play until ball leaves penalty area.
        i. An infringement has occurred if, once the ball is in play on a Goal Clearance, the goalkeeper touches the ball a second time before it has been touched by an opponent or crossed the half-way line. Restart is an indirect free kick to the opposing team from the place where the infringement occurred!

Referee Team Check-In Procedure

1) No jewelry, no casts, nothing hard in the hair (ie. nothing that could endanger another player.) Referee's decision applies.
2) Hand out sheet with Important Reminders to coaches prior to start of game (1st two Sundays).
3) Team benches should always be on their defensive half (for substitution purposes).

Referee Game Procedure

1) Track all game information on scorecard.
2) Verbally tell both coaches when either team reaches both 4th AND 5th foul (as a warning that a 6th foul could be imminent and carries a special procedure for restart).
3) Start game as quickly as possible. Conclude game on time!