

Winter Futsal Game Rules & Game Flow

Key Format Points:

- 20 Minute Halves with 5 minute Halftime (Referee keeps time). Minimal extra times can be added for advantage play, at the discretion of the referee.
- No overtimes
- Identified lines on court with out of bounds play (this is to prevent physical risk of boards-play)
- Substitutions on the Fly from the Bench Area, Including Goalies
- Initial Coin Toss by Referee to determine opening possession
- Goalie must wear different colored shirt – goalie gloves are allowed
- No off sides
- Kick offs are indirect. The ball must be tapped forward first.
- Kick ins are indirect. The ball must be put behind the line, and the kick must be taken within 4 seconds.
- Corner kicks are indirect.
- Free kicks from range are direct or indirect. The ball must be stopped completely before the kick is taken.
- Opposing players must be 10 feet away from the ball on free kicks.
- Modified penalty kicks – fouls inside the box will result in a free kick on net from the far penalty box. A successful shot on goal from a far results in the goal.
- Goalies can throw/roll the ball anywhere on the court. No punting allowed. Goalies may not hold onto the ball for more than 4 seconds at any time during play.
- If the ball hits the ceiling, basketball basket, apparatus or other extraneous object while in the field of play, the team that did not touch the ball last restarts play with a kick in from the nearest point on the touchline.
- Yellow cards can be issued by the referees for offending play, at the discretion of the referee. Two yellow cards result in a Red Card and ejection from the game.
- Red Cards result in the ejection of the player from the game, and the team playing down a player for a two-minute period of time.

