

Very Simplified Futsal Laws – 2010-2011

The game is comprised of two (2) equal 20 minute halves

- Each team is allowed one (1) one minute TIME-OUT per half
- Time-outs are granted only when the team making the request has possession of the ball

Comment [DLS1]: NO TIMEOUTS in Rocket City Futsal.

Kick-off:

- All players must be in their own half
- Defenders must be a minimum of 3 yards away (outside center circle)
- The ball must be stationary in the center
- The referee gives a signal (whistle or verbal “play”)
- The ball must go forward
- A goal may NOT be scored directly from a kick-off

Kick-ins:

- Kick-ins must be taken on or close to the Touchline at the point where the ball crossed the line
- The kicker must have both feet on or behind the touchline when striking the ball
- The ball may be played to the goalkeeper, but he/she may not play it with the hands

Goal Clearance:

- The goalkeeper must throw or roll the ball from anywhere in the penalty area
- The ball must leave the penalty area before it's touched by a player from either team
- The goalkeeper who's throwing the ball, may not touch the ball again until it has been touched by an opponent ~~or passed beyond the halfway line.~~

Goalkeeper:

- Following a save and releasing the ball, may not touch the ball again until it has been touched by an opponent
- May not play the ball with the hands when intentionally passed back from the foot of a teammate.

Opponents must be a minimum of 5 yards from all direct free kicks, indirect free kick, kick-in and corner kick restarts.

Fouls: ALL OUTDOORS FOULS APPLY, plus the following may also be considered a foul;

- ~~Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (except for the goalkeeper in his/her own penalty area) a slide tackle considered dangerous may be stopped and given to his/her opponents.~~
- ~~Any contact with an opponent before contact with the ball.~~

All DIRECT FREE KICK FOULS are ACCUMULATED FOULS, including DFK fouls when advantage is used regardless of whether the advantage is realized or not.

Comment [DLS2]: NO ACCUMULATED FOULS in Rocket City Futsal.

Any INDIRECT FREE KICK MAY be opposed with a WALL

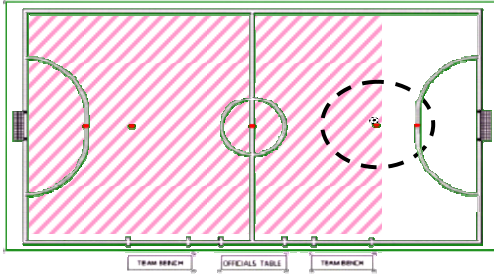
The first five (5) DIRECT FREE KICK FOULS MAY be opposed with a WALL

Beginning with the sixth ACCUMULATED FOUL against a team, not only is NO WALL ALLOWED, all players (excluding the defending goalkeeper) must be even with or behind the ball and outside the penalty area,

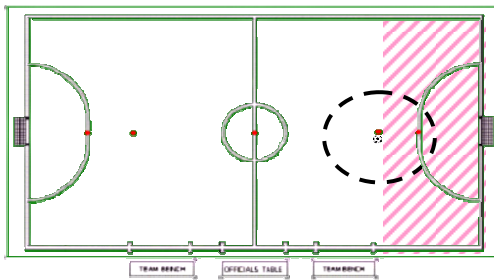
Comment [DLS3]: NO ACCUMULATED FOULS in Rocket City Futsal.

and all defenders at least 5 yards from the ball until the ball is kicked. The kicker must shoot directly on goal and the goalkeeper must be in his/her penalty area.

- If the 6th + foul by a team is committed from the second penalty spot in his/her own defensive end to anywhere in the opponents defensive end, the free kick is taken from the second penalty spot.



- If the 6th + foul by a team is committed between his/her defensive goal line and the second penalty spot in his/her own defensive end, the free kick may be taken from this second penalty spot or from where the foul occurred.



An Important Law Change from 2006:

Unavoidable shoulder to shoulder contact is allowed provided, in the opinion of the referees;

- Both are simply playing for the ball and the contact is because of that fact, not because of one intending to initiate the contact with the other, and;
- The contact is not deemed as reckless, careless or as using excessive force by the referees.

Important Law Changes from 2010-11:

- A goal may NOT be scored from a kick-off;
- Slide tackles are fouls only if committed dangerously;
- Goalkeeper may not touch the ball until his/her opponent has touched it following both a Save and a Goal Clearance; ball passing beyond the halfway line does not allow the goalkeeper to touch the ball again.