



Summary of Futsal Laws of the Game *with RVFL modifications*

LAW I - The Playing Court

- The penalty area and the goal area (box) are the same.
- **We use the basketball three-point arc to designate the penalty area.**
- Basketball center circles have a five-foot radius. The kick-off requires a ten-foot radius for defenders. Players will be reminded to move five feet from the circle.
- The “substitution area” shall be considered the same as the player bench location.
- The first penalty spot shall be the top of the penalty arc. The second penalty spot shall be determined by the referee approximately thirteen feet beyond the first penalty spot.

LAW II - The Ball

- Size #4 Futsal Ball (Bounce: 21-26 inches on first bounce)

LAW III - Number of Players

- Minimum Number of Players to Start Match: 5, one of whom shall be a GK
- Minimum Number of Players to Finish Match: 3
- Substitution Limit: None
- Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please following procedure; **goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent**). **Players entering the court shall wait off the court until the player exiting reaches them and they touch hands (“tag”).**

LAW IV - Players' Equipment

- Similarly colored shirts, socks, protective shin-guards and rubber soles

LAW V - Main Referee

- Position: The side opposite to the player benches; keeps time on the court.
- Power Unique to Main Referee: Can overrule Assistant Referee's calls.

LAW VI: Second Referee

- Same as Main Referee, with the addition of keeping a check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.
- Position: The same side as the player benches

LAW VII - Timekeeper

- Time is kept by the Referee(s).

LAW VIII - Duration of the Game

- Duration: Two equal periods of 20 minutes; clock stopped only for a timeout.
- Time can be prolonged only to take a penalty kick.
- Time-outs: 1 per team per half.
- Half-time: Maximum of 5 minutes

LAW IX - The Start of Play

- To begin: Home team selects court, Visitors kick-off; opposing team waits outside center circle (ten feet); ball deemed in play once it has been touched and has traveled the distance of its own

circumference; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals and to start second half (exchange ends and kick-off).

LAW X - Ball in and out of Play

- Ball is out of play when it hits the ceiling or other fixture over the court. Restart with a kick-in at the place closest to where the ball touched the ceiling or fixture. Exception: if ball hits fixture hanging over the goal line and in the referee's opinion would have otherwise crossed the goal line, the referee shall award a corner kick or a goal clearance as appropriate.
- Lines: Touchlines and goal lines are considered inside the playing area.

LAW XI - Method of Scoring

- A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

LAW XII - Fouls and Misconduct

- **Direct free kick** awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)
 - a) kicking or attempting to kick an opponent
 - b) tripping an opponent
 - c) jumping at an opponent**
 - d) charging an opponent in a violent or dangerous manner
 - e) charging an opponent from behind
 - f) striking, attempting to strike, or spitting at an opponent
 - g) holding an opponent
 - h) pushing an opponent
 - i) charging an opponent with shoulder (i.e., ALL shoulder charges)**
 - j) sliding at an opponent (i.e., sliding tackle)
 - k) handling the ball (except goalkeeper)
- **Indirect free kick** awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):
 - a) dangerous play (e.g. foot raised near an opponent's head)
 - b) obstruction (impeding the progress)
 - c) charging the goalkeeper in the penalty area (i.e., **rushing the goalkeeper**)
 - d) goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the court or any player)
 - e) goalkeeper picks up or touches with his hands a pass deliberately kicked from teammate
 - f) goalkeeper picks up or touches with his hands a kick-in from a teammate
 - g) goalkeeper controls the ball with any part of his body for more than 4 seconds
 - h) goalkeeper **touches with any part of his body a back pass** that has been played back to him before the ball has (1) crossed halfway-line or (2) been touched by an opponent (i.e. once a goalkeeper has played the ball in his or her defensive half, the goalkeeper may not **TOUCH** it again unless it has crossed the half-line, touched an opponent, or gone out of play).
- Players shall be **cautioned (i.e., shown yellow card)** when:
 - a) a substituting player enters the pitch from an incorrect position or before the player being substituted has "tagged" his or her hand.

- b) they persistently infringe the Laws of the Game
- c) they shows dissent with any decision of the referee
- d) they are guilty of unsporting behavior

These four yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the penalty arc when it takes place inside the penalty area).

- Players shall be **sent off (i.e., shown the red card)** for:
 - a) serious foul play
 - b) violent conduct
 - c) foul or abusive language
 - d) second instance of cautionable offense (i.e., second yellow card)
 - e) intentionally denying a clear goal-scoring opportunity (e.g. a tactical foul)
 - f) intentionally denying a clear goal-scoring opportunity in the penalty area by handling ball

Direct free kicks (or penalty kicks) are awarded for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the penalty arc when the infringement takes place in the penalty area).

Rules of Expulsion:

- The player sent off (shown a red card) is out for the rest of the game and may only remain on the bench by **removing or covering the jersey** to clearly distinguish the dismissed player from the available substitutes.
- The team of the player sent off can substitute for that player after two minutes of playing time or after the opposing team scores - which ever comes first.
- The two-minute punishment shall be managed by the assistant referee (or by the referee, if there is no assistant).
- **This substitute cannot enter until the ball is out of play and he or she has received permission.**

LAW XIII - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 meters (16 feet) away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference.
- Time Limit: **ALL kicks must be taken within four seconds as determined by referee**
- Restriction: Kicker cannot touch the ball again until touched by another player

LAW XIV - Accumulated Fouls

- Accumulated fouls refer only to the DFK fouls described in Law XII (a through k).
- Once a team has accumulated 5 DFK fouls during a half, from the 6th foul:
 - The defending team shall not be allowed a defensive wall.
 - All free kicks shall be direct (no indirect free kicks).
 - Fouls committed closer to the goal than the imaginary line running through the second penalty spot shall be punished with a direct free taken from the point of infringement or from the second penalty spot (attacker's choice).
 - Fouls committed further from the goal line than the imaginary line running through the second penalty spot shall be punished with a direct free kick from the Second Penalty Spot.

Procedure:

- Until the ball is kicked into 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.
- The goalkeeper shall remain in his penalty area at least 16 feet from the ball.
- The kicker must aim at the goal, with the intention of scoring (i.e. no passes to teammates).
- No other player may touch the ball until it has hit the court, rebounded from the goal post or crossbar, or has gone out of play.
- If the infringement took place in penalty area (and does not merit a penalty kick – i.e. an IFK offense), the free kick is to be taken from the penalty arc on the spot nearest to where the infringement occurred.

LAW XV - Penalty Kick

- To be taken from the penalty mark on the mid-point of the penalty arc.
- The kicker is to aim at goal, with the intention of scoring **(i.e. a pass to a teammate results in an IFK for the defense).**
- All players must be out of the penalty area, and the players of the opposing team must also be at least 16 feet from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XVI - Kick-in

- To be taken in place of the throw-in.
- The ball is placed on the touch line and must be stationary before kicking.
- The kicker's plant foot must be outside or at least on the touchline; if it crosses the touchline all of the way, into the court, the kick-in is given to the opposing team.
- **The kick-in must be taken within 4 seconds; if not, the kick-in is given to the opposing team.**
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing team.
- Players on opposing team must be at least 16 feet away from point of kick-in **(i.e. a kick-in cannot be "defended")**.
- You cannot score directly from a kick-in.

LAW XVII - Goal Clearance

- Taken in place of goal kick - from inside the penalty area, the goalkeeper throws ball into play.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

LAW XVIII - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is retaken.
- Must be taken within 4 seconds; failure to do so results in an indirect free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 16 feet away from point of the corner kick.
- You can score goal directly from a corner kick.