



HIGH COUNTRY SOCCER ASSOCIATION

AMB FUTSAL LEAGUE RULES

The AMB Adult League will conform to FIFA Laws of the Game with the following modifications.

LAW 1 – The Field of Play

- The field of play will consist of the entire playing surface minus the end lines and marked off corners. Walls are in play, but no higher than the first bleacher. The goal area is the 3 pt line.

LAW 3 – The Number of Players

- A match is played by two teams, each consisting of not more than 5 players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than 3 players.
- Substitutions will be permitted on the fly. Players must enter and leave the field of play at their designated substitution area. The leaving player must be off the field before the substituting player may enter. Infringements of the substitution procedure will result in an indirect free kick from the spot of the ball when the referee signals the infringement.

LAW 6 – The Assistant Referees

- There will be no Assistant Referees.

LAW 7 – The Duration of the Match

- The match last two equal periods of 20 minutes. There will be a halftime interval of no longer than 3 minutes.

LAW 8 – The Start and Restart of Play

- Opponents of the team taking any restart must be a minimum five yards from the ball. Goal Kicks will be played from the goalkeeper's hands or feet and must touch either a second player or the ground before crossing the midfield line. An infraction will result in an indirect kick at midfield for the opposing team.

LAW 11 – Offside

- There will be no offside.

LAW 14 – The Penalty Kick

- For any situation requiring a penalty kick, the team awarded the penalty kick will identify a player to take the ball from the midfield line. The player will have one opportunity to score. The ball must move continuously toward goal once touched. A second shot may not be taken from a rebound off the goalkeeper or goal. The restart will be either a kickoff (goal) or goal kick (no goal).



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LAW 15 – The Throw In

- There will be no throw ins. A ball out over the touchline walls or making contact with any part of the ceiling will be restarted with a kick-in at the point where the ball left the field of play or touched the fixture. All kick-ins are indirect.

OTHER Players participating in the AMB Futsal League may not participate on more than 1 team in the same division. Silver teams may include up to 2 Gold players.

OTHER If a team does not have enough players to field a team within 10 minutes of the scheduled game time, the match is a forfeit and the winning team is awarded a 5-0 win. One goal will be given for every 2 minutes of elapsed time while waiting.

OTHER Unsportsmanlike conduct will not be tolerated. Cautionable offenses include the following: excessive or abusive foul language, dissent, time wasting, reckless play. Cautions will be issued at the discretion of the referee.

OTHER A red card offense (other than a second yellow) will result in the offending player being ejected from the game, as well as a minimum one-game suspension. Substitution of another player is allowed after 2 minutes.

OTHER Goalkeepers will not be permitted to punt or drop-kick the ball. Any throws from the goalkeeper's hands must touch either another player or the ground before crossing the midfield line. An indirect free kick is awarded at the midfield line for any infraction.

OTHER There shall be no slide tackling permitted (except by a goalkeeper in an attempt to make a save). Infringement will result in a yellow card, and a direct free kick for the opposing team.

OTHER Any male under 30 years of age who has played competitive soccer at the college level or higher may not participate in the Silver Division.

PROCEDURES TO DETERMINE THE WINNER OF A MATCH

- Games requiring a winner will be decided with two 5 minute golden goal overtime periods followed by penalty kicks (following the amended Law 14 procedure).

TIE BREAKERS

- For league play, 3 points will be awarded for a win, 1 point will be awarded for a tie, and 0 points for a loss. In the event of a forfeit the score will be recorded as 5-0
- For the purposes of breaking ties at the end of the league stage, the following will determine tie breakers.
 1. Head to head winner.
 2. Goal Differential
 3. Goals allowed
 4. Goals scored
 5. Coin toss