Modified General Futsal Rules

- Each regular season match consists of two equal halves of 20 minutes.
- A five-minute half-time period will occur between halves.
- Teams are comprised of four outfield players and one goalkeeper.
- A team must have three players to begin a match. No team may have fewer than three players on the court at any time.
- The goalkeeper must wear a different color jersey than the outfield players.
- All players must wear the following: shirt, shorts, shin guards, socks, non-marking sneakers -- no exceptions.
- Each team must wear a distinctively colored shirt. HOME wears RED/DARK shirt and AWAY wears WHITE/LIGHT shirt.
- No casts or splints are allowed.
- Players may not wear eyeglasses. Sport-specific eyewear worn with a strap are okay.
- Jewelry, watches, earrings, metal barrettes and other dangerous items are not permitted.
- There is no sliding in futsal (ONLY GOALKEEPERS) (See GKs Below)
- There are no off sides in futsal.
- Although some contact is unavoidable, futsal is largely a non-contact sport. In addition such legal contact shall not be careless, reckless or excessive.

Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions.
- Referees will not stop play for goalkeeping substitutions.
- Coaches are requested to change goalkeepers during halftime, during timeouts and after the opposing team scores.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Coaches are asked to have players slap hands at the touchline to ensure that no more than five players are on the court at once.
- All substitutions must take place in front of the team bench *not* at the half-way line.

Restarts

- **Kickoffs:** are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.
- **Kickins:** are indirect. The ball must be placed on or no more than 12 inches behind the line and the kick must be taken within 5 seconds. The kicker's plant foot must be out of bounds or on the line. (Cannot score directly from a kickin)
- **Goal Clearances:** are taken when the ball wholly crosses the goal line after being touched last by the attacking team.
- The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.
- The ball may cross the half-way line without first being touched by the ground or another player.
- A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.
- **Corner Kicks:** are direct. The ball must be placed directly on the corner spot and the kick must be taken within 5 seconds.
- **Free Kicks:** may be indirect or direct. The ball must be stopped completely before the kick may be taken.
- **Penalty Kicks:** are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 5 yards and must be behind an imaginary line running from touchline to touchline even with the penalty spot.
- **Distance:** For all of the above, except goal clearances, opponents may not be closer to the ball than 5 yards.
- **Ceiling:** If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

Goalkeeper

- Goalkeepers must wear a different color shirt and may wear long pants and/or other padding as deemed safe by the match referee.
- May slide in own penalty area but only when playing the ball.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)

- May throw the ball directly across the half-way line.