

South Dakota Soccer

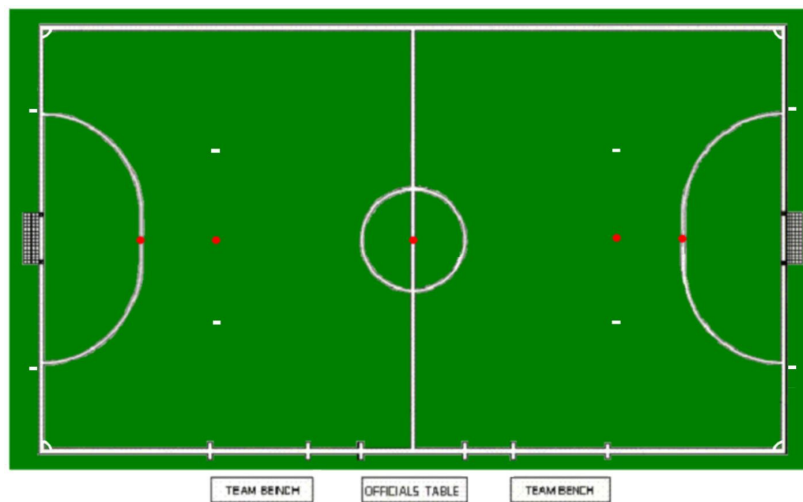
MODIFIED INDOOR FUTSAL RULES



LAWS OF THE GAME

LAW 1 - THE PITCH

- Length greater than width
- 82 to 137 feet - Touchline
- 52 to 82 feet - Goal line
- Penalty spot - 19 feet
- Second Penalty spot - 32 feet
- Penalty Area - 15 feet
- Center Circle – 10 feet
- Designated team areas for coaches and subs only
- Spectators are located opposite side from bench areas
- Local options:
 - One warm up ball per team
 - No drinks in designated team area
 - The use of the Second Penalty Spot
 - Dimensions to fit area available



LAW 2 - THE BALL

- Size 4
- Circumference 24 - 25 inches. Weight 14 to 15.5 ounces.
- Bounce 25 inches on first bounce when dropped from 6.5 feet
- Material – Leather or other suitable material (not dangerous)
- Local Options:
 - Ball suitable for playing court.

LAW 3 - THE NUMBER OF PLAYERS

- Minimum number of players is 5 (one of whom is a goalkeeper)
- Minimum number of players to start and finish a match is 3 (one of whom is a goalkeeper)
- Maximum number of substitutes is 7
- Roster size is a maximum of 12
- Substitution Limit: None
 - Substitution Method “Flying Substitution” (All players but the goalkeeper enter and leave at the center line. Goalkeeper substitutions only made when ball out of play and with referee’s consent.) There is to be no advantage gained during simultaneous substitution. Improper substitution shall result in a caution for the player not complying with Law and restart is an Indirect Free Kick (IDFK) from spot of improper substitution..

- Local options: Number of players and roster size
 - Player may only play for one team
 - Current player passes are required for insurance

LAW 4 - THE PLAYER'S EQUIPMENT

- Usual Required Equipment:
 - Numbered shirts or jersey
 - Socks
 - Protective shin guards covered by socks and surface appropriate footwear.
 - Goalkeepers will wear numbered colored jersey to distinguish themselves from the other players.
 - No jewelry.
 - Undergarments if worn are to match jersey and shorts.
- Local options:
 - Home team changes jerseys when teams have a color conflict

LAW 5 - THE REFEREE

- Duties – Enforce the Laws of the Game
- Position - The side opposite to the player benches
- Power Unique - Can overrule Second Referee calls
- Game Report to competition committee
- Local options:
 - Position of referee can be changed to meet local setup

LAW 6 - THE ASSISTANT (SECOND) REFEREE

- Duties – Enforce the Laws of the Game
- Position – The same side as the player benches.
- Local options:
 - Position of second referee can be changed to meet local setup
 - The use of the second referee

TIMEKEEPER

- Start game clock.
- With running clock note end of half and game with some sort of sound.
- With managed clock start and stop clock and make record of game activity.
- Local options:
 - One master clock for all playing courts

LAW 7 - DURATION OF THE MATCH

- Duration - Two equal halves of 20 minutes
- Time out - None with a running clock and one with managed time clock.
- Halftime - Players are entitled to a half time interval.
- Local options:
 - Length of halves and halftime
 - Use or no use of timeouts

LAW 8 - THE START AND RESTART OF PLAY

- Kickoff - Ball deemed in play once it has been touched and moved. The kicker shall not touch ball before someone else touches it. Goal may not be scored direct.
- Local options:
 - Visiting kicks off first half and home team kicks off second half
 - Winner of the coin toss to determine end to attack.

LAW 9 - THE BALL IN AND OUT OF PLAY

- Ball out of play – kick ball in on the touchline at spot closest to point of contact.
 - When the ball has wholly crossed the goal line or touchline
 - When game is stopped by a referee
 - When the ball hits the ceiling, a light fixture, a support beam or etc.

LAW 10 - THE METHOD OF SCORING

- When the whole ball has passed over the goal line, between the goal posts, under the crossbar and provided there is no infringement of the laws committed by the team scoring the goal.
- The team with the greatest number of goals is winner of match and equal goals results in a draw.

LAW 11 - OFFSIDE

- There is no offside offense.

LAW 12 - FOULS AND MISCONDUCT

- Direct free kick (DFK) awarded when a player intentionally commits any of the following 11 offenses (penalty kick when infringement takes place in penalty area).
 - kicking or attempting to kick an opponent
 - tripping or attempting to trip an opponent
 - jumping at an opponent
 - charging an opponent in a violent or dangerous manner
 - charging an opponent from behind
 - striking or attempting to strike an opponent
 - spitting at an opponent
 - holding an opponent
 - pushing an opponent
 - sliding at or tackling an opponent
 - handling the ball (except goalkeeper in his/her penalty area)
- Indirect free kick (IFK) when any of the following 8 offences is committed
 - dangerous play
 - impedence
 - charging the goalkeeper in the penalty area
 - preventing the goalkeeper from releasing the ball
 - goalkeeper throws ball directly over the halfway line
 - goalkeeper picks up or touches the ball with his hands after a pass from a teammate
 - goalkeeper picks up or touches the ball with his hands after a kick-in from a teammate
 - goalkeeper controls the ball with any part of body for more than 4 seconds
 - goalkeeper touches the ball with any part of his body a pass that has been played to him from a teammate before the ball has:
 1. crossed the halfway line
 2. been touched by an opponent
- Players shall be cautioned (shown a yellow card) and punishable by an indirect free kick (IFK) from point of infringement. Cautioned player may be substituted.
 - a substituting player enters the pitch from an incorrect position or before the player being substituted has entirely left the pitch
 - persistently infringing the Laws of the Game
 - shows dissent toward a decision of a referee
 - guilty of ungentlemanly conduct
- Players shall be sent off (shown a red card) and punishable by a direct free kick (DFK) from point of infringement
 - serious foul play
 - violent conduct
 - deliberately impeding a clear goal scoring opportunity
 - deliberately impeding a clear goal scoring opportunity in the penalty area by handling the ball
- Players shall be sent off (shown a red card) and punishable by an indirect free kick (IFK) from the point of infringement
 - foul of abusive language
 - second instance of a cautionable offense
- Rules of expulsion
 - players sent off are out for the rest of the game and not allowed on the bench
 - the team of the player sent off can substitute for the player after 2 minutes or after the opposing team scores
- Local Option:
 - No substitute for a sent off player.

LAW 13 - THE FREE KICK

- Direct free kicks (DFK) for any or the DFK infringements when ball in play and against an opponent. Team can score goal directly from a DFK and if ball goes into own goal it is a corner kick restart.
- Indirect free kicks (IFK) for any of the IDFK infringements or any other undefined stoppage. Team cannot score directly from an IDFK.
 - Opponents at minimum 12 feet until ball is in play
 - Ball in play after it has moved
 - Kick must be taken with 4 seconds
 - Kicker cannot touch the ball a second time until the ball has been touched by another player.

ACCUMULATED FOULS

- Accumulated fouls refer only to the fouls mentioned in Law 12.
- Once a team has accumulated 5 fouls during a half, starting with the 6th foul that team shall not be allowed:
 - A defensive wall
 - All free kicks shall be direct
 - Infringements shall be punished with a direct free kick from the second penalty spot
- Procedure:
 - Until ball in 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
 - Goalkeeper shall remain in his goal area at least 12 feet from the ball
 - Kicker must aim at the goal with the intention of scoring
 - No other player may touch the ball until the ball has been touched by the goalkeeper, rebounded from the goal post or crossbar, or has left the pitch.
- Local Options:
 - To not use accumulated fouls.

LAW 14 - THE PENALTY KICK

- To be taken from the penalty mark by a properly identified kicker
- 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 be 12 feet from penalty spot
- The kicker shall not play the ball a second time until the ball has been touched by another player

LAW 15 - THE KICK-IN

- To be taken in place of the throw-in
- The ball is placed on the touchline before kicking
- The kicker's foot not kicking the ball must be outside or at least on the touchline
- The kick-in must be taken within 4 seconds
- The kick-in player cannot play the ball a second time until the ball has been touched by another player
- Players from opposing team must be at least 12 feet from point of kick-in
- Cannot score directly from a kick-in

LAW 16 - THE GOAL CLEARANCE

- To be taken in place of goal kick
- Taken 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
- The throw in must be taken within 4 seconds
- Local option:
 - The throw in must touch the floor outside the penalty area of goalkeeper's own side of court or another player before passing over the half line. Violation will result in an indirect free kick from the spot crossing the half line.

LAW 17 - THE CORNER KICK

- Ball placed on the corner
- Must be taken with 4 seconds, failure to do so results in an indirect free kick to the opposing team from the corner
- The kicker cannot play the ball a second time until the ball has been played by another player
- Players of the opposing team must be at least 12 feet from the corner
- A goal can be scored directly from a corner kick

ADDITIONAL

GOALKEEPER (RUN OF PLAY)

- May handle ball in goal area
- May not handle the ball from a kick in or a ball intentionally played to the keeper from the foot
- Keeper has 4 seconds to release ball
- A thrown or kicked release must touch the court outside the goal area on the goalkeepers half of the court before passing over the half line

PENALTY KICK SHOOT-OUT

- Main referee decides goal to be used.
- Coin toss to decide order
- 5 kicks taken by 5 different players selected among eligible players with names given to main referee.
- After 5 kicks and still tied additional kicks will be taken by the remaining eligible players on a sudden death basis.
- Any eligible player may change places with goalkeeper.
- Players will remain on opposite half of pitch.

GOLDEN GOAL OVERTIME

- Each team will begin overtime with a full team minus one player.
- Kick off decided by coin toss
- If no goal scored after 2 minutes of play each team will remove a player.
- If no goal scored after 4 minutes of play each team will remove another player.
- If no goal scored after 6 minutes of play the use of a penalty kick shoot-out will be used to determine winner.
- No substitutions are allowed in golden goal overtime unless and injury occurs

TOURNAMENT SCORING

- Scoring will be 3 points for a win, 1 point for a tie and 0 points for a loss
- Red cards or bench area removal will result in a 1 point deduction
- Forfeits will result in points being awarded by the team average on all scoring criteria
- Teams with a forfeit cannot advance
- The tie breakers for advancement
 - 1) Head to head
 - 2) Goal differential up to 3 goals in a game
 - 3) Fewest goals allowed
 - 4) Goals scored up to 8 in a game
 - 5) Coin toss
 - 6) If more than 2 teams tied, start with step 2