



PSA Futsal Laws of the Game

Rules and Guidelines

FUTSAL – Laws of the Game

Law 1 -- Playing Court

The Playing Court shall be rectangular. The red border of the hardwood court shall act as both touch and goal lines. The 3-Point arc shall serve as the Penalty Area. The Center Circle shall be 10 feet in diameter. The Team Areas shall be on the same side of the court as the Officials Table. The **Home Team** shall occupy the Team Area to the left of the Officials Table and the **Visiting Team** shall occupy the Team Area to the right of the Officials Table. There is to be 5 feet from the Team Areas to the Officials Table.

NOTE: No one is to be at the Officials Table unless authorized by the Referee.

Law 2 -- Ball

The Ball used by PSA Futsal shall be the Official and appropriate size and weight Futsal Ball, provided by PSA. U13 and under should use a JUNIOR size ball and U14 and up should use a SENIOR size ball.

NOTE: No outside or team balls are allowed on the court at any time. There is not enough time or space to facilitate this activity. There is 3 minutes between games and 2 minutes between halves.

Law 3 -- Number of Players

Number of players on the court to begin the game, per team: 5 v 5 – One of which shall be the Goalkeeper.

Minimum number of Players to play: Three (3).

Maximum number of Substitutions: Unlimited.

Substitution Method: On the Fly*. Players coming on to the Court MUST wait to enter the Court until the exiting player has arrived at their Team Area (as in indoor). Gross violation of this procedure shall result in a 5 minute timed penalty, which shall be served by the entering player. *GOALKEEPER substitution may be done ONLY with the Referee's permission during a guaranteed stoppage.

Law 4 -- Players Equipment

Normal or usual Player's equipment; Shin guards (completely covered by their socks), Shirts (Jerseys) with Permanent Numbers (**no Tape, no magic marker**), Shoes; flats, tennis shoes, non-marking soles – Shoe with studs are not allowed. Players deemed in violation shall be removed from the court until corrections have been made, once cleared by a Referee they may return. The Court surface is a Hardwood basketball court.

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Law 5 -- Referee

The duties of the Referee shall be, but not limited to; Enforcing the Laws of the Game, apply the Advantage Clause, maintain a written record of the match, stop the game when deemed necessary, Caution or Send Off Players or Coaches who are guilty of misconduct, violent conduct, or other unseemly behavior, allow no others to enter the court of play, stop the match for injured players, signal for the match to be resumed after every stoppage, decide that the ball meets the appropriate standards. If there are two referees, one of which shall be The Referee and the other shall be the Assistant Referee. The Referee may over-rule the Assistant Referee. The decision of The Referee(s) is final. Referee will be responsible for the operation of the game clock.

Law 6 -- Duration of the Game

The game shall consist of two equal, running, 20 minute halves.

- There is a three minute interval between games. At the end of the preceding game, the clock will be set at 23:00. The start of the game is at the 20:00 mark.
- There is a two minute interval (half time) when the teams shall change attacking ends of the field at halftime (the clock will be set to 22:00 at the end of the first half). There shall be a whistle or horn to indicate that there is one minute remaining in the half time interval and at that time, the teams should be in place and ready to play. The second half will begin following the two-minute interval at the 20:00 mark.

(Reminder: The time you waste will belong to you and your opponent; you are to respect the court time as well.)

Law 7 -- Start of Play

The Visiting team from the appropriate end of the Court, shall have the first half kick-off. The Ball shall be considered to be '**In Play**' as soon as it is touched (and clearly moves) or played – NOT WHEN THE REFEREE BLOWS THE WHISTLE. At the interval (half time) the teams shall change ends of the Court and the Home Team shall have the 2nd half Kick Off.

NOTE: The ball does not have to be played forward into the opponents end of the court, the ball can be played backwards as well. The Defending Team shall be 10' from the halfway line at each Kick Off (use a yellow line marking on the court). The Defending Team infringing on the Kick-Off is subject to a Game Misconduct – a 5 minute timed penalty where the offending player serves the full 5 minutes and the team plays full strength and once the 5 minute penalty time is over, the offending player must wait for the next Guaranteed Substitution before leaving the penalty area, not back on to the court. That would result with too many players on the court.

Law 8 -- Ball in and out of Play

Ball Out of Play – The ball shall be deemed **Out of Play** when the ball **completely crosses into** the Red Border of the Court. The ball shall be deemed **Out of Play** when it strikes the

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Super Structure. Either of these situations shall result in a loss of possession and a free kick shall be awarded to the opponent at the center mark.

Full Court Pass. Any ball crossing the half way line in the air in any way shall be deemed a Full Court Pass. The restart shall be at the half way line for the opponent.

NOTE: The ball can bounce across the midway line in the air, but it FIRST must establish itself on the near side of the court. If the ball hits a player and then goes over the line in the air, there is NO violation.

Law 9 -- Method of Scoring

A Goal is scored when the whole of the ball crosses the Goal Line completely into the Red Border of the court.

Law 10 -- Fouls and Misconduct

A Direct Free Kick (DFK) shall be awarded at the spot of the infraction when a player has been adjudged of committing any of the following 11 offenses intentionally, according to the Referee. (Except when the infringement occurs within the Penalty Area – then the Attacking Team is awarded a Penalty Kick at the top of the Penalty Arch):

- Kicking or attempt to kick an opponent.
- Tripping an opponent.
- Jumping at an opponent.
- Charging an opponent in a violent or dangerous manner or using undue force.
- Charging an opponent from behind.
- Striking or attempting to strike, or spitting at an opponent.
- Holding an opponent.
- Pushing an opponent.
- Charging an opponent with the shoulder.
- Sliding at an opponent or sliding either controlled or uncontrolled anyplace on the Court by any player, including the Goalkeeper within the Penalty Arc.
- Field player intentionally touches the ball with hand(s) or if hand(s) are in an unnatural position when ball strikes hand(s) (except when done by the Goalkeeper).

A Direct Free Kick (DFK) shall also be awarded at the spot of the infraction when any one of the following 8 offenses is committed (Kick to be taken from the top of the Penalty Arch, when the Defending Team commits the foul within the Penalty Arch):

- Dangerous Play.
- Obstruction (Impeding).
- Charging the Goalkeeper in the Penalty Area.
- Goalkeeper distribution directly over the Halfway line, without the ball being touched or played by another player.
- Goalkeeper picks up the ball or touches it with their hands resulting from a pass back to the Goalkeeper.
- Goalkeeper picks up or touches with their hands a kick in from a teammate.

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- Goalkeeper controls the ball with any part of their body (including feet) for more than 5 seconds.

NOTE: Utilization of a player's head to control, pass, or shoot is ALLOWED for U12 and above in Futsal.

Cautions and Game Misconducts

Players shall be Cautioned, shown a **Yellow Card**, when:

- A substituting player enters the Court from an incorrect position or before the player they are substituting has entirely left the Court.
- Persistently infringes the Laws of the Game.
- Shows dissent by word or action.
- Guilty of unseemly behavior.

These 4 Yellow Card Offenses are punishable by a Direct Free Kick (DFK) taken from the point of the infringement or the Kick shall be taken from the **Top of the Arch** when the Defending Team commits a foul with the Defending Team's Penalty Arch.

Players shall be Sent Off, shown a **Red Card**, when committing:

- a) Serious Foul Play.
- b) Violent Conduct.
- c) Foul or Abusive Language or gestures directed at another player or a Referee.
- d) Misconduct after a Caution (AKA two Yellow Cards in the same game).
- e) Intentionally impeding a Clear Goal scoring opportunity (Professional Foul).
- f) Intentionally impeding a Clear Goal scoring opportunity in the Penalty Area by handling the ball.

Rules of Futsal Send Offs

- The player sent off (shown a Red Card) is out for the rest of the game and is not permitted to sit on the Players Bench, they must leave the immediate area.
- The team of the player that is Sent Off is allowed to substitute for that player after 5 minutes (hard time) has been served by another player.
- The time for the Send Off shall be kept by the Referee and that player may not leave the penalty box until instructed to do so by the Referee. (typically at the next stoppage).

Law 11 -- Free Kicks

- **Types:** All Free are Direct Free Kicks (DFK).
- **Wall:** At least 10 feet until the ball is played.
- **Ball in Play:** After it has been touched (and clearly moves) or played.
- **Time Limit:** Kicks must be taken within 5 seconds.
- **Restrictions:** The Kicker cannot touch the ball again until it has been touched by another player.

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Law 12 -- Kick-ins

- Taken in place of a Throw in.
- The Ball is placed ON the Touch Line before Kicking – the ball must be stationary.
- The Kicker's foot not kicking the ball must be behind the Touch Line or on the Touch Line. Failing to meet these requirements, the possession is given to the opponent.
- The Kick MUST be taken within 5 seconds, if not the possession goes to the Opponent.
- The Kicker cannot play the ball a second time, the ball must be touched or played by another player; IF a two-touch occurs; the Opponent shall be awarded a Direct Free Kick (DFK) at the spot where the second touch occurred.
- Players from the Opposing team must be 10 feet away from the Kick In – Players failing to retire the appropriate distance will be issued Yellow Cards and serve 5 minutes in the Penalty Box beside the Scorer's Table. (*The defense is to retire automatically, the kicking team is not required to ask for the distance*).
- A Score cannot result directly from a Kick-In, as all restarts are Indirect.

Law 13 -- Goal Clearance

- To be taken in place of a Goal Kick.
- To be taken inside the Penalty Area, the Goalkeeper throws the ball or kicks on the surface into play (No punting is allowed).
- The ball cannot travel beyond the Halfway Line without touching the near side of the court or a player.
- The ball is NOT in play until it has passed outside the Penalty Area. If the Goal Clearance is played while still inside the Penalty Area, the Goal Clearance shall be taken over.

Law 14 -- Corner Kick

- Ball placed on the corner (there is no Corner Arc). If the ball is misplaced, the corner kick shall be retaken.
- Must be taken within 5 seconds: failure to do so results in the opponent being awarded a Direct Free Kick (DFK) from the corner area.
- The Kicker cannot play the ball a second time until it has been touched or played by another player; IF **two-touch** occurs, the Opponent shall be awarded a Direct Free Kick (DFK) at the spot where the second occurred.
- Player(s) from the Opposing team must be 10 feet away from the Kick-In – Player(s) failing to retire the appropriate distance, will be issued a Yellow Card(s) and serve five minutes in the Penalty Box. (This is automatic and the kicking team is not required to ask for the distance).
- A Goal may be scored from a Corner Kick.

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