



FUTSAL RULES

Idaho Rush Futsal League rules

Below is a condensed version of the Laws of the Game (rules) that govern soccer, modified for the Idaho Rush Futsal League.

Law 1 -- The field

- Lines for the basketball court define the touchlines and bylines for the futsal field. As such, balls may not be played off the walls of the gym.
- The 3-point arcs of the basketball court designate the penalty area.

Law 2 -- The ball

Official futsal ball will be used.

Law 3 -- The players

- Teams play 4v4 (including the goalkeeper).
- Teams must designate a single player as the goalkeeper.
- Unlimited substitutions can be made on the fly.
- Substitutes must enter and exit from team sideline only.
- Players may enter after a teammate crosses the sideline.

Law 4 -- Player equipment

- **All players must wear shin guards at all times.**
- Jewelry of any kind is not permitted.
- Splints or casts of any kind are not permitted.
- No cleats or gym-marking soles.
- Team listed first on the schedule changes if there is a color conflict (pennies may be used).

Law 5 -- The referee

Referees will be supplied by the league.

Law 6 -- Assistant referees

There will be no assistant referees.

Law 7 -- Duration of the game

Games consist of two 12-minute halves with a 2-minute halftime.

Law 8 -- Start and restart of the game

- After a goal: The game is restarted by the goalkeeper who gave up the goal.
- Balls over the endline result in goal kicks or corner kicks, as needed.
- After a foul: The team that was fouled restarts the game with a free kick from the spot of the foul.
- All restarts (including fouls) may be taken by dribbling the ball.
- On all restarts, the opposing team must give 3 yards in all directions.
- All restarts must be taken within 3 seconds. After 3 seconds, the ball is turned over to the opposing team.

Law 9 -- Ball in and out of play

The entire ball must be over the entire touchline.

Law 10 -- Method of scoring

The entire ball must be over the entire byline inside the frame of the goal.

Law 11 -- Offside

The offside law is not used.

Law 12 -- Fouls and misconduct

- All the standard fouls (other than offside).
- At the referee's discretion, players may be sent off for a period of no more than 1 minute for persistent infringement. That player's team must play down a man for the duration of the penalty. The penalty may end sooner than 1 minute if a goal is scored against the team being penalized.

Law 13 -- Free kicks

- All free-kicks are indirect.
- Opponents must give 3 yards in every direction from the spot of a free kick.

Law 14 -- Penalty kicks

- Fouls in the penalty area result in a penalty kick. The penalty kick is taken from a spot 8 yards in front of the goal.
- All players except the player taking the penalty kick and the goalkeeper must be outside the penalty area until the ball is touched.
- Like all restarts, the penalty kick may be taken by dribbling the ball.

Law 15 -- Throw-ins

- There are no throw-ins. The game is restarted with pass-ins or dribble-in.
- Opponents must give 3 yards in every direction from the spot of a pass-in.

Law 16 -- Goal kicks

Goal kicks start in keeper's hands (throw, roll or pass from the feet).

Law 17 -- Corner kicks

Like all restarts, corner kicks may be taken by a player dribbling or passing the ball.

MISCELLANEOUS

- No slide tackling.
- Keeper must play ball inside own half (ball must be touched inside half before ball can travel into opponents half).
- Keeper may not pick up ball upon teammates playing it back must use feet.